**摄像头切换脚本**

Posted on 2013年06月03日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 34 次

首先，新建一个GUISkin，和两个Camera。代码如下：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** test : MonoBehaviour { |
| 06 |  |
| 07 | **public** GUISkin MenuGUIskins; |
| 08 |  |
| 09 | **public** Camera camera1; |
| 10 |  |
| 11 | **public** Camera camera0; |
| 12 |  |
| 13 | **void** Start () {} |
| 14 |  |
| 15 | **void** Update () {} |
| 16 |  |
| 17 | **void** OnGUI () { |
| 18 |  |
| 19 | GUI.skin=MenuGUIskins; |
| 20 |  |
| 21 | **if**(GUI.Button(new Rect(100, 0,190,60),“di1rencheng”)){ |
| 22 |  |
| 23 | camera1.enabled = **false**; |
| 24 |  |
| 25 | camera0.enabled = **true**; |
| 26 |  |
| 27 | } Unity3D教程手册 |
| 28 |  |
| 29 | **else** **if**(GUI.Button(new Rect(100, 75,190,60),“di3rencheng”)){ |
| 30 |  |
| 31 | camera1.enabled = **true**; |
| 32 |  |
| 33 | camera0.enabled = **false**; |
| 34 |  |
| 35 | } |
| 36 |  |
| 37 | } |
| 38 |  |
| 39 | } |