**摄像机切换脚本**

Posted on 2013年04月22日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 172 次

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| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** CameraSwap : MonoBehaviour |
| 05 | { |
| 06 | **void** Update () |
| 07 | { |
| 08 | *//pressing 0, 1, 2, and 3 will swap before the cameras named "Main Camera",* |
| 09 | *//"Camera 1", "Camera 2", and "Camera 3" which have Security Camera added:* |
| 10 | **if** (Input.GetKeyDown(KeyCode.Alpha0)) { |
| 11 | SecurityCamera.ChangeCamera("Main Camera"); |
| 12 | } |
| 13 | **if** (Input.GetKeyDown(KeyCode.Alpha1)) { |
| 14 | SecurityCamera.ChangeCamera("Camera 1"); |
| 15 | } |
| 16 | **if** (Input.GetKeyDown(KeyCode.Alpha2)) { |
| 17 | SecurityCamera.ChangeCamera("Camera 2"); |
| 18 | } |
| 19 | **if** (Input.GetKeyDown(KeyCode.Alpha3)) { |
| 20 | SecurityCamera.ChangeCamera("Camera 3"); |
| 21 | } |
| 22 | } |
| 23 | } |
| 24 |  |
| 25 |  |