**摄像机选择碰壁脚本**

Posted on 2013年06月07日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 58 次

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

|  |  |
| --- | --- |
| 01 | **var** camera1:Camera; *//摄像机* |
| 02 |  |
| 03 | **var** detectpoint:Transform; *//设定点* |
| 04 |  |
| 05 | **var** mousescrollwheel:**float**; *//鼠标中间滚轮，不要修改默认值* |
| 06 |  |
| 07 | **var** sensitivityW:**float**=5; *//鼠标滚轮敏捷性* |
| 08 |  |
| 09 | **var** pnearview:**float**=-1; *//碰到物体后摄像机离设定点的距离* |
| 10 |  |
| 11 | **var** meetdistance:**float**=3; *//人物靠近物体的距离* |
| 12 |  |
| 13 | **var** nearview:**float**=-1; *//鼠标滚轮滚动 控制摄像机离设定点的最近距离* |
| 14 |  |
| 15 | **var** farview:**float**=-10; *//鼠标滚轮滚动 控制摄像机离设定点的最远距离* |
| 16 |  |
| 17 | function Start () |
| 18 |  |
| 19 | { |
| 20 |  |
| 21 | mousescrollwheel=camera1.transform.localPosition.z; |
| 22 |  |
| 23 | }&nbsp;&nbsp; Unity3D教程手册 |
| 24 |  |
| 25 | function Update () { |
| 26 |  |
| 27 | mousescrollwheel += Input.GetAxis(“Mouse ScrollWheel”)\*sensitivityW; |
| 28 |  |
| 29 | **if**(mousescrollwheel>nearview){mousescrollwheel=nearview;} |
| 30 |  |
| 31 | **else** **if**(mousescrollwheel<farview){mousescrollwheel=farview;} |
| 32 |  |
| 33 | camera1.transform.localPosition.z=mousescrollwheel; |
| 34 |  |
| 35 | *//print(camera1.transform.localPosition.z);* |
| 36 |  |
| 37 | **var** fwd = detectpoint.transform.TransformDirection (-(Vector3.forward)); |
| 38 |  |
| 39 | **if** (Physics.Raycast (detectpoint.transform.position, fwd, meetdistance)) { |
| 40 |  |
| 41 | camera1.transform.localPosition.z=pnearview; |
| 42 |  |
| 43 | } |
| 44 |  |
| 45 | } |
| 46 |  |