**旋转游戏对象脚本**

Posted on 2013年07月18日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 22 次

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| 01 | **public** GameObject obj2 = GameObject.Find("Cube2"); |
| 02 | **private** **int** speed = 100; |
| 03 |  |
| 04 | **void** OnGUI() |
| 05 | { |
| 06 | **if** (GUILayout.Button("沿x轴旋转", GUILayout.Height(50))) |
| 07 | { |
| 08 | obj.transform.Rotate(Vector3.right \* Time.deltaTime \* speed); |
| 09 | } |
| 10 | **if** (GUILayout.Button("沿y轴旋转", GUILayout.Height(50))) |
| 11 | { |
| 12 | obj.transform.Rotate(Vector3.up \* Time.deltaTime \* speed); |
| 13 | } |
| 14 | **if** (GUILayout.Button("沿z轴旋转", GUILayout.Height(50))) |
| 15 | { |
| 16 | obj.transform.Rotate(Vector3.forward \* Time.deltaTime \* speed); |
| 17 | } |
| 18 | **if** (GUILayout.Button("围绕立方体2旋转", GUILayout.Height(50))) |
| 19 | { |
| 20 | obj.transform.RotateAround(obj2.transform.position, Vector3.up, Time.deltaTime \* speed); |
| 21 | } |
| 22 | } |
| 23 |  |
| 24 |  |