**替换鼠标图像脚本**

Posted on 2013年05月13日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 63 次

原理其实很简单，首先是隐藏原有的鼠标，然后将一张小图，放在鼠标的位置上。

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| 01 | **var** mouse\_pic:Texture; |
| 02 |  |
| 03 | function Start(){ |
| 04 |  |
| 05 | Screen.showCursor=**false**; Unity3D教程手册 |
| 06 |  |
| 07 | } |
| 08 |  |
| 09 | function OnGUI(){ |
| 10 |  |
| 11 | **var** mouse\_pos=Input.mousePosition; |
| 12 |  |
| 13 | GUI.DrawTexture(Rect(mouse\_pos.x,Screen.height-mouse\_pos.y,16,20),mouse\_pic); |
| 14 |  |
| 15 | } |