**滑轮输入**

Posted on 2013年04月26日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 123 次

将下列程式码复制贴到JavaScript，再拖曳到摄影机上，仔细观察其输出的结果。

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

|  |  |
| --- | --- |
| 01 | **var** ms: **float** = 0; |
| 02 |  |
| 03 | function Update() { |
| 04 | **if** (Input.GetMouseButtonDown(0)) print("Left"); |
| 05 |  |
| 06 | **if** (Input.GetMouseButtonDown(1)) print("Right"); |
| 07 |  |
| 08 | **if** (Input.GetMouseButtonDown(2)) print("Middle"); |
| 09 |  |
| 10 | **if** (Input.GetAxis("Mouse ScrollWheel") < 0) { |
| 11 | ms--; |
| 12 | print(ms); |
| 13 | } **else** **if** (Input.GetAxis("Mouse ScrollWheel") > 0) { |
| 14 | ms++; |
| 15 | print(ms); |
| 16 | } |
| 17 | } |
| 18 |  |
| 19 | function OnGUI() { |
| 20 | **var** e: **Event** = **Event**.current; |
| 21 | **if** (e.isMouse) { |
| 22 | print(e.delta); |
| 23 | } |
| 24 | } |