**移动平台触摸事件**

Posted on 2013年06月21日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 55 次

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|  |  |  |

|  |  |
| --- | --- |
| 01 | **private** Vector2 leftFingerPos = Vector2.zero; |
| 02 |  |
| 03 | **private** Vector2 leftFingerLastPos = Vector2.zero; |
| 04 |  |
| 05 | **private** Vector2 leftFingerMoveBy = Vector2.zero; |
| 06 |  |
| 07 | **public** **float** slideMagnitudeX = 0.0; |
| 08 |  |
| 09 | **public** **float** slideMagnitudeY = 0.0; |
| 10 |  |
| 11 | **void** Update() |
| 12 |  |
| 13 | { |
| 14 |  |
| 15 | **if**(Input.touchCount == 1) |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | Touch touch = Input.GetTouch(0); |
| 20 |  |
| 21 | **if**(touch.phase == TouchPhase.Began) |
| 22 |  |
| 23 | { |
| 24 |  |
| 25 | leftFingerPos = Vector2.zero; |
| 26 |  |
| 27 | leftFingerLastPos = Vector2.zero; |
| 28 |  |
| 29 | leftFingerMoveBy = Vector2.zero; |
| 30 |  |
| 31 | slideMagnitudeX = 0; |
| 32 |  |
| 33 | slideMagnitudeY = 0; |
| 34 |  |
| 35 | *//记录开始坐标点* |
| 36 |  |
| 37 | leftFingerPos = touch.position; |
| 38 |  |
| 39 | } |
| 40 |  |
| 41 | **else** **if**(touch.phase == TouchPhase.Moved) |
| 42 |  |
| 43 | { *//Unity3D教程手册：www.unitymanual.com* |
| 44 |  |
| 45 | leftFingerMoveBy = touch.position - leftFingerPos; |
| 46 |  |
| 47 | leftFingerLastPos = leftFingerPos; |
| 48 |  |
| 49 | leftFingerPos = touch.position; |
| 50 |  |
| 51 | slideMagnitudeX = leftFingerMoveBy.x / Screen.width; |
| 52 |  |
| 53 | slideMagnitudeY = leftFingerMoveBy.y / Screen.height; |
| 54 |  |
| 55 | } |
| 56 |  |
| 57 | **else** **if**(touch.phase == TouchPhase.Stationary) |
| 58 |  |
| 59 | { |
| 60 |  |
| 61 | leftFingerLastPos = leftFingerPos; |
| 62 |  |
| 63 | leftFingerPos = touch.position; |
| 64 |  |
| 65 | slideMagnitudeX = 0.0; |
| 66 |  |
| 67 | slideMagnitudeY = 0.0; |
| 68 |  |
| 69 | } |
| 70 |  |
| 71 | **else** **if**(touch.phase == TouchPhase.Ended || touch.phase == TouchPhase.Canceled) |
| 72 |  |
| 73 | { |
| 74 |  |
| 75 | slideMagnitudeX = 0.0; |
| 76 |  |
| 77 | slideMagnitudeY = 0.0; |
| 78 |  |
| 79 | } |
| 80 |  |
| 81 | } |
| 82 |  |
| 83 | } |