**绘制线段脚本**

Posted on 2013年05月01日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 111 次

[Unity3D中用Vectrosity插件画直线、画点、画曲线、画方框](http://www.unitymanual.com/3393.html)

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| 01 | #pragma strict |
| 02 | **public** **var** mat:Material; |
| 03 | **private** **var** s:Vector3 = Vector3(0, 0, 0); |
| 04 | **private** **var** e:Vector3 = Vector3(10, 10, 0); |
| 05 | function Start () |
| 06 | { |
| 07 |  |
| 08 | } |
| 09 | function Update () |
| 10 | { |
| 11 | } |
| 12 | function OnPostRender() |
| 13 | { |
| 14 | **if** (!mat) |
| 15 | { |
| 16 | Debug.LogError("We need a material"); |
| 17 |  |
| 18 | **return**; |
| 19 | } |
| 20 |  |
| 21 | GL.PushMatrix(); |
| 22 |  |
| 23 | mat.SetPass(0); |
| 24 |  |
| 25 | GL.LoadOrtho(); |
| 26 |  |
| 27 | *// 开始绘制* |
| 28 | GL.Begin(GL.LINES); |
| 29 |  |
| 30 | *// 设置绘制颜色* |
| 31 | GL.Color(Color.red); |
| 32 |  |
| 33 | *// 开始顶点* |
| 34 | GL.Vertex(s); |
| 35 |  |
| 36 | *// 结束顶点* |
| 37 | GL.Vertex(e); |
| 38 |  |
| 39 | *// 结束绘制* |
| 40 | GL.End(); |
| 41 |  |
| 42 | GL.PopMatrix(); |
| 43 | } |
| 44 |  |