**脚本实现CoverFlow效果**

Posted on 2013年07月23日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 42 次

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** CoverFlow : MonoBehaviour { |
| 05 |  |
| 06 | **public** **int** numberOfPhotos = 4; |
| 07 | **public** ArrayList PhotoObjects = new ArrayList(); |
| 08 | **private** Vector2 first = Vector2.zero; |
| 09 | **private** Vector2 second = Vector2.zero; |
| 10 |  |
| 11 | **void** Start(){ |
| 12 | LoadImages(); |
| 13 | } |
| 14 |  |
| 15 | **void** LoadImages() |
| 16 | { |
| 17 | **for**(**int** nLoop = 0; nLoop < numberOfPhotos; nLoop++) |
| 18 | { |
| 19 | GameObject PhotoObject = GameObject.CreatePrimitive(PrimitiveType.Plane); |
| 20 |  |
| 21 | PhotoObjects.**Add**(PhotoObject); |
| 22 |  |
| 23 | PhotoObject.transform.position = new Vector3(8 + (nLoop - numberOfPhotos / 2) \* 8.2f, 0.5f, 0); |
| 24 |  |
| 25 | PhotoObject.transform.eulerAngles = new Vector3(-270, (nLoop - numberOfPhotos / 2) \* -45, 0); |
| 26 |  |
| 27 | PhotoObject.renderer.material.mainTexture = Resources.Load("photo" + nLoop) **as** Texture2D; |
| 28 | } |
| 29 | } |
| 30 |  |
| 31 | **void** MoveObject(**int** dir) |
| 32 | { |
| 33 | **for**(**int** nLoop = 0; nLoop < numberOfPhotos; nLoop++) |
| 34 | { |
| 35 | GameObject PhotoObject = PhotoObjects[nLoop] **as** GameObject; |
| 36 | Vector3 movePoint = PhotoObject.transform.position; |
| 37 | Vector3 eulerPoint = PhotoObject.transform.eulerAngles; |
| 38 | movePoint.x += dir \* 0.2f; |
| 39 | eulerPoint.y += dir \* 2f; |
| 40 | PhotoObject.transform.position = movePoint; |
| 41 | PhotoObject.transform.eulerAngles = eulerPoint; |
| 42 | } *//Unity3D教程手册：www.unitymanual.com* |
| 43 |  |
| 44 | } |
| 45 |  |
| 46 | **void** OnGUI() |
| 47 | { |
| 48 |  |
| 49 | **if**(**Event**.current.type == EventType.MouseDown) |
| 50 | { |
| 51 | first = **Event**.current.mousePosition; |
| 52 | } |
| 53 | *//Unity3D教程手册：www.unitymanual.com* |
| 54 | **if**(**Event**.current.type == EventType.MouseDrag) |
| 55 | { |
| 56 | second = **Event**.current.mousePosition; |
| 57 | } |
| 58 |  |
| 59 | **if**(second.x < first.x) |
| 60 | { |
| 61 | print ("Left"); |
| 62 | MoveObject(-1); |
| 63 | } |
| 64 | **else** **if**(second.x > first.x) |
| 65 | { |
| 66 | print ("Right"); |
| 67 | MoveObject(1); |
| 68 | } |
| 69 |  |
| 70 | first = second; |
| 71 | } |
| 72 | } |
| 73 |  |
| 74 |  |