**计算两点间角度**

Posted on 2013年05月30日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 131 次

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|  |  |
| --- | --- |
| 01 | */// <param name=“APoint”>离心率</param>* |
| 02 |  |
| 03 | */// <returns>返回两点间的角度</returns>* |
| 04 |  |
| 05 | **private** **double** PointToAngle(Point AOrigin, Point APoint, **double** AEccentricity) |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | **if** (APoint.X == AOrigin.X) |
| 10 |  |
| 11 | **if** (APoint.Y > AOrigin.Y) |
| 12 |  |
| 13 | **return** Math.PI \* 0.5; |
| 14 |  |
| 15 | **else** **return** Math.PI \* 1.5; |
| 16 |  |
| 17 | **else** **if** (APoint.Y == AOrigin.Y) |
| 18 |  |
| 19 | **if** (APoint.X > AOrigin.X) |
| 20 |  |
| 21 | **return** 0; |
| 22 |  |
| 23 | **else** **return** Math.PI; |
| 24 |  |
| 25 | **else** |
| 26 |  |
| 27 | { Unity3D教程手册 |
| 28 |  |
| 29 | **double** Result = Math.Atan((AOrigin.Y - APoint.Y) / |
| 30 |  |
| 31 | (AOrigin.X - APoint.X) \* AEccentricity); |
| 32 |  |
| 33 | **if** ((APoint.X < AOrigin.X) && (APoint.Y > AOrigin.Y)) |
| 34 |  |
| 35 | **return** Result + Math.PI; |
| 36 |  |
| 37 | **else** **if** ((APoint.X < AOrigin.X) && (APoint.Y < AOrigin.Y)) |
| 38 |  |
| 39 | **return** Result + Math.PI; |
| 40 |  |
| 41 | **else** **if** ((APoint.X > AOrigin.X) && (APoint.Y < AOrigin.Y)) |
| 42 |  |
| 43 | **return** Result + 2 \* Math.PI; |
| 44 |  |
| 45 | **else** **return** Result; |
| 46 |  |
| 47 | } |
| 48 |  |
| 49 | } */\* PointToAngle \*/* |
| 50 |  |
| 51 |  |