**鼠标替换 – DrawTexture**

Posted on 2013年05月05日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 69 次

复製程式码贴到JavaScript，拖曳到摄影机上

再将替换鼠标的图片拖曳到JavaScript上的mouse\_Picture

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

|  |  |
| --- | --- |
| 01 | **var** mouse\_Picture:Texture; |
| 02 | **var** mouse\_Position:Vector2; |
| 03 |  |
| 04 | function Start(){ |
| 05 |  |
| 06 | Screen.showCursor=**false**; |
| 07 | } |
| 08 |  |
| 09 |  |
| 10 | function OnGUI(){ |
| 11 |  |
| 12 | mouse\_Position=Input.mousePosition; |
| 13 | GUI.DrawTexture(Rect(mouse\_Position.x,Screen.height&minus;mouse\_Position.y,16,20),mouse\_Picture); |
| 14 | } |

**Unity3D脚本：改变鼠标光标贴图**

Posted on 2013年01月31日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 247 次

JS脚本：

var myMouseCursor:Texture2D;

var width:float;

var height:float;

function Start () {

Screen.showCursor=false;

}

function Update () {

}

function OnGUI()

{

GUI.DrawTexture(Rect(Input.mousePosition.x-width/2.0,(Screen.height-Input.mousePosition.y)-height/2.0,width,height),myMouseCursor);

}