**鼠标抓取gameobject(类似碰撞检测)**

Posted on 2013年07月02日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 84 次

创建一个cube的go绑定一个脚本代码：

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** Mouse : MonoBehaviour |
| 05 | { |
| 06 | Ray ray; |
| 07 | RaycastHit hit; |
| 08 | **void** Update() |
| 09 | { |
| 10 | **if** (Input.GetMouseButton(0)) |
| 11 | { |
| 12 | ray = Camera.main.ScreenPointToRay(Input.mousePosition); |
| 13 | **if** (Physics.Raycast(ray, **out** hit)) |
| 14 | Debug.Log(hit.collider.gameObject.name); |
| 15 | } |
| 16 | } |
| 17 | } |