**鼠标拖拽物体（一）**

Posted on 2013年04月24日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 160 次

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|  |  |
| --- | --- |
| 01 | *//Drag object using mouse* |
| 02 |  |
| 03 | *//editor by faye euler* |
| 04 |  |
| 05 | *//add script components to the collider Object with need to be draging* |
| 06 |  |
| 07 | *//将代码附加到要被拖拽的collider物体上* |
| 08 |  |
| 09 | function Update () { |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | **var** screenSpace; |
| 14 |  |
| 15 | **var** offset; |
| 16 |  |
| 17 | function OnMouseDown(){ |
| 18 |  |
| 19 | *//translate the cubes position from the world to Screen Point* |
| 20 |  |
| 21 | *//转换对象位置，从世界点到屏幕座标* |
| 22 |  |
| 23 | screenSpace = Camera.main.WorldToScreenPoint(transform.position); |
| 24 |  |
| 25 | *//calculate any difference between the cubes world position and the mouses Screen position converted to a worldpoint* |
| 26 |  |
| 27 | *//在对象世界座标与鼠标屏幕座标计算任何不同，转换到世界点上* |
| 28 |  |
| 29 | offset = transform.position - Camera.main.ScreenToWorldPoint(Vector3(Input.mousePosition.x,Input.mousePosition.y, screenSpace.z)); |
| 30 |  |
| 31 | } |
| 32 |  |
| 33 | */\** |
| 34 |  |
| 35 | *OnMouseDrag is called when the user has clicked on a GUIElement or Collider and is still holding down the mouse.* |
| 36 |  |
| 37 | *OnMouseDrag is called every frame while the mouse is down.* |
| 38 |  |
| 39 | *\*/* |
| 40 |  |
| 41 | function OnMouseDrag () { |
| 42 |  |
| 43 | *//keep track of the mouse position* |
| 44 |  |
| 45 | *//保持鼠标位置追踪* |
| 46 |  |
| 47 | **var** curScreenSpace = Vector3(Input.mousePosition.x, Input.mousePosition.y, screenSpace.z); |
| 48 |  |
| 49 | *//convert the screen mouse position to world point and adjust with offset* |
| 50 |  |
| 51 | *//转换屏幕鼠标位置到世界点，以及通过偏移调整* |
| 52 |  |
| 53 | **var** curPosition = Camera.main.ScreenToWorldPoint(curScreenSpace) + offset; |
| 54 |  |
| 55 | *//update the position of the object in the world* |
| 56 |  |
| 57 | *//更新物体在世界的位置* |
| 58 |  |
| 59 | transform.position = curPosition; |
| 60 |  |
| 61 | } |
| 62 |  |
| 63 |  |