**鼠标拖拽物体（二）**

Posted on 2013年05月15日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 34 次

是一段拖动物体的代码，比较简洁明了，对了解Unity3d脚本概念有些帮助！在此加上注释分享！

相关文章：[**鼠标拖拽物体（一）**](http://www.unitymanual.com/4381.html)

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|  |  |
| --- | --- |
| 01 | **var** mouseOverColor = Color.blue;*//声明变量为蓝色* |
| 02 |  |
| 03 | **private** **var** originalColor : Color;*//声明变量存储本来颜色* |
| 04 |  |
| 05 | function Start () { |
| 06 |  |
| 07 | originalColor = renderer.sharedMaterial.color;*//开始时得到物体本来着色* |
| 08 |  |
| 09 | } |
| 10 |  |
| 11 | function OnMouseEnter () { |
| 12 |  |
| 13 | renderer.material.color = mouseOverColor;*//当鼠标滑过时改变物体颜色为蓝色* |
| 14 |  |
| 15 | } |
| 16 |  |
| 17 | function OnMouseExit () { |
| 18 |  |
| 19 | renderer.material.color = originalColor;*//当鼠标滑出时恢复物体本来颜色* |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | function OnMouseDown () { |
| 24 |  |
| 25 | **var** screenSpace = Camera.main.WorldToScreenPoint(transform.position);*//三维物体坐标转屏幕坐标* |
| 26 |  |
| 27 | *//将鼠标屏幕坐标转为三维坐标，再算出物体位置与鼠标之间的距离* |
| 28 |  |
| 29 | **var** offset = transform.position - Camera.main.ScreenToWorldPoint(Vector3(Input.mousePosition.x, Input.mousePosition.y, screenSpace.z)); |
| 30 |  |
| 31 | print(“down”); |
| 32 |  |
| 33 | **while** (Input.GetMouseButton(0)) |
| 34 |  |
| 35 | { |
| 36 |  |
| 37 | *//print(“button0”);* |
| 38 |  |
| 39 | **var** curScreenSpace = Vector3(Input.mousePosition.x, Input.mousePosition.y, screenSpace.z); |
| 40 |  |
| 41 | **var** curPosition = Camera.main.ScreenToWorldPoint(curScreenSpace) + offset; |
| 42 |  |
| 43 | transform.position = curPosition; |
| 44 |  |
| 45 | **yield**;*//这个很重要，循环执行* |
| 46 |  |
| 47 | } |
| 48 |  |
| 49 | } |