**鼠标滚轮控制摄像机远近**

Posted on 2013年04月18日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 248 次

Js代码：摄像机距离视角中心最近为2，最远为10，鼠标灵敏度为5。

MouseOrbit.JS

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| 01 | **var** target : Transform; |
| 02 | **var** distance = 10.0; |
| 03 |  |
| 04 | **var** xSpeed = 250.0; |
| 05 | **var** ySpeed = 120.0; |
| 06 |  |
| 07 | **var** yMinLimit = -20; |
| 08 | **var** yMaxLimit = 80; |
| 09 |  |
| 10 | **private** **var** x = 0.0; |
| 11 | **private** **var** y = 0.0; |
| 12 |  |
| 13 | @script AddComponentMenu("Camera-Control/Mouse Orbit") |
| 14 |  |
| 15 | function Start () { |
| 16 | **var** angles = transform.eulerAngles; |
| 17 | x = angles.y; |
| 18 | y = angles.x; |
| 19 |  |
| 20 | *// Make the rigid body not change rotation* |
| 21 | **if** (rigidbody) |
| 22 | rigidbody.freezeRotation = **true**; |
| 23 | } |
| 24 |  |
| 25 | function LateUpdate () { |
| 26 | **if** (target) { |
| 27 | x += Input.GetAxis("Mouse X") \* xSpeed \* 0.02; |
| 28 | y -= Input.GetAxis("Mouse Y") \* ySpeed \* 0.02; |
| 29 |  |
| 30 | y = ClampAngle(y, yMinLimit, yMaxLimit); |
| 31 |  |
| 32 | **var** rotation = Quaternion.Euler(y, x, 0); |
| 33 | **var** position = rotation \* Vector3(0.0, 0.0, -distance) + target.position; |
| 34 |  |
| 35 | transform.rotation = rotation; |
| 36 | transform.position = position; |
| 37 | } |
| 38 | } |
| 39 |  |
| 40 | **static** function ClampAngle (angle : **float**, min : **float**, max : **float**) { |
| 41 | **if** (angle < -360) |
| 42 | angle += 360; |
| 43 | **if** (angle > 360) |
| 44 | angle -= 360; |
| 45 | **return** Mathf.Clamp (angle, min, max); |
| 46 | } |

MouseWheel.js

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| 01 | #pragma strict |
| 02 |  |
| 03 |  |
| 04 | **var** MouseWheelSensitivity = 5; |
| 05 | **var** MouseZoomMin = 2; |
| 06 | **var** MouseZoomMax = 10; |
| 07 |  |
| 08 | **private** **var** normalDistance : **float**; |
| 09 | **private** **var** mouseOrbit : MouseOrbit; |
| 10 | function Start() |
| 11 | { |
| 12 | mouseOrbit = GetComponent("MouseOrbit"); |
| 13 | } |
| 14 | function Update() |
| 15 | { |
| 16 | *// 如果按住滑轮* |
| 17 | **if** (Input.GetAxis("Mouse ScrollWheel") != 0) |
| 18 | { |
| 19 | **if** (normalDistance >= MouseZoomMin && normalDistance <= MouseZoomMax) |
| 20 | { |
| 21 | normalDistance -= Input.GetAxis("Mouse ScrollWheel") \* MouseWheelSensitivity; |
| 22 | } |
| 23 | **if** (normalDistance < MouseZoomMin) |
| 24 | { |
| 25 | normalDistance = MouseZoomMin; |
| 26 | } |
| 27 | **if** (normalDistance > MouseZoomMax) |
| 28 | { |
| 29 | normalDistance = MouseZoomMax; |
| 30 | } |
| 31 | mouseOrbit.distance = normalDistance; |
| 32 | } |
| 33 | } |