

Unity for Flash Developers (Tutorial 4 – Basic Mouse Interaction)

If you've been using Flash to interact with the user you'll most likely have run into mouse events like MOUSE_OUT,MOUSE_OVER ,MOUSE_DOWN,MOUSE_UP,startDrag() and stopDrag().

All GameObjects in Unity inherit from MonoBehaviour which gives you access to a lot of the functionality you are used to in Flash, and also a lot of new features that you wont find in Flash.

<http://unity3d.com/support/documentation/ScriptReference/MonoBehaviour.html>

Example 1 (see MouseEventsScript1.js)

OnMouseEnter

OnMouseEnter is called when the mouse entered the GUIElement or Collider.

OnMouseOver

OnMouseOver is called every frame while the mouse is over the GUIElement or Collider.

OnMouseExit

OnMouseExit is called when the mouse is not any longer over the GUIElement or Collider.

Example 2 (see MouseEventsScript2.js)

OnMouseDown

OnMouseDown is called when the user has pressed the mouse button while over the GUIElement or Collider.

OnMouseUp

OnMouseUp is called when the user has released the mouse button.

Example 3 (see MouseEventsScript3.js)

OnMouseDown

OnMouseDown is called when the user has clicked on a GUIElement or Collider and is still holding down the mouse.