

public class playerControl : MonoBehaviour {

private CharacterController CC;

public float moveSpeed = 3;

public float jumpSpeed = 5;

private Vector3 moveDir = Vector3.zero;

// Use this for initialization

void Start () {

CC = GetComponent<CharacterController>();

}

// Update is called once per frame

void FixedUpdate () {

moveDir.x = Input.GetAxis("Horizontal") \* moveSpeed;

moveDir.z = Input.GetAxis("Vertical") \* moveSpeed;

if (CC.isGrounded)

{

if (Input.GetKeyDown(KeyCode.Space))

{

Debug.Log(CC.isGrounded);

moveDir.y = jumpSpeed;

}

}

else

{

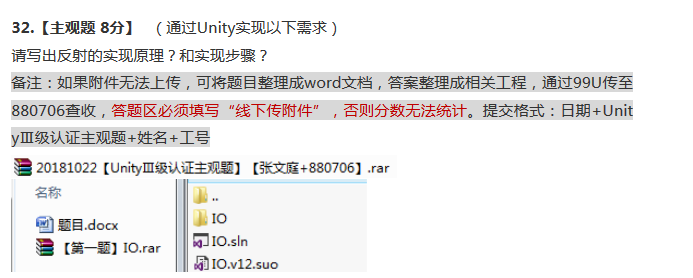
moveDir += Physics.gravity \* Time.fixedDeltaTime;

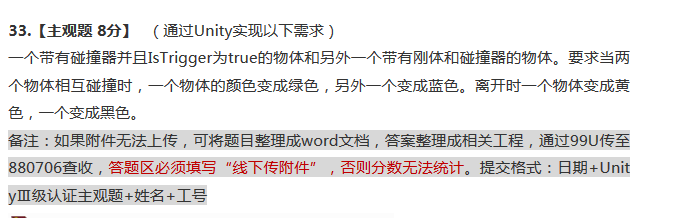
}

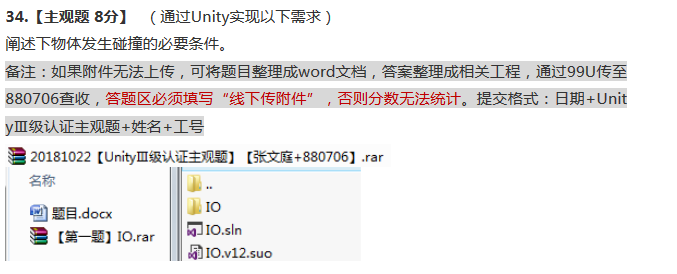
CC.Move(moveDir \* Time.fixedDeltaTime);

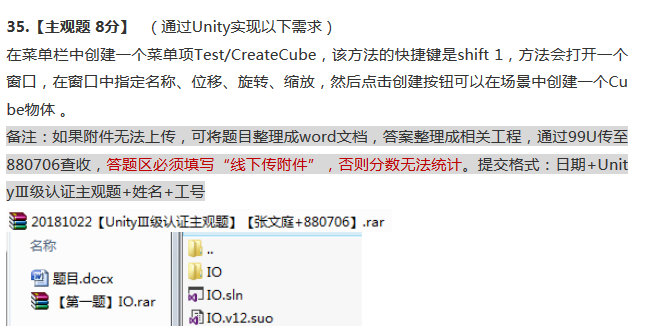
}

}









using UnityEngine;

using UnityEditor;

public class CreatCube : EditorWindow {

string name = "Cube";

Vector3 position = Vector3.zero;

Vector3 angle = Vector3.zero;

Vector3 scale = Vector3.one;

[MenuItem ("Test/CreateCube #1")]

public static void CreateCube()

{

EditorWindow window = EditorWindow.GetWindow(typeof(CreatCube));

window.Show();

}

private void OnGUI()

{

GUILayout.Label("创建一个Cube");

name = EditorGUILayout.TextField("物体名称", name);

position = EditorGUILayout.Vector3Field("位置", position);

angle = EditorGUILayout.Vector3Field("旋转", angle);

scale = EditorGUILayout.Vector3Field("缩放", scale);

if ( GUILayout.Button("创建方块") )

{

GameObject cube = GameObject.CreatePrimitive(PrimitiveType.Cube);

cube.name = name;

cube.transform.position = position;

cube.transform.rotation = Quaternion.Euler(angle);

cube.transform.localScale = scale;

EditorWindow window = EditorWindow.GetWindow(typeof(CreatCube));

window.Close();

}

}

}