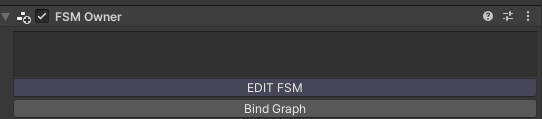
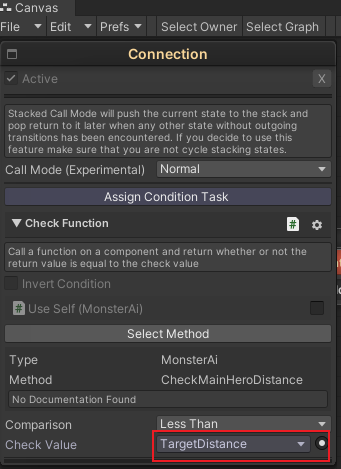
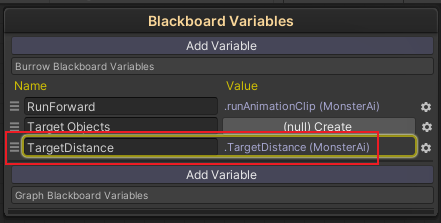
# NodeCanvas 1 怪物AI从代码方法读取数据来检测是否攻击英雄







C# Code

using UnityEngine;

public class MonsterAi : MonoBehaviour

{

[Header("离主玩家的距离配置")]

public int TargetDistance = 5;

/// <summary>

/// 动态距离-离主玩家的距离

/// </summary>

/// <returns></returns>

public int CheckMainHeroDistance()

{

return 4;

}

}