2d横版游戏的打击感系统架构之一：镜头抖动

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class AttackShake : MonoBehaviour

{

private static AttackShake instance;

public static AttackShake Instance

{

get

{

if (instance == null)

instance = Transform.FindObjectOfType<AttackShake>();

return instance;

}

}

public void HitPause(int duration)

{

StartCoroutine(Pause(duration));

}

IEnumerator Pause(int duration)

{

float pauseTime = duration / 60f;

Time.timeScale = 0;//暂时暂停时间

yield return new WaitForSecondsRealtime(pauseTime);

Time.timeScale = 1;

}

private bool isShake;

public void CameraShake(float duration,float strength)

{

if (!isShake) StartCoroutine(Shake(duration, strength));

}

IEnumerator Shake(float duration,float strength)

{

isShake = true;

Transform camera = Camera.main.transform;

Vector3 startPos = camera.position;

while (duration > 0)

{

camera.position = Random.insideUnitSphere \* strength+startPos;

duration -= Time.deltaTime;

yield return null;

}

isShake = false;

}

}