unity笔记

2023年9月4日

16:41

**unity场景的操作**

**//场景跳转**

SceneManager.LoadScene(0,LoadSceneMode.Additive);

**//获取当前场景**

Scene sene = SceneManager.GetActiveScene();

**//场景名称**

Debug.Log(sene.name);

**//场景是否加载**

Debug.Log(sene.isLoaded);

**//场景路径**

Debug.Log(sene.path);

**//场景索引**

Debug.Log(sene.buildIndex);

GameObject[] gos = sene.GetRootGameObjects();

Debug.Log(gos.Length);

GameObject a;

a = gos[0];

Debug.Log(a.name);

**//场景管理**

Debug.Log(SceneManager.sceneCount);

**//创建新场景**

Scene newScene = SceneManager.CreateScene("newScene");

Debug.Log(SceneManager.sceneCount);//激活场景个数

**//卸载场景**

SceneManager.UnloadSceneAsync(newScene);

鼠标键盘操作

if(Input.GetMouseButtonDown(0))

{

Debug.Log("**按下鼠标左键**");

}

if(Input.GetMouseButton(0))

{

Debug.Log("**持续按下**");

}

if(Input.GetMouseButtonUp(0))

{

Debug.Log("**抬起鼠标左键**");

}

**//按下键盘按键**

if (Input.GetKeyDown(KeyCode.A))

{

Debug.Log("**按下A**");

}

if (Input.GetKeyUp(KeyCode.A))

{

Debug.Log("**松开a**");

}

if (Input.GetKey("a"))

{

Debug.Log("**持续按下A**");

}

**tranform操作**

**//获取位置**

Debug.Log(transform.position);

Debug.Log(transform.localPosition);

**//旋转**

Debug.Log(transform.rotation);

Debug.Log(transform.localRotation);

Debug.Log(transform.eulerAngles);

Debug.Log(transform.localEulerAngles);

**//缩放**

Debug.Log(transform.localScale);

**//向量**

Debug.Log(transform.forward);

Debug.Log(transform.right);

Debug.Log(transform.up);

**//时时刻刻看向000**

//transform.LookAt(Vector3.zero);

**//旋转**

//transform.Rotate(Vector3.up,1);

**//绕某个物体旋转**

//transform.RotateAround(Vector3.zero, Vector3.up, 5);

**//移动每一帧0.1**

//transform.Translate(Vector3.forward \* 0.1f);

**//父子关系**

**//子物体个数**

Debug.Log(transform.childCount);

**//获取父物体**

//transform.parent.gameObject

**//解除父子关系**

transform.DetachChildren();

**//获取子物体**

Transform trans = transform.Find("Child");

Transform trans = transform.GetChild(0);

**//判断是不是另外一个物体子物体**

bool res = trans.IsChildOf(transform);

Debug.Log(res);

**//设置为父物体**

trans.SetParent(transform);

**游戏主体操作**

**//游戏数据文件夹路径**

Debug.Log(Application.dataPath + "/新建。txt");

**//持久化文件夹路径**

Debug.Log(Application.persistentDataPath);

**//临时文件夹**

Debug.Log(Application.temporaryCachePath);

**//是否后台运行**

Debug.Log(Application.runInBackground);

Application.OpenURL("https://baidu.com");

**//退出游戏**

Application.Quit();

**Time组件**

**//游戏开始到现在时间**

Debug.Log(Time.time);

**//时间缩放**

Debug.Log(Time.timeScale);

**//固定时间间隔**

Debug.Log(Time.fixedDeltaTime);

**//到上一帧用的时间**

Debug.Log(Time.deltaTime);

**遥感组件**

float horizontal = Input.GetAxis("Horizontal");

float veritical = Input.GetAxis("Vertical");

Vector3 dir = new Vector3 (horizontal, 0,veritical );

transform.Translate (dir\*2\*Time.deltaTime);

题目

**//小标题**

内容