控制器

```csharp
using UnityEngine;
using System.Collections;

public class Script_06_05 : MonoBehaviour {

 //角色控制器对象
 private CharacterController controller = null;
 //角色的移动的速度
 private float moveSpeed = 30.0f;
 //角色的旋转速度
 private float rotateSpeed = 3.0f;


 void Start()
 {
  //获取角色控制器对象
  controller = GetComponent<CharacterController>();
 }

 void OnGUI()
 {
  //控制角色旋转
  if(GUILayout.RepeatButton("向左旋转"))
  {
   transform.Rotate(0,-rotateSpeed, 0);
  }
  if(GUILayout.RepeatButton("向右旋转"))
  {
   transform.Rotate(0,rotateSpeed, 0);
  }

  //控制角色移动
  if(GUILayout.RepeatButton("向前移动"))
  {
   controller.SimpleMove(Vector3.forward * moveSpeed);
  }
  if(GUILayout.RepeatButton("向后移动"))
  {
   controller.SimpleMove(Vector3.forward * -moveSpeed);
  }

  if(GUILayout.RepeatButton("向左移动"))
  {
   controller.SimpleMove(Vector3.right * -moveSpeed);
  }
  if(GUILayout.RepeatButton("向右移动"))
  {
   controller.SimpleMove(Vector3.right * moveSpeed);
  }
 }
}
```