觸發

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class trigger : MonoBehaviour

{

public int istriggeer;

public Text text,yes;

public Canvas canvas;

public int transfer;//傳送門種類

Button onClick;

void Start()

{

if (GameObject.Find("question"))

{

canvas = GameObject.Find("Canvas").GetComponent<Canvas>();//畫布

}

if (GameObject.Find("question").GetComponent<Text>())

{

text = GameObject.Find("question").GetComponent<Text>();//問題

}

if (GameObject.Find("yes").GetComponent<Text>())

{

yes = GameObject.Find("yes").GetComponent<Text>();//確認按鈕

}

{ }

}

void Update()

{

}

void OnTriggerEnter(Collider other)

{

Debug.Log("OnTriggerEnter");

if (istriggeer == 0)

{

istriggeer = 1;

Debug.Log("istriggeer = 1;");

Transfer();

}

}

void OnTriggerExit(Collider other)

{

Debug.Log("OnTriggerExit");

if (istriggeer == 1)

{

istriggeer = 0;

Debug.Log("istriggeer = 0;");

canvas.enabled = false;

}

}

public void Transfer()

{

Debug.Log("trigger");

transfer = 1;

switch (transfer)

{

case 1://野外傳送門wild portal

canvas.enabled = true;

text.text = "是否傳送到野外";

yes.text = "傳送到野外";

Debug.Log("是否傳送到野外");

break;

case 2://對戰傳送門battle portal

canvas.enabled = true;

text.text = "是否傳送到對戰場地";

yes.text = "傳送到對戰場地";

Debug.Log("是否傳送到對戰場地");

break;

case 3://練習場傳送門driving range portal

canvas.enabled = true;

text.text = "是否傳送到練習場";

yes.text = "傳送到練習場";

Debug.Log("是否傳送到練習場");

break;

}

}

public void wildportal()

{

Debug.Log("已傳送到野外");

}

public void battleportal()

{

Debug.Log("已傳送到對戰場地");

}

public void drivingrangeportal()

{

Debug.Log("已傳送到練習場");

}

public void turnoffcanvas()

{

canvas.enabled = false;

}

}