**Getting Started - Chapter 4 - Avoiding Collisions**

**@@启程-第四章-避免碰撞@@**

**A Bump in the Road**

**@@路上相遇@@**

Or rather a way of avoiding one. Just a quick step this time. Our character is reeling around the village and we want him to avoid being hit by a passing car. We set up a danger zone that stops the character in his tracks when the car enters the danger zone. Unless of course he is already in the danger zone, in which case he better keep moving.

@@或者说是一种阻止相遇的方式。这次的教程只需要快速的一小步。我们的角色正在村庄里绕来绕去，我们希望能避免他被经过的车辆撞到。我们将设立一个危险区域，当车辆进入这个危险区域时人物将停止他的运动轨迹。当然，除非人物已经处在危险区域中了，在这种情况下他最好保持移动。@@