动画参数

是在动画控制器当中定义的参数，通过在脚本中更改这些参数的值来控制这个状态机制流。

可以定义四种动画类型

1. Int

2. Float

3. Bool

4. Trigger 一个布尔值参数，可以通过控制器重置

Parameters can be assigned values from a script using functions in the Animator class: [SetFloat](https://docs.unity3d.com/ScriptReference/Animator.SetFloat.html), [SetInt](https://docs.unity3d.com/ScriptReference/Animator.SetInteger.html), [SetBool](https://docs.unity3d.com/ScriptReference/Animator.SetBool.html), [SetTrigger](https://docs.unity3d.com/ScriptReference/Animator.SetTrigger.html) and [ResetTrigger](https://docs.unity3d.com/ScriptReference/Animator.ResetTrigger.html).

using UnityEngine;

using System.Collections;

public class SimplePlayer : MonoBehaviour {

Animator animator;

// Use this for initialization

void Start () {

animator = GetComponent<Animator>();

}

// Update is called once per frame

void Update () {

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

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

bool fire = Input.GetButtonDown("Fire1");

animator.SetFloat("Forward",v);

animator.SetFloat("Strafe",h);

animator.SetBool("Fire", fire);

}

void OnCollisionEnter(Collision col) {

if (col.gameObject.CompareTag("Enemy"))

{

animator.SetTrigger("Die");

}

}

}