U3D自带寻路系统代码C#

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**using System.Collections;**

**public class Player : MonoBehaviour {**

**//public Transform target;  
public NavMeshAgent agent;  
Vector3 point;**

**Ray aray;  
RaycastHit ahit;**

**public GameObject targetPoint;//这个是为了动态地确定目标点以实体显示**

**void Start()  
{  
targetPoint.active=false;  
}  
// Update is called once per frame  
void Update ()  
{  
if(Input.GetMouseButtonDown (0))  
{  
aray=Camera.main.ScreenPointToRay(Input.mousePosition);  
if(Physics.Raycast(aray,out ahit))  
{  
point=ahit.point;  
//Instantiate(targetPoint,point,transform.rotation);  
targetPoint.active=true;  
targetPoint.transform.position=point; //这里是让目标实体移到与目标一致的位置   
}  
}  
agent.SetDestination(point);  
}  
}**