**Unity3D iphone的重力感应控制**

Posted on 2013年03月14日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 352 次

[**Unity3D**](http://www.unitymanual.com) iphone重力感应控的两种方法：

另有：[**史上最全的Unity3D iPhone(IOS)开发问题汇总与解决办法!**](http://www.unitymanual.com/1169.html)

方案一：speed。也可以把速度换成力。

脚本如下：

public var simulateAccelerometer:boolean = false;

var speed = 10.0;

function Update () {

var dir : Vector3 = Vector3.zero;

if (simulateAccelerometer)

{

dir.x = Input.GetAxis("Horizontal");

dir.y = Input.GetAxis("Vertical");

}

else

{

dir.x = Input.acceleration.x;

dir.y = Input.acceleration.y;

// clamp acceleration vector to unit sphere

if (dir.sqrMagnitude > 1)

dir.Normalize();

// Make it move 10 meters per second instead of 10 meters per frame...

}

dir \*= Time.deltaTime;

// Move object

transform.Translate (dir \* speed);

}

方案二：Force

public var force:float = 1.0;

public var simulateAccelerometer:boolean = false;

function FixedUpdate () {

var dir : Vector3 = Vector3.zero;

if (simulateAccelerometer)

{

// using joystick input instead of iPhone accelerometer

dir.x = Input.GetAxis("Horizontal");

dir.y = Input.GetAxis("Vertical");

}

else

{

// we assume that device is held parallel to the ground

// and Home button is in the right hand

// remap device acceleration axis to game coordinates

// 1) XY plane of the device is mapped onto XZ plane

// 2) rotated 90 degrees around Y axis

dir.x = Input.acceleration.y;

dir.y = Input.acceleration.x;

// clamp acceleration vector to unit sphere

if (dir.sqrMagnitude > 1)

dir.Normalize();

}

rigidbody.AddForce(dir \* force);

}

总结：方案一，操控比较灵活，反应灵敏。方案二，操控具有惯性，缓冲明显