**Unity3D中CS下蹲脚本**

Posted on 2013年03月14日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 271 次

[**Unity3D**](http://www.unitymanual.com)中的CS下蹲脚本。

[**Unity3D CS型控制代码、坦克大战版移动代码**](http://www.unitymanual.com/2806.html)

脚本如下：

using UnityEngine;  
using System.Collections;  
public class Crouch : MonoBehaviour {

private float crouchHeight;  
private float standarHeight;  
private Vector3 cameraPos;  
private GameObject camara;  
private Vector3 cameraCpos;  
private CharacterController controller;  
// Use this for initialization  
void Start ()  
{  
camara = GameObject.FindGameObjectWithTag ("MainCamera");  
controller = GetComponent();  
standarHeight = controller.height;  
crouchHeight = standarHeight/2.5f;  
cameraPos = camara.transform.localPosition;  
cameraCpos = new Vector3 (cameraPos.x, cameraPos.y/2, cameraPos.z);  
}

void Crouching()  
{  
if (controller.isGrounded)  
{  
controller.height = crouchHeight;  
controller.center = new Vector3 (0f, -0.5f, 0f);  
camara.transform.localPosition = cameraCpos;  
}  
}

void GetUp()  
{

transform.position = new Vector3 (transform.position.x, transform.position.y + 0.3f, transform.position.z);  
controller.center = new Vector3 (0f, 0f, 0f);  
controller.height = standarHeight;  
camara.transform.localPosition = cameraPos;  
}  
// Update is called once per frame  
void Update ()  
{  
if (Input.GetKey (KeyCode.C))  
{  
Crouching();  
}  
if (Input.GetKeyUp (KeyCode.C))  
{  
GetUp();  
}  
}  
}