**Unity3D中多个动画同时存在时间的控制代码**

Posted on 2013年03月12日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 287 次

[**Unity3D**](http://www.unitymanual.com)中多个动画同时存在时间的控制代码如下：

var player\_:GameObject;

var run\_Speed\_:float=3.0;

var rotate\_Speed\_:float=3.0;

var time\_:float;

var jump\_Speed:float=8.0f;

var jump\_Bool:boolean=true;

//---------DaZhaoController

var dazhao\_Time:float;

var dazhao\_t\_Bool:boolean=false;

var dazhao\_All\_Controlelr:boolean=true;

//---------

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_move jump

//var jumpSpeed : float = 4.0;

//var gravity : float = 10.0;

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

var cc\_ : CharacterController ;

var animation\_:GameObject;

//------j k key controller

var jk\_Time:float;

var jk\_t\_Bool:boolean=false;

var jk\_All\_Controller:boolean=true;

//----------

//------Jump controller

var Jump\_Time:float;

var Jump\_t\_Bool:boolean=false;

var Jump\_All\_Controller:boolean=true;

//----------

//跳跃的相对控制

private var moveDirection : Vector3 = Vector3.zero;

function OnGUI() {

}

//--------------\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

function Start()

{

player\_=GameObject.Find("Male\_A1");

animation\_=GameObject.Find("Bip01");

var run\_=player\_.animation&#91;"Run"&#93;;

run\_.wrapMode=WrapMode.Loop;

player\_.animation&#91;"ShenLanYao"&#93;.wrapMode=WrapMode.Loop;

player\_.animation&#91;"FuXiongYangWang"&#93;.wrapMode=WrapMode.PingPong;

// player\_.animation&#91;"YueShuangTui"&#93;.wrapMode=WrapMode.Once;

player\_.animation&#91;"QianBuCeTi"&#93;.wrapMode=WrapMode.Once;

player\_.animation&#91;"DaZhao"&#93;.wrapMode=WrapMode.Once;

player\_.animation&#91;"ZhongQuan"&#93;.wrapMode=WrapMode.Once;

player\_.animation&#91;"YouTuiHuiTi"&#93;.wrapMode=WrapMode.Once;

//space

player\_.animation&#91;"YueShuangTi"&#93;.wrapMode=WrapMode.Default;

player\_.animation&#91;"GaoKongLuoXia"&#93;.wrapMode=WrapMode.Once;

//BaoZha\_=GameObject.Find("BaoZ");

//BaoZha\_.SetActiveRecursively(false);

}

function Update () {

cc\_ = GetComponent(CharacterController);

//-jump-------------------------

/\*if (cc\_.isGrounded) {

// We are grounded, so recalculate

// move direction directly from axes

//我们着地了，所以直接通过轴重新计算move direction。

moveDirection = Vector3(0, 0,0);

moveDirection = transform.TransformDirection(moveDirection);

moveDirection \*= 8.0;

if (Input.GetKeyDown(KeyCode.Space) ) {

moveDirection.y = 5;

player\_.animation.CrossFade("YueShuangTi");

}

}

// Apply gravity

//应用重力。

moveDirection.y -= 8 \* Time.deltaTime;

// Move the controller

//移动控制器。

cc\_.Move(moveDirection \* Time.deltaTime);\*/

//-jump-------------------------

player\_.animation&#91;"QianBuCeTi"&#93;.layer=1;

player\_.animation&#91;"ZhongQuan"&#93;.layer=1;

player\_.animation&#91;"DaZhao"&#93;.layer=1;

player\_.animation&#91;"YueShuangTi"&#93;.layer=2;

//player\_.animation&#91;"FuXiongYangWang"&#93;.layer=1;

//player\_.animation&#91;"Run"&#93;.layer=1;

//player\_.animation&#91;"DaZhao2"&#93;.layer=1;

//--全部设置为固定-攻击动作

/\*if(!player\_.animation.IsPlaying("QianBuCeTi"))

{

if(!player\_.animation.IsPlaying("ZhongQuan"))

{

if(!player\_.animation.IsPlaying("DaZhao"))

{

}

}

}\*/

if(dazhao\_All\_Controlelr)//dazhao controller

{

if(!player\_.animation.IsPlaying("QianBuCeTi"))

{

if(!player\_.animation.IsPlaying("ZhongQuan"))

{

//--------------------------------------jump controller------------------------------------------

if(Jump\_All\_Controller==true)

{

if(cc\_.isGrounded)

{

//moveDirection=cc\_.transform.position;

//moveDirection\*=8.0;

if(Input.GetKeyDown(KeyCode.Space))

{

Jump\_t\_Bool=true;

moveDirection.y=8;

player\_.animation.CrossFade("YueShuangTi");

//cc\_.transform.position.y=Mathf.Lerp(cc\_.transform.position.y,cc\_.transform.position.y+10,0.05);

print("sddasd");

}

}

}

moveDirection.y-=20\*Time.deltaTime;

cc\_.Move(moveDirection\*Time.deltaTime);

//--------------------------------jump time controller------

if(Jump\_t\_Bool)

{

Jump\_Time+=Time.deltaTime;

if(Jump\_Time<1.4)

{

Jump\_All\_Controller=false;

}

else if(Jump\_Time>1.4)

{

Jump\_t\_Bool=false;

Jump\_All\_Controller=true;

}

//print(Jump\_Time);

}

else if(Jump\_t\_Bool==false)

{

Jump\_Time=0;

}

//--------------------------------jump time controller------

//--------------------------------------jump controller------------------------------------------

if(Input.GetKey(KeyCode.W))

{

cc\_.SimpleMove(cc\_.transform.TransformDirection(Vector3.forward)\*3);

//print(cc\_.transform.TransformDirection(Vector3.forward)\*3);

}

if(Input.GetKey(KeyCode.S))

{

cc\_.transform.Rotate(0,Mathf.Lerp(0,-360,Time.deltaTime),0);

cc\_.SimpleMove(cc\_.transform.TransformDirection(Vector3.forward)\*-3);

}

if(Input.GetKey(KeyCode.A))

{

cc\_.transform.Rotate(0,-1,0);

}

if(Input.GetKey(KeyCode.D))

{

cc\_.transform.Rotate(0,1,0);

}

if(Input.GetKeyDown(KeyCode.W))

{

player\_.audio.volume =Main\_Window.scrollSetSound;

player\_.audio.Play();

}

if(Mathf.Abs(Input.GetAxis("Vertical"))>0.1||Mathf.Abs(Input.GetAxis("Horizontal")))

{

player\_.animation.CrossFade("Run");

// print("da");

}

else

{

player\_.animation.CrossFade("FuXiongYangWang",0.5);

}

}

}

//----------------------------------------Acttack controller-----------------------------------------------

if(jk\_All\_Controller)

{

if(!player\_.animation.IsPlaying("YueShuangTi"))

{

if(Input.GetKeyDown(KeyCode.K))

{

jk\_t\_Bool=true;

player\_.animation.CrossFade("QianBuCeTi");

//BaoZha\_.SetActiveRecursively(true);

//Instantiate(BaoZha\_,BaoZha\_.transform.position,BaoZha\_.transform.rotation);

}

if(Input.GetKeyDown(KeyCode.J))

{

jk\_t\_Bool=true;

player\_.animation.CrossFade("ZhongQuan");

}

}

}

if(jk\_t\_Bool)

{

jk\_Time+=Time.deltaTime;

if(jk\_Time<0.4)

{

jk\_All\_Controller=false;

}

else if(jk\_Time>0.5)

{

jk\_t\_Bool=false;

jk\_All\_Controller=true;

}

}

else if(jk\_t\_Bool==false)

{

jk\_Time=0;

}

//----acttack controller

//----------------------------------------Acttack controller-----------------------------------------------

}

// cc\_.transform.Rotate(0,Input.GetAxis("Horizontal")\*rotate\_Speed\_,0);

//--------------------------------------------------dazhao controller------------------------------------------

if(!player\_.animation.IsPlaying("YueShuangTi"))

{

if(Input.GetKeyDown(KeyCode.J)&&Input.GetKeyDown(KeyCode.K))

{

if(Power.powerValue>33) //judge powerValue

{

player\_.animation.CrossFade("DaZhao");

dazhao\_t\_Bool=true;//dazhao js controller

dazhao\_All\_Controlelr=false;

//cc\_.Move(Vector3(0,1\*Time.deltaTime,0));

}

}

}

if(dazhao\_t\_Bool)

{

dazhao\_Time+=Time.deltaTime;

if(0.5<dazhao\_Time&&dazhao\_Time<1.2)//go

{

cc\_.SimpleMove(cc\_.transform.TransformDirection(Vector3.forward)\*6);

}

//dazhao\_Bool=true;

else if(dazhao\_Time>4.8&&dazhao\_Time<5.2)//back

{

cc\_.SimpleMove(cc\_.transform.TransformDirection(Vector3.forward)\*-12);

}

else if(dazhao\_Time>5.2)//false

{

dazhao\_t\_Bool=false;

dazhao\_All\_Controlelr=true;

}

}

else if(dazhao\_t\_Bool==false)

{

dazhao\_Time=0;

}

//--------------------------------------------------dazhao controller------------------------------------------

}

function Do()

{

yield WaitForSeconds (5.0);

}