**Unity3D中玩家通过点击或滑动屏幕实现行走**

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Unity3D中玩家如何通过点击或滑动屏幕实现行走。

private void TouchControl() {

if (state != STATE\_DIALOG && state != STATE\_DIE) { //如果角色不在对话状态/死亡状态，才能移动

int touchCount = 0;

if (touchCount < Input.touchCount) {

Vector2 touchPosition = Input.GetTouch(touchCount).position;

touchPosition.y = 480 - touchPosition.y;

//如果是单击或者是滑动

if (Input.GetMouseButtonDown(0) || Input.GetTouch(touchCount).phase == TouchPhase.Moved ) {

Ray ray = mainCam.ScreenPointToRay(Input.mousePosition);

Debug.DrawRay(ray.origin, ray.direction \* 10, Color.yellow); // 不放心的话，画出这条射线看看

RaycastHit hit; //用来从一个raycast后获取信息。

if (Physics.Raycast(ray, out hit)) { //如果射线发生碰撞返回true

float touchDist = (transform.position - hit.point).magnitude; //返回向量的长度

if (touchDist > 0.1) {

targetLocation = hit.point;

state = STATE\_MOVING;

targetCircle.transform.position = hit.point;

}

}

}

}

}

// 以上代码，主要是获取一个目标点，有了目标点，我们就要让玩家行走移动了。

else if (state == STATE\_MOVING) {

Vector3 movement = Vector3.zero;

movement = targetLocation - transform.position;

movement.y = 0;

float dist = movement.magnitude;

if (dist < 0.1) {

state = STATE\_STAND;

}

else {

movement = movement.normalized \* speed;

}

movement += velocity;

movement += Physics.gravity;

movement \*= Time.deltaTime;

character.Move(movement);

FaceMovementDirection();

}

//控制角色朝向移动方向

private void FaceMovementDirection (){

Vector3 horizontalVelocity = character.velocity;

horizontalVelocity.y = 0; //忽略垂直移动

if ( horizontalVelocity.magnitude > 0.1f )

player.forward = horizontalVelocity.normalized; //控制玩家朝向

}

s