**Unity3D体感游戏碰撞代码**

Posted on 2013年07月11日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 19 次

Unity3D的碰撞函数是OnTriggerEnter（）代码如下：

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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** onCollider : MonoBehaviour { |
| 05 |  |
| 06 | **public** GameObject object1; |
| 07 | **public** GameObject object2; |
| 08 | **public** GameObject object3; |
| 09 | **private** GUIShow totalScore;*//总得分* |
| 10 | *// Use this for initialization* |
| 11 | **void** Start () { |
| 12 |  |
| 13 | **if**(totalScore==**null**) |
| 14 | { |
| 15 | totalScore = FindObjectOfType(typeof(GUIShow)) **as** GUIShow; |
| 16 |  |
| 17 | } |
| 18 | } |
| 19 | *//Unity3D教程手册：www.unitymanual.com* |
| 20 | *// Update is called once per frame* |
| 21 | **void** Update () { |
| 22 |  |
| 23 | } |
| 24 | **void** OnTriggerEnter(Collider other) |
| 25 | { |
| 26 | print(other.collider.gameObject.name); |
| 27 | **if** (other.collider.gameObject.name.Contains(object1.gameObject.name)) |
| 28 | { |
| 29 | Destroy(other.collider.gameObject); |
| 30 | totalScore.TotalScore1(); |
| 31 | gameObject.audio.Play();*//添加声音播放* |
| 32 |  |
| 33 | } |
| 34 | **else** **if** (other.collider.gameObject.name.Contains(object2.gameObject.name)) |
| 35 | { |
| 36 | *//Unity3D教程手册：www.unitymanual.com* |
| 37 | Destroy(other.collider.gameObject); |
| 38 | totalScore.TotalScore2(); |
| 39 | gameObject.audio.Play(); |
| 40 |  |
| 41 | } |
| 42 | **else** **if** (other.collider.gameObject.name.Contains(object3.gameObject.name)) |
| 43 | { |
| 44 |  |
| 45 | Destroy(other.collider.gameObject); |
| 46 | totalScore.TotalScore3(); |
| 47 | gameObject.audio.Play(); |
| 48 |  |
| 49 | } |
| 50 | **else** |
| 51 | { |
| 52 | **return**; |
| 53 | } |
| 54 | } |
| 55 |  |
| 56 | } |