**Unity3D声音的管理脚本**

Posted on 2013年04月16日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 157 次

[**Unity3D**](http://www.unitymanual.com)游戏中有些简单的功能代码被反复的重写，就犯相同的错，以下这个脚本是用来解决声音文件的。

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** AudioManager : MonoBehaviour |
| 05 | { |
| 06 | **public** AudioSource Play(AudioClip clip, Transform emitter) |
| 07 | { |
| 08 | **return** Play(clip, emitter, 1f, 1f); |
| 09 | } |
| 10 |  |
| 11 | **public** AudioSource Play(AudioClip clip, Transform emitter, **float** volume) |
| 12 | { |
| 13 | **return** Play(clip, emitter, volume, 1f); |
| 14 | } |
| 15 |  |
| 16 | */// <summary>* |
| 17 | */// Plays a sound by creating an empty game object with an AudioSource* |
| 18 | */// and attaching it to the given transform (so it moves with the transform). Destroys it after it finished playing.* |
| 19 | */// </summary>* |
| 20 | */// <param name="clip"></param>* |
| 21 | */// <param name="emitter"></param>* |
| 22 | */// <param name="volume"></param>* |
| 23 | */// <param name="pitch"></param>* |
| 24 | */// <returns></returns>* |
| 25 | **public** AudioSource Play(AudioClip clip, Transform emitter, **float** volume, **float** pitch) |
| 26 | { |
| 27 | *//Create an empty game object* |
| 28 | GameObject go = new GameObject ("Audio: " + clip.name); |
| 29 | go.transform.position = emitter.position; |
| 30 | go.transform.parent = emitter; |
| 31 |  |
| 32 | *//Create the source* |
| 33 | AudioSource source = go.AddComponent<AudioSource>(); |
| 34 | source.clip = clip; |
| 35 | source.volume = volume; |
| 36 | source.pitch = pitch; |
| 37 | source.Play (); |
| 38 | Destroy (go, clip.length); |
| 39 | **return** source; |
| 40 | } |
| 41 |  |
| 42 | **public** AudioSource Play(AudioClip clip, Vector3 point) |
| 43 | { |
| 44 | **return** Play(clip, point, 1f, 1f); |
| 45 | } |
| 46 |  |
| 47 | **public** AudioSource Play(AudioClip clip, Vector3 point, **float** volume) |
| 48 | { |
| 49 | **return** Play(clip, point, volume, 1f); |
| 50 | } |
| 51 |  |
| 52 | */// <summary>* |
| 53 | */// Plays a sound at the given point in space by creating an empty game object with an AudioSource* |
| 54 | */// in that place and destroys it after it finished playing.* |
| 55 | */// </summary>* |
| 56 | */// <param name="clip"></param>* |
| 57 | */// <param name="point"></param>* |
| 58 | */// <param name="volume"></param>* |
| 59 | */// <param name="pitch"></param>* |
| 60 | */// <returns></returns>* |
| 61 | **public** AudioSource Play(AudioClip clip, Vector3 point, **float** volume, **float** pitch) |
| 62 | { |
| 63 | *//Create an empty game object* |
| 64 | GameObject go = new GameObject("Audio: " + clip.name); |
| 65 | go.transform.position = point; |
| 66 |  |
| 67 | *//Create the source* |
| 68 | AudioSource source = go.AddComponent<AudioSource>(); |
| 69 | source.clip = clip; |
| 70 | source.volume = volume; |
| 71 | source.pitch = pitch; |
| 72 | source.Play(); |
| 73 | Destroy(go, clip.length); |
| 74 | **return** source; |
| 75 | } |
| 76 | } |