**Unity3D常用代码集合**

Posted on 2013年01月10日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 471 次

1、基本碰撞检测代码

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| --- | --- | --- |
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|  |  |
| --- | --- |
| 01 | function OnCollisionEnter(theCollision : Collision){ |
| 02 |  |
| 03 | **if**(theCollision.gameObject.name == "Floor"){ |
| 04 |  |
| 05 | Debug.Log("Hit the floor"); |
| 06 |  |
| 07 | }**else** **if**(theCollision.gameObject.name == "Wall"){ |
| 08 |  |
| 09 | Debug.Log("Hit the wall"); |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | } |

2、检测输入

|  |  |  |
| --- | --- | --- |
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|  |  |
| --- | --- |
| 1 | function Update () { |
| 2 |  |
| 3 | **if**(Input.GetButtonUp("Jump")){ |
| 4 |  |
| 5 | Debug.Log("We Have Hit the Space Bar!"); |
| 6 |  |
| 7 | } |
| 8 |  |
| 9 | } |

3、销毁对象

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| --- | --- | --- |
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|  |  |
| --- | --- |
| 1 | function Start () { |
| 2 |  |
| 3 | Destroy(gameObject.Find("Box"), 3); |
| 4 |  |
| 5 | } |

4、实例来创建对象

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|  |  |
| --- | --- |
| 1 | *//Simple Instantiation of a Prefab at Start* |
| 2 |  |
| 3 | **var** thePrefab : GameObject; |
| 4 |  |
| 5 | function Start () { |
| 6 |  |
| 7 | **var** instance : GameObject = Instantiate(thePrefab, transform.position, transform.rotation); |
| 8 |  |
| 9 | } |

建立JAVA，把代码拖入到空GameJect上，然后把Prefab拖入到公共变量上。

5、简易定时器

|  |  |  |
| --- | --- | --- |
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|  |  |
| --- | --- |
| 01 | **var** myTimer : **float** = 5.0; |
| 02 |  |
| 03 | function Update () { |
| 04 |  |
| 05 | **if**(myTimer > 0){ |
| 06 |  |
| 07 | myTimer -= Time.deltaTime; |
| 08 |  |
| 09 | } |
| 10 |  |
| 11 | **if**(myTimer <= 0){ |
| 12 |  |
| 13 | Debug.Log("GAME OVER"); |
| 14 |  |
| 15 | } |
| 16 |  |
| 17 | } |

6、物体在屏幕上移动

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| --- | --- | --- |
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|  |  |
| --- | --- |
| 1 | **var** speed : **float** = 5.0; |
| 2 |  |
| 3 | function Update () { |
| 4 |  |
| 5 | transform.Translate(Vector3(0,0,speed) \* Time.deltaTime); |
| 6 |  |
| 7 | } |

7、钢体向目标处移动

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| --- | --- | --- |
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|  |  |
| --- | --- |
| 1 | *//Basic force to move a rigidbody object* |
| 2 |  |
| 3 | **var** power : **float** = 500.0; |
| 4 |  |
| 5 | function Start () { |
| 6 |  |
| 7 | rigidbody.AddForce(Vector3(0,0,power)); |
| 8 |  |
| 9 | } |

8、碰撞然后转到下一场景

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 1 | function OnCollisionEnter (Collision : Collision) { |
| 2 |  |
| 3 | **if**(gameObject.name == "Floor"){ |
| 4 |  |
| 5 | Application.LoadLevel(myLevel); |
| 6 |  |
| 7 | } |
| 8 |  |
| 9 | } |

floor---被动碰撞的的纲体

把代码拉到主动纲体上，然后场景设置:file----build seting----对话框,然后把当前场景拖里,然后把下一场景拖里,测试OK！