**Unity3D控制方块翻滚的代码**

Posted on 2013年01月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 292 次

using UnityEngine;  
using System.Collections;  
public class CiTween : MonoBehaviour {  
// Use this for initialization  
public Transform cube; //控制翻滚的方块//  
private float PositionZ=0.5f;  
private float PositionX=0.5f;  
private float PositionY=-1f;  
private bool isDown=false;  
private bool isDownW=false;  
private bool isDownA=false;  
private bool isDownS=false;  
private bool isDownD=false;  
private bool isLieDownZ=false;  
private bool isLieDownX=false;  
void Start () {  
this.transform.position=cube.transform.position;

}

void Update () {  
if(isLieDownX){  
PositionX=1f;  
}else{  
PositionX=0.5f;  
}  
if(isLieDownZ){  
PositionZ=1f;  
}else{  
PositionZ=0.5f;  
}  
if(Input.GetKeyDown (KeyCode.W)&&!this.transform.GetComponent()&&!isDown){  
isDown=true;  
isDownW=true;  
cube.transform.parent=null;  
this.transform.position=cube.transform.position;  
this.transform.rotation = Quaternion.Euler(new Vector3(0,0,0));  
this.transform.position=new Vector3(this.transform.position.x,PositionY,this.transform.position.z+PositionZ);  
}  
if(Input.GetKeyUp(KeyCode.W)&&!this.transform.GetComponent()&&isDown&&isDownW){  
cube.transform.parent=this.transform;  
iTween.RotateBy(this.gameObject,iTween.Hash("x",0.25f,"time",0.3));  
isDown=false;  
isDownW=false;  
if(!isLieDownX){  
isLieDownZ=(isLieDownZ?false:true);  
}

}  
if(Input.GetKeyDown (KeyCode.S)&&!this.transform.GetComponent()&&!isDown){  
isDown=true;  
isDownS=true;  
cube.transform.parent=null;  
this.transform.position=cube.transform.position;  
this.transform.rotation = Quaternion.Euler(new Vector3(0,0,0));  
this.transform.position=new Vector3(this.transform.position.x,PositionY,this.transform.position.z-PositionZ);  
}  
if(Input.GetKeyUp(KeyCode.S)&&!this.transform.GetComponent()&&isDown&&isDownS){  
cube.transform.parent=this.transform;  
iTween.RotateBy(this.gameObject,iTween.Hash("x",-0.25f,"time",0.3));  
isDown=false;  
isDownS=false;  
if(!isLieDownX){  
isLieDownZ=(isLieDownZ?false:true);  
}

}  
if(Input.GetKeyDown (KeyCode.A)&&!this.transform.GetComponent()&&!isDown){  
isDown=true;  
isDownA=true;  
cube.transform.parent=null;  
this.transform.position=cube.transform.position;  
this.transform.rotation = Quaternion.Euler(new Vector3(0,0,0));  
this.transform.position=new Vector3(this.transform.position.x-PositionX,PositionY,this.transform.position.z);  
}  
if(Input.GetKeyUp(KeyCode.A)&&!this.transform.GetComponent()&&isDown&&isDownA){  
cube.transform.parent=this.transform;  
iTween.RotateBy(this.gameObject,iTween.Hash("z",0.25f,"time",0.3));  
isDown=false;  
isDownA=false;  
if(!isLieDownZ){  
isLieDownX=(isLieDownX?false:true);  
}  
}  
if(Input.GetKeyDown (KeyCode.D)&&!this.transform.GetComponent()&&!isDown){  
isDown=true;  
isDownD=true;  
cube.transform.parent=null;  
this.transform.position=cube.transform.position;  
this.transform.rotation = Quaternion.Euler(new Vector3(0,0,0));  
this.transform.position=new Vector3(this.transform.position.x+PositionX,PositionY,this.transform.position.z);  
}  
if(Input.GetKeyUp(KeyCode.D)&&!this.transform.GetComponent()&&isDown&&isDownD){  
cube.transform.parent=this.transform;  
iTween.RotateBy(this.gameObject,iTween.Hash("z",-0.25f,"time",0.3));  
isDown=false;  
isDownD=false;  
if(!isLieDownZ){  
isLieDownX=(isLieDownX?false:true);  
}  
}  
}  
}