**Unity3D炮弹发射与碰撞声音效果脚本**

Posted on 2013年03月11日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 304 次

[**Unity3D**](http://www.unitymanual.com)炮弹发射与碰撞声音效果脚本如下：

var BulletPoint:Transform;

var BulletXG:GameObject;

var BulletSound:GameObject;

function Update () {

}

function OnCollisionEnter(collisionInfo : Collision) {

if(BulletXG&&BulletPoint)

{

var Clone:GameObject=Instantiate(BulletXG,BulletPoint.transform.position,transform.rotation);

var CloneSound:GameObject=Instantiate(BulletSound,BulletPoint.transform.position,transform.rotation);

if(CloneSound)

{

Destroy(CloneSound,2);

}

}

Destroy(this.gameObject);

}