**Unity3D炮弹抛物线轨迹脚本**

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[**Unity3D**](http://www.unitymanual.com)炮弹抛物线轨迹脚本如下：

using UnityEngine;

using System.Collections;

public class ProjectileTest : MonoBehaviour

{

public GameObject target;

public float speed = 10;

private float distanceToTarget;

private bool move = true;

void Start ()

{

distanceToTarget = Vector3.Distance (this.transform.position, target.transform.position);

StartCoroutine (Shoot ());

}

IEnumerator Shoot ()

{

while (move) {

Vector3 targetPos = target.transform.position;

this.transform.LookAt (targetPos);

float angle = Mathf.Min (1, Vector3.Distance (this.transform.position, targetPos) / distanceToTarget) \* 45;

this.transform.rotation = this.transform.rotation \* Quaternion.Euler (Mathf.Clamp (-angle, -42, 42), 0, 0);

float currentDist = Vector3.Distance (this.transform.position, target.transform.position);

print ("currentDist" + currentDist);

if (currentDist < 0.5f)

move = false;

this.transform.Translate (Vector3.forward \* Mathf.Min (speed \* Time.deltaTime, currentDist));

yield return null;

}

}

}