**Unity3D玩家瞄准敌人代码**

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[**Unity3D**](http://www.unitymanual.com)玩家瞄准敌人代码如下：

var PlayerRotation = Quaternion.LookRotation( Vector3(LookAtTankEnemy().transform.position.x,PlayerTank.transform.position.y,LookAtTankEnemy().transform.position.z)-PlayerTank.transform.position,Vector3.up);

PlayerTank.transform.rotation=Quaternion.Slerp(PlayerTank.transform.rotation,PlayerRotation,Time.deltaTime\*2.0);