**Unity3D脚本：抛物线脚本**

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把此脚本挂在cube上，然后把另一个cube拖到target上，把这两个物体之间设有一段距离，然后运行，就可看到效果。

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;  
}  
}

}