**Unity3D脚本：移动脚本**

Posted on 2013年02月19日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 260 次

[**Unity3D**](http://www.unitymanual.com)移动[**脚本**](http://www.unitymanual.com/category/script)

private var allowedGo:boolean;  
private var speed1Up:boolean;  
private var speed1Down:boolean;  
private var speed2Up:boolean;  
private var speed2Down:boolean;  
private var speed1:float=0;  
private var speed2:float=0;  
var rotatespeed:float=10;  
var maxSpeed:float=30;  
function Start()  
{  
allowedGo=true;

}  
function OnCollisionEnter(hit:Collision){  
if(hit.gameObject.tag=="Terrain"){  
allowedGo=true;  
}  
}  
function OnCollisionExit(hit:Collision){  
if(hit.gameObject.tag=="Terrain"){  
allowedGo=false;  
}  
}  
function Update () {  
if(speed1Up==true){  
if(speed1<maxSpeed){  
speed1=speed1+0.5;  
}  
}  
if(speed2Up==true){  
if(speed2<maxSpeed){  
speed2=speed2+0.5;  
}

}  
if(speed1Down==true){  
if(speed1>0){  
speed1=speed1-0.5;  
}

}  
if(speed2Down==true){  
if(speed2>0){  
speed2=speed2-0.5;  
}  
}  
if(allowedGo==true){  
if(Input.GetKey(KeyCode.W)){  
speed1Up=true;  
speed2Down=true;  
speed1Down=false;  
speed2Up=false;  
this.transform.Translate(Vector3.forward\*Time.deltaTime\*(speed1-speed2));  
}  
else if(Input.GetKey(KeyCode.S)){  
speed2Up=true;  
speed1Down=true;  
speed2Down=false;  
speed1Up=false;  
this.transform.Translate(Vector3.forward\*Time.deltaTime\*(speed1-speed2));  
}  
else  
{  
speed1Down=true;  
speed2Down=true;  
speed1Up=false;  
speed2Up=false;  
this.transform.Translate(Vector3.forward\*Time.deltaTime\*(speed1-speed2));  
}  
if(Input.GetKey(KeyCode.D)){  
if(speed2Up==true){  
this.transform.Rotate(Vector3.up\*Time.deltaTime\*-rotatespeed);  
}  
else  
{  
this.transform.Rotate(Vector3.up\*Time.deltaTime\*rotatespeed);  
}  
}  
else if(Input.GetKey(KeyCode.A)){  
if(speed2Up==true){  
this.transform.Rotate(Vector3.up\*Time.deltaTime\*rotatespeed);  
}  
else  
{  
this.transform.Rotate(Vector3.up\*Time.deltaTime\*-rotatespeed);  
}  
}

}  
else  
{  
speed1Down=true;  
speed2Down=true;  
speed1Up=false;  
speed2Up=false;  
this.transform.Translate(Vector3.forward\*Time.deltaTime\*(speed1-speed2));

}  
}