**Unity3D角色连招脚本**

Posted on 2013年02月19日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 373 次

[**Unity3D**](http://www.unitymanual.com)用c#[**脚本**](http://www.unitymanual.com/category/script)：角色连招

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|  |  |
| --- | --- |
| 001 | **using** UnityEngine; |
| 002 |  |
| 003 | **using** System.Collections; |
| 004 |  |
| 005 | **public** **class** PlayerAttackController : MonoBehaviour { |
| 006 |  |
| 007 | *//记录当前攻击动画;* |
| 008 |  |
| 009 | AnimationClip currentAttack; |
| 010 |  |
| 011 | *//获取人物动画组件;* |
| 012 |  |
| 013 | Animation playerAnimation; |
| 014 |  |
| 015 | *//动画标签;* |
| 016 |  |
| 017 | **public** **enum** ActionState |
| 018 |  |
| 019 | { |
| 020 |  |
| 021 | Attack\_0, |
| 022 |  |
| 023 | Attack\_1, |
| 024 |  |
| 025 | None |
| 026 |  |
| 027 | } |
| 028 |  |
| 029 | *//记录当前动画标签;* |
| 030 |  |
| 031 | **private** ActionState actionState = ActionState.None; |
| 032 |  |
| 033 | */\*\** |
| 034 |  |
| 035 | *\* 攻击的逻辑* |
| 036 |  |
| 037 | *\*/* |
| 038 |  |
| 039 | **void** AttackLogic(){ |
| 040 |  |
| 041 | **if** (Input.GetButtonDown("Fire1")){ |
| 042 |  |
| 043 | **if** (actionState != ActionState.Attack\_0 && actionState != ActionState.Attack\_1) { |
| 044 |  |
| 045 | actionState = ActionState.Attack\_0; |
| 046 |  |
| 047 | }**else** **if** (actionState == ActionState.Attack\_0 && playerAnimation[currentAttack.name].time > 1.0f){ |
| 048 |  |
| 049 | actionState = ActionState.Attack\_1; |
| 050 |  |
| 051 | } |
| 052 |  |
| 053 | } |
| 054 |  |
| 055 | } |
| 056 |  |
| 057 | */\*\** |
| 058 |  |
| 059 | *\* 攻击套路选择* |
| 060 |  |
| 061 | *\*/* |
| 062 |  |
| 063 | **void** Attacks (){ |
| 064 |  |
| 065 | **float** delayTime =0.0f; |
| 066 |  |
| 067 | **switch** (actionState){ |
| 068 |  |
| 069 | **case** ActionState.Attack\_0: |
| 070 |  |
| 071 | delayTime = -0.1f; |
| 072 |  |
| 073 | playerAnimation.CrossFade("Attack", 0.15f); |
| 074 |  |
| 075 | currentAttack = playerAnimation["Attack"].clip; |
| 076 |  |
| 077 | **break**; |
| 078 |  |
| 079 | **case** ActionState.Attack\_1: |
| 080 |  |
| 081 | delayTime = -0.1f; |
| 082 |  |
| 083 | playerAnimation.CrossFade("Attack01", 0.15f); |
| 084 |  |
| 085 | currentAttack = playerAnimation["Attack01"].clip; |
| 086 |  |
| 087 | **break**; |
| 088 |  |
| 089 | **case** ActionState.None: |
| 090 |  |
| 091 | **break**; |
| 092 |  |
| 093 | } |
| 094 |  |
| 095 | *//Switch to default if an animation is almost over* |
| 096 |  |
| 097 | **if** (playerAnimation[currentAttack.name].time > (playerAnimation[currentAttack.name].length +delayTime)){ |
| 098 |  |
| 099 | actionState = ActionState.None; |
| 100 |  |
| 101 | currentAttack = playerAnimation["Idle"].clip; |
| 102 |  |
| 103 | } |
| 104 |  |
| 105 | } |
| 106 |  |
| 107 | **void** Awake(){ |
| 108 |  |
| 109 | *//程序开启前，获取人物动画组件;* |
| 110 |  |
| 111 | playerAnimation = GetComponent () **as** Animation; |
| 112 |  |
| 113 | } |
| 114 |  |
| 115 | **void** Start () { |
| 116 |  |
| 117 | **if** (playerAnimation.clip) { |
| 118 |  |
| 119 | currentAttack = playerAnimation.clip; |
| 120 |  |
| 121 | } **else** { |
| 122 |  |
| 123 | currentAttack = playerAnimation["Idle"].clip; |
| 124 |  |
| 125 | } |
| 126 |  |
| 127 | } |
| 128 |  |
| 129 | *// Update is called once per frame* |
| 130 |  |
| 131 | **void** Update () { |
| 132 |  |
| 133 | **if** (currentAttack != **null**){ |
| 134 |  |
| 135 | AttackLogic(); |
| 136 |  |
| 137 | Attacks(); |
| 138 |  |
| 139 | } |
| 140 |  |
| 141 | } |
| 142 |  |
| 143 | } |