**Unity3D设置方向键移动和空格起跳的脚本**

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[**Unity3D**](http://www.unitymanual.com)设置方向键移动和空格起跳的脚本：

/// This script moves the character controller forward

/// and sideways based on the arrow keys.

/// It also jumps when pressing space.

/// Make sure to attach a character controller to the same game object.

/// It is recommended that you make only one call to Move or SimpleMove per frame.

var speed : float = 6.0;

var jumpSpeed : float = 8.0;

var gravity : float = 20.0;

private var moveDirection : Vector3 = Vector3.zero;

function Update() {

var controller : CharacterController = GetComponent(CharacterController);

if (controller.isGrounded) {

// We are grounded, so recalculate

// move direction directly from axes

moveDirection = Vector3(Input.GetAxis("Horizontal"), 0,

Input.GetAxis("Vertical"));

// 这里获取了键盘的前后左右的移动，但注意，这是相对于自己的。

moveDirection = transform.TransformDirection(moveDirection);

// 还有一个TransformPoint。这里是把相对于自己的

// 坐标转换为相对于世界的坐标。

moveDirection \*= speed;

if (Input.GetButton ("Jump")) {

moveDirection.y = jumpSpeed;

}

}

// Apply gravity

moveDirection.y -= gravity \* Time.deltaTime;

// Move the controller

controller.Move(moveDirection \* Time.deltaTime);

}