**关于Unity游戏手柄控制的小脚本**

Posted on 2013年05月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 71 次

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| 01 | function Update () { |
| 02 | transform.Translate(new Vector3(Input.GetAxis("Horizontal"), Input.GetAxis("Vertical"), 0) \* Time.deltaTime \* 10); |
| 03 | **if**(Input.GetAxis("Vertical") == 1){ |
| 04 | *// 左边手把 上键* |
| 05 | } |
| 06 | **if**(Input.GetAxis("Horizontal") == 1){ |
| 07 | *// 左边手把 右键* |
| 08 | } |
| 09 | **if**(Input.GetAxis("Vertical") == -1){ |
| 10 | *// 左边手把 下键* |
| 11 | } |
| 12 | **if**(Input.GetAxis("Horizontal") == -1){ |
| 13 | *// 左边手把 左键* |
| 14 | } |
| 15 | **if**(Input.GetKey(KeyCode.Joystick1Button10)){ |
| 16 | *// 右边手把 上键* |
| 17 | } |
| 18 | **if**(Input.GetKey(KeyCode.Joystick1Button11)){ |
| 19 | *// 右边手把 右键* |
| 20 | } |
| 21 | **if**(Input.GetKey(KeyCode.Joystick1Button12)){ |
| 22 | *// 右边手把 下键* |
| 23 | } |
| 24 | **if**(Input.GetKey(KeyCode.Joystick1Button13)){ |
| 25 | *// 右边手把 左键* |
| 26 | } |
| 27 | } |