**动画播放以及射线查询脚本**

Posted on 2013年06月27日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 6 次

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** SampleMoveScriptC : MonoBehaviour { |
| 05 |  |
| 06 | **public** **float** speed = 3.0f; |
| 07 | **public** **float** rotatationSpeed = 200.0f; |
| 08 | **private** **float** curSpeed = 0.0f; |
| 09 |  |
| 10 | **private** GameObject obj = **null**; |
| 11 | **private** Vector3 point; |
| 12 |  |
| 13 |  |
| 14 | *// Use this for initialization* |
| 15 | **void** Start () { |
| 16 | obj = GameObject.Find("robot"); |
| 17 | } |
| 18 |  |
| 19 | *// Update is called once per frame* |
| 20 | **void** Update () { |
| 21 |  |
| 22 | **if**(Input.GetMouseButtonDown(0))*//Down或Up* |
| 23 | { |
| 24 | Ray ray = Camera.main.ScreenPointToRay (Input.mousePosition); |
| 25 | RaycastHit hit; |
| 26 | **if**(Physics.Raycast(ray,**out** hit)) |
| 27 | { |
| 28 | **if**(hit.collider.gameObject.name=="Cube")*//射线碰撞到的物体名称* |
| 29 | { |
| 30 | point = hit.point; |
| 31 | obj.transform.LookAt(new Vector3(point.x, obj.transform.position.y, point.z)); |
| 32 |  |
| 33 | } |
| 34 | } |
| 35 | } |
| 36 |  |
| 37 | **float** newSpeed = Input.GetAxis("Vertical") \* speed; |
| 38 | **if** (Input.GetKey("left shift")) |
| 39 | { |
| 40 | newSpeed \*= 1.5f; |
| 41 | } |
| 42 | **float** distance = Vector3.Distance(point, transform.position); |
| 43 | CharacterController controller = obj.GetComponent<CharacterController>(); |
| 44 | Vector3 forward = Vector3.ClampMagnitude(point - obj.transform.position, 1.5f); |
| 45 | **if**(Mathf.Abs(distance) > 1.45f && controller) |
| 46 | { |
| 47 | *//Unity3D教程手册：www.unitymanual.com* |
| 48 | obj.animation.CrossFade("run"); |
| 49 | controller.SimpleMove(forward \* 1.5f); |
| 50 | } |
| 51 | **else** |
| 52 | { |
| 53 | obj.animation.CrossFade("idle"); |
| 54 | } |
| 55 |  |
| 56 | } |
| 57 |  |
| 58 | } |
| 59 |  |