**在水平方向控制物体脚本**

Posted on 2013年06月05日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 71 次

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | function Update () { |
| 02 |  |
| 03 | **var** tanslation:**float**=Input.GetAxis(“Horizontal”)\*speed;*//在水平方向控制物体* |
| 04 |  |
| 05 | transform.Translate(tanslation\*Time.deltaTime,0,0); |
| 06 |  |
| 07 | **if**(transform.position.x>8.4){ |
| 08 |  |
| 09 | transform.position=new Vector3(-8.4,transform.position.y); |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | **if**(transform.position.x<-8.4){ |
| 14 |  |
| 15 | transform.position=new Vector3(8.4,transform.position.y); |
| 16 |  |
| 17 | } |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 |  |