**完善角色移动的脚本与添加动画脚本**

Posted on 2013年06月17日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 41 次

完善角色移动的脚本

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

|  |  |
| --- | --- |
| 01 | **var** speed : **float** = 6.0; |
| 02 |  |
| 03 | **var** jumpSpeed : **float** = 8.0; |
| 04 |  |
| 05 | **var** gravity : **float** = 20.0; |
| 06 |  |
| 07 | **private** **var** moveDirection : Vector3 = Vector3.zero; |
| 08 |  |
| 09 | function Update() |
| 10 |  |
| 11 | { |
| 12 |  |
| 13 | **var** controller : CharacterController = GetComponent(CharacterController); |
| 14 |  |
| 15 | **if**(controller.isGrounded) |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | moveDirection = Vector3(Input.GetAxis(“Horizontal”), 0, Input.GetAxis(“Vertical”)); *//Allows for player input* |
| 20 |  |
| 21 | moveDirection = transform.TransformDirection(moveDirection); *//How to move* |
| 22 |  |
| 23 | moveDirection \*= speed; *//How fast to move* |
| 24 |  |
| 25 | **if**(Input.GetButton(“Jump”)) |
| 26 |  |
| 27 | { |
| 28 |  |
| 29 | moveDirection.y = jumpSpeed; |
| 30 |  |
| 31 | }&nbsp; *//Unity3D教程手册* |
| 32 |  |
| 33 | } |
| 34 |  |
| 35 | *//Apply gravity* |
| 36 |  |
| 37 | moveDirection.y -= gravity \* Time.deltaTime; |
| 38 |  |
| 39 | *//Move the controller* |
| 40 |  |
| 41 | controller.Move(moveDirection \* Time.deltaTime); |
| 42 |  |
| 43 | } |

如果想添加动画的话，使用如下代码即可：

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

|  |  |
| --- | --- |
| 01 | [javascript] view plaincopy |
| 02 |  |
| 03 | function Update() |
| 04 |  |
| 05 | { |
| 06 |  |
| 07 | **if**(Input.GetKey(“d”) || Input.GetKey(“right”)) |
| 08 |  |
| 09 | { |
| 10 |  |
| 11 | animation.Play(“RunFwd”); |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | **else** **if**(Input.GetKey(“a”) || Input.GetKey(“left”)) |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | animation.Play(“RunBkwd”); |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | **else** **if**(Input.GetKey(“w”) || Input.GetKey(“up”)) |
| 24 |  |
| 25 | { |
| 26 |  |
| 27 | animation.Play(“StrafeL”); |
| 28 |  |
| 29 | } |
| 30 |  |
| 31 | **else** **if**(Input.GetKey(“s”) || Input.GetKey(“down”)) |
| 32 |  |
| 33 | { |
| 34 |  |
| 35 | animation.Play(“StrafeR”); |
| 36 |  |
| 37 | } |
| 38 |  |
| 39 | **else** |
| 40 |  |
| 41 | { |
| 42 |  |
| 43 | animation.CrossFade(“Idle”); |
| 44 |  |
| 45 | } |
| 46 |  |
| 47 | } |