**平移游戏对象脚本**

Posted on 2013年07月19日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 26 次

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| 01 | **void** OnGUI() |
| 02 | { |
| 03 | **if** (GUILayout.Button("向前移动", GUILayout.Height(50))) |
| 04 | { |
| 05 | obj.transform.Translate(Vector3.forward \* Time.deltaTime); |
| 06 | } |
| 07 | **if** (GUILayout.Button("向后移动", GUILayout.Height(50))) |
| 08 | { |
| 09 | obj.transform.Translate(-Vector3.forward \* Time.deltaTime); |
| 10 | } |
| 11 | **if** (GUILayout.Button("向左移动", GUILayout.Height(50))) |
| 12 | { |
| 13 | obj.transform.Translate(Vector3.left \* Time.deltaTime); |
| 14 | } |
| 15 | **if** (GUILayout.Button("向右移动", GUILayout.Height(50))) |
| 16 | { |
| 17 | obj.transform.Translate(Vector3.right \* Time.deltaTime); |
| 18 | } |
| 19 |  |
| 20 | GUILayout.Label("立方体位置：", obj.transfrom.position); |
| 21 | } |
| 22 |  |