**控制战车前轮左右转弯脚本**

Posted on 2013年05月02日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 160 次

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

|  |  |
| --- | --- |
| 01 | *//----------------* |
| 02 | **var** EnemyCar: GameObject; *//定义敌人* |
| 03 | **var** attackRange = 100.0; *//定义距离* |
| 04 | **var** target : Transform;*//定义目标为自己* |
| 05 |  |
| 06 | EnemyCar=GameObject.Find("Enemy"); *//实例化* |
| 07 | **if** (target == **null**) |
| 08 | **return**; |
| 09 | **var** targetPoint = target.position; |
| 10 | **var** targetRotation = Quaternion.LookRotation (targetPoint - EnemyCar.transform.position,Vector3.up); *//求出与目标之间的角度 可以判断角度* |
| 11 | EnemyCar.transform.rotation = Quaternion.Slerp(EnemyCar.transform.rotation, targetRotation, Time.deltaTime \* 2.0); *// 旋转之角度与目标对齐 可以换成车轮旋转* |
| 12 |  |