**操控iphone重力感应**

Posted on 2013年05月03日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 93 次

方案一：speed,也可以把速度换成力.

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|  |  |
| --- | --- |
| 01 | **public** **var** simulateAccelerometer:boolean = **false**; |
| 02 |  |
| 03 | **var** speed = 10.0; |
| 04 |  |
| 05 | function Update () { |
| 06 |  |
| 07 | **var** dir : Vector3 = Vector3.zero; |
| 08 |  |
| 09 | **if** (simulateAccelerometer) |
| 10 |  |
| 11 | { |
| 12 |  |
| 13 | dir.x = Input.GetAxis(“Horizontal”); |
| 14 |  |
| 15 | dir.y = Input.GetAxis(“Vertical”); |
| 16 |  |
| 17 | } |
| 18 |  |
| 19 | **else** |
| 20 |  |
| 21 | { |
| 22 |  |
| 23 | dir.x = Input.acceleration.x; |
| 24 |  |
| 25 | dir.y = Input.acceleration.y; |
| 26 |  |
| 27 | *// clamp acceleration vector to unit sphere* |
| 28 |  |
| 29 | **if** (dir.sqrMagnitude > 1) |
| 30 |  |
| 31 | dir.Normalize(); |
| 32 |  |
| 33 | *// Make it move 10 meters per second instead of 10 meters per frame...* |
| 34 |  |
| 35 | } |
| 36 |  |
| 37 | dir \*= Time.deltaTime; |
| 38 |  |
| 39 | *// Move object* |
| 40 |  |
| 41 | transform.Translate (dir \* speed); |
| 42 |  |
| 43 | } |

方案二：Force

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

|  |  |
| --- | --- |
| 01 | **public** **var** force:**float** = 1.0; |
| 02 |  |
| 03 | **public** **var** simulateAccelerometer:boolean = **false**; |
| 04 |  |
| 05 | function FixedUpdate () { |
| 06 |  |
| 07 | **var** dir : Vector3 = Vector3.zero; |
| 08 |  |
| 09 | **if** (simulateAccelerometer) |
| 10 |  |
| 11 | { |
| 12 |  |
| 13 | *// using joystick input instead of iPhone accelerometer* |
| 14 |  |
| 15 | dir.x = Input.GetAxis(“Horizontal”); |
| 16 |  |
| 17 | dir.y = Input.GetAxis(“Vertical”); |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 | **else** |
| 22 |  |
| 23 | { |
| 24 |  |
| 25 | *// we assume that device is held parallel to the ground* |
| 26 |  |
| 27 | *// and Home button is in the right hand* |
| 28 |  |
| 29 | *// remap device acceleration axis to game coordinates* |
| 30 |  |
| 31 | *// 1) XY plane of the device is mapped onto XZ plane* |
| 32 |  |
| 33 | *// 2) rotated 90 degrees around Y axis* |
| 34 |  |
| 35 | dir.x = Input.acceleration.y; |
| 36 |  |
| 37 | dir.y = Input.acceleration.x; |
| 38 |  |
| 39 | *// clamp acceleration vector to unit sphere* |
| 40 |  |
| 41 | **if** (dir.sqrMagnitude > 1) |
| 42 |  |
| 43 | dir.Normalize(); |
| 44 |  |
| 45 | } |
| 46 |  |
| 47 | rigidbody.AddForce(dir \* force); |
| 48 |  |
| 49 | } |

结论：方案一，操控起来比较灵活，反应灵敏。方案二，操控起来具有惯性，缓冲明显。