**求物体间的距离？**

Posted on 2013年06月14日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 71 次

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|  |  |
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| 01 | **using**&nbsp;UnityEngine; |
| 02 |  |
| 03 | **using**&nbsp;System.Collections; |
| 04 |  |
| 05 | **public**&nbsp;class&nbsp;test&nbsp;:&nbsp;MonoBehaviour&nbsp;{ |
| 06 |  |
| 07 | **public**&nbsp;GameObject&nbsp;a; |
| 08 |  |
| 09 | **public**&nbsp;GameObject&nbsp;b; |
| 10 |  |
| 11 | **public**&nbsp;Vector3&nbsp;m; |
| 12 |  |
| 13 | **public**&nbsp;Vector3&nbsp;n; |
| 14 |  |
| 15 | **void**&nbsp;Start&nbsp;()&nbsp;{} |
| 16 |  |
| 17 | **void**&nbsp;Update&nbsp;(){ |
| 18 |  |
| 19 | m=a.transform.position; |
| 20 |  |
| 21 | n=b.transform.position; |
| 22 |  |
| 23 | print(Vector3.Distance(m,n)); |
| 24 |  |
| 25 | } |
| 26 |  |
| 27 | } |