**Unity3D教程：物体导航**

Posted on 2013年04月27日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 98 次

修改后的导航点，在导航点间移动速度相同，复制此程式到需要导航的物件上，再设定路径座标阵列(新增cube当导航点拖曳到waypoints里)。

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

|  |  |
| --- | --- |
| 01 | *// array to hold waypoint locations* |
| 02 |  |
| 03 | **var** waypoints: Transform[]; |
| 04 |  |
| 05 | *// variable to control time taken to travel between points* |
| 06 |  |
| 07 | **private** **var** startPoint: Vector3; |
| 08 |  |
| 09 | **private** **var** endPoint: Vector3; |
| 10 |  |
| 11 | **private** **var** startTime: **float**; |
| 12 |  |
| 13 | *// the array index number of the current target waypoint* |
| 14 |  |
| 15 | **private**　**var** targetwaypoint: **int**; |
| 16 |  |
| 17 | function Start() { |
| 18 |  |
| 19 | startPoint = transform.position; |
| 20 |  |
| 21 | startTime = Time.time; |
| 22 |  |
| 23 | **if** (waypoints.Length <= 0) { |
| 24 |  |
| 25 | Debug.Log(“No waypoints found”); |
| 26 |  |
| 27 | enabled = **false**; |
| 28 |  |
| 29 | } |
| 30 |  |
| 31 | targetwaypoint = 0; |
| 32 |  |
| 33 | endPoint = waypoints[targetwaypoint].position; |
| 34 |  |
| 35 | } |
| 36 |  |
| 37 | function Update() { |
| 38 |  |
| 39 | **var** duration: **float** = (Vector3.Distance(startPoint, endPoint) / 5); |
| 40 |  |
| 41 | **var** i = (Time.time - startTime) / duration; |
| 42 |  |
| 43 | transform.position = Vector3.Lerp(startPoint, endPoint, i); |
| 44 |  |
| 45 | **if** (transform.position == endPoint) { |
| 46 |  |
| 47 | startTime = Time.time; |
| 48 |  |
| 49 | *// increment and wrap the target waypoint index* |
| 50 |  |
| 51 | targetwaypoint++; |
| 52 |  |
| 53 | targetwaypoint = targetwaypoint % waypoints.Length; |
| 54 |  |
| 55 | startPoint = endPoint; |
| 56 |  |
| 57 | endPoint = waypoints[targetwaypoint].position; |
| 58 |  |
| 59 | } |
| 60 |  |
| 61 | } |