**物体缓慢移动**

Posted on 2013年05月12日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 81 次

erp+Mathf.PingPong的方式让本物体缓慢移动。

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 | **public** **class** Move : MonoBehaviour { |
| 04 | **public** **float** durning; |
| 05 | **public** Vector3 toPos; |
| 06 |  |
| 07 | **private** Transform t; |
| 08 | **private** Vector3 oriPos; |
| 09 | **private** **float** lerp; |
| 10 |  |
| 11 | *// Use this for initialization* |
| 12 | **void** Start () { |
| 13 | t = transform; |
| 14 | oriPos = t.localPosition; |
| 15 | } |
| 16 |  |
| 17 | *// Update is called once per frame* |
| 18 | **void** Update () { |
| 19 | lerp = Mathf.PingPong(Time.time, durning) / durning; |
| 20 | t.localPosition = Vector3.Lerp(oriPos, toPos, lerp); |
| 21 | } |
| 22 | } |