**Unity3D教程：碰撞的检测**

Posted on 2013年04月28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 135 次

场景上新增三个方块 (Cube)，分别命名为Cube01、Cube02及Floor (注意大小写)。位置请物重叠，把Floor移动到Cube01与Cube02两个方块的下方，并把Floor放大使其成为地板。复制程式码贴到JavaScript上，然后拖曳到Cube01上执行。使用方向键或WASD键移控制Cube01碰撞Cube02，执行结果若看不清楚请放置一盏灯光。

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| --- | --- |
| 01 | function Start() { |
| 02 |  |
| 03 | gameObject.Find("Cube01").AddComponent ("Rigidbody"); |
| 04 | gameObject.Find("Cube02").AddComponent ("Rigidbody"); |
| 05 |  |
| 06 | } |
| 07 |  |
| 08 | function Update() { |
| 09 |  |
| 10 | **if** (Input.GetKey ("down")||Input.GetKey (KeyCode.S)){ |
| 11 | transform.Translate(0,0,5\*Time.deltaTime); |
| 12 | } |
| 13 |  |
| 14 | **if** (Input.GetKey ("up")||Input.GetKey (KeyCode.W)){ |
| 15 | transform.Translate(0,0,-5\*Time.deltaTime); |
| 16 | } |
| 17 |  |
| 18 | **if** (Input.GetKey ("left")||Input.GetKey (KeyCode.A)){ |
| 19 | transform.Rotate(0,-180\*Time.deltaTime,0); |
| 20 | } |
| 21 |  |
| 22 | **if** (Input.GetKey ("right")||Input.GetKey (KeyCode.D)){ |
| 23 | transform.Rotate(0,180\*Time.deltaTime,0); |
| 24 | } |
| 25 | } |
| 26 |  |
| 27 | function OnCollisionEnter(collision : Collision) { |
| 28 |  |
| 29 | **if**(collision.gameObject.name == "Cube02") { |
| 30 | Destroy(collision.gameObject); |
| 31 | print("oh"); |
| 32 | } |
| 33 |  |
| 34 | } |