**脚本模拟跳跃效果**

Posted on 2013年06月17日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 34 次

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| 01 | | | **var** speed = 3.0; *//This data type is a float.* | |
| 02 | | | **var** jumpSpeed = 50.0; | |
| 03 | | | **var** grounded = **true**; | |
| 04 | | |  | |
| 05 | | | function Update () | |
| 06 | | | { | |
| 07 | | | **var** x : Vector3 = Input.GetAxis("Horizontal") \* transform.right \* Time.deltaTime \* speed; | |
| 08 | | | **var** z : Vector3 = Input.GetAxis("Vertical") \* transform.forward \* Time.deltaTime \* speed; | |
| 09 | | |  | |
| 10 | | | *//transform.Translate(Input.GetAxis("Horizontal"), 0, Input.GetAxis("Vertical"));* | |
| 11 | | |  | |
| 12 | | | transform.Translate(x + z); | |
| 13 | | | transform.rotation = Quaternion.LookRotation(Vector3.forward, Vector3.up); | |
| 14 | | |  | |
| 15 | | | **if**(Input.GetButtonDown("Jump")) | |
| 16 | | | { | |
| 17 | | | Jump (); | |
| 18 | | | } | |
| 19 | | | } | |
| 20 | | |  | |
| 21 | | | function Jump () | |
| 22 | | | { | |
| 23 | | | **if**(grounded == **true**) | |
| 24 | | | { <!--DVFMTSC--> *//Unity3D教程手册* | |
| 25 | | | rigidbody.AddForce(Vector3.up \* jumpSpeed); | |
| 26 | | | grounded = **false**; | |
| 27 | | | } | |
| 28 | | | } | |
| 29 | | |  | |
| 30 | | | function OnCollisionEnter(hit : Collision) | |
| 31 | | | { | |
| 32 | | | grounded = **true**; | |
| 33 | | | Debug.Log("I'm colliding with something!"); | |
| 34 | | | } | |
| 35 | | | 其中，这行代码尤为重要，如果注释掉这行代码，物体在跳跃的时候会出现空中翻转的现象，添加后物体不会出现除了z轴之外的其他旋转。 | |
| 36 | | |  | |
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| --- | --- |
| 1 | transform.rotation = Quaternion.LookRotation(Vector3.forward, Vector3.up); |