**获取离自己最近的游戏对象的坐标**

Posted on 2013年05月25日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 181 次

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| 01 | *//获取离自己最近的游戏对象的坐标.* |
| 02 | function Update() |
| 03 | { |
| 04 | **if**(networkView.isMine) |
| 05 | { |
| 06 | print(FindClosestEnemy().transform.position); |
| 07 | } |
| 08 |  |
| 09 | } |
| 10 |  |
| 11 | *// Find the name of the closest enemy* |
| 12 | *//查找最靠近敌人的信息* |
| 13 | function FindClosestEnemy () : GameObject { |
| 14 | *// Find all game objects with tag Enemy* |
| 15 | *//查找标签为test的全部游戏物体* |
| 16 | **var** gos : GameObject[]; |
| 17 | gos = GameObject.FindGameObjectsWithTag("test"); |
| 18 | **var** closest : GameObject=GameObject.FindWithTag("test"); |
| 19 | /ar vect:Vector3 =new Vector3(1.0f,1.0f,1.0f); |
| 20 | **var** distance = Mathf.Infinity; |
| 21 | **var** position = transform.position; |
| 22 | *// Iterate through them and find the closest one* |
| 23 | *//遍历他们找到最接近的一个* |
| 24 | **for** (**var** go : GameObject **in** gos) { |
| 25 | **if**(go.transform.position==position) |
| 26 | { |
| 27 | **continue**; |
| 28 | } |
| 29 | **var** diff = (go.transform.position &minus; position); |
| 30 | **var** curDistance = diff.sqrMagnitude; |
| 31 | **if** (curDistance < distance) { |
| 32 | closest = go; |
| 33 | distance = curDistance; |
| 34 | } |
| 35 | } |
| 36 | **return** closest; |
| 37 | } |