Posted on 2013年05月26日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 177 次

将代码放到update里面。

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

|  |  |
| --- | --- |
| 01 | RaycastHit rayHit; |
| 02 |  |
| 03 | **void** Update() |
| 04 |  |
| 05 | { |
| 06 |  |
| 07 | Vector3 fwd = transform.TransformDirection(Vector3.forward); |
| 08 |  |
| 09 | **if** (Physics.Raycast(transform.position, fwd, 10)) |
| 10 |  |
| 11 | print(“There is something **in** front of the **object**!”); |
| 12 |  |
| 13 | **if** (Physics.Raycast(transform.position, fwd, **out** rayHit, 1)) |
| 14 |  |
| 15 | { |
| 16 |  |
| 17 | print(rayHit.collider.gameObject.name + “ ” + rayHit.distance); |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 | **else** |
| 22 |  |
| 23 | { |
| 24 |  |
| 25 | print(“nothing”);*//这一输出只在开始运行出现，当上面输出一次后，即使前方没有物体，也不再输出了.* |
| 26 |  |
| 27 | } |
| 28 |  |
| 29 | } |
| 30 |  |
| 31 |  |