**角色转身向前走的脚本**

Posted on 2013年06月21日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 52 次

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| 01 | **var** targetTransform: Transform; |
| 02 | **var** rotationSpeed : **float**=1.0; |
| 03 | **var** canRun=**false**; |
| 04 | **var** speed : **float** = 1.0; |
| 05 | function Update () |
| 06 | { |
| 07 | **var** direction:Vector3=targetTransform.position - transform.position; |
| 08 | direction.y=0; |
| 09 | transform.rotation = Quaternion.RotateTowards (transform.rotation, Quaternion.LookRotation(direction), rotationSpeed); |
| 10 | *//transform.rotation = Quaternion.Slerp(transform.rotation, Quaternion.LookRotation(direction), 2);* |
| 11 | print(transform.rotation); |
| 12 |  |
| 13 | **if** (transform.rotation.eulerAngles .y == Quaternion.LookRotation(direction).eulerAngles.y) |
| 14 | { |
| 15 | canRun=**true**; |
| 16 | } |
| 17 | **if** (canRun == **true**) |
| 18 | {*//Unity3D教程手册：www.unitymanual.com* |
| 19 | **var** controller : CharacterController = GetComponent(CharacterController); |
| 20 | **var** forward : Vector3 = transform.TransformDirection(Vector3.forward); |
| 21 | **var** curSpeed : **float** = speed ; |
| 22 | **var** dist = Vector3.Distance(targetTransform.position, transform.position); |
| 23 | **if** (dist >= 2) |
| 24 | { |
| 25 | controller.SimpleMove(forward \* curSpeed); |
| 26 | } |
| 27 | } |
| 28 | } |
| 29 | --------------------------------------------------------------------- |
| 30 | **var** targetTransform: Transform; |
| 31 | **var** rotationSpeed : **float**=5; |
| 32 | **var** direction:Vector3; |
| 33 | function Update () { |
| 34 | direction=targetTransform.position-transform.position; |
| 35 | direction.y=0; |
| 36 | **var** angle = Vector3.Angle(direction, transform.forward); |
| 37 | *//Unity3D教程手册：www.unitymanual.com* |
| 38 | transform.rotation = Quaternion.RotateTowards (transform.rotation, Quaternion.LookRotation(direction), rotationSpeed); |
| 39 | **if**(angle<5) |
| 40 | transform.position.x+=-0.1; |
| 41 |  |
| 42 | } |
| 43 |  |
| 44 |  |