**飞行模式脚本**

Posted on 2013年04月03日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 238 次

Unity3D的飞行模式脚本，用[**Unity3D脚本**](http://www.unitymanual.com)替换掉FPSWalker即可实现。

var speed = 6.0;  
var jumpSpeed = 8.0;  
var gravity = 0;  
private var moveDirection = Vector3.zero;  
private var grounded : boolean = false;  
function FixedUpdate() {  
my=moveDirection.y;  
moveDirection = new Vector3(Input.GetAxis("Horizontal"), 0, Input.GetAxis("Vertical"));  
moveDirection = transform.TransformDirection(moveDirection);  
if (grounded) {

moveDirection \*= speed;

} else {  
moveDirection \*= speed+transform.position.y/5;  
moveDirection.y=my;  
}  
if(Input.GetKey ("e")) {  
transform.Translate(0, -1, 0);  
}  
if (Input.GetKey ("q") ) {  
transform.Translate(0, 1, 0);

}  
if(Input.GetKey("left shift")) {  
speed=6\*5;  
} else {  
speed=6;  
}  
moveDirection.y -= gravity \* Time.deltaTime;  
var controller : CharacterController = GetComponent(CharacterController);  
var flags = controller.Move(moveDirection \* Time.deltaTime);  
grounded = (flags & CollisionFlags.CollidedBelow) != 0;  
}  
@script RequireComponent(CharacterController)  
private var myWalker: FPSWalker=null;  
var maxHeight: float=250;  
function Start () {  
myWalker = gameObject.GetComponent(FPSWalker);  
}  
@script RequireComponent(FPSWalker)