**飞行路径**

Posted on 2013年05月16日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 67 次

1. 建立一个名为FlyPath的飞行路径对象

2. 在FlyPath对象下，加载一个名为FlyCamera的相机

3. 建立一个空的Game Object，将FlyPath脚本拖放至该对象上

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

|  |  |
| --- | --- |
| 001 | **var** path:GameObject; |
| 002 |  |
| 003 | **var** flyPathCamera:GameObject; |
| 004 |  |
| 005 | **var** mainCamera:GameObject; |
| 006 |  |
| 007 | **var** text2d:Texture2D[]; |
| 008 |  |
| 009 | **var** flag : boolean; |
| 010 |  |
| 011 | function Start(){ |
| 012 |  |
| 013 | path = GameObject.Find(“FlyPath”); |
| 014 |  |
| 015 | mainCamera = GameObject.Find(“First Person Controller”); |
| 016 |  |
| 017 | **if**( path!=**null** ) |
| 018 |  |
| 019 | { |
| 020 |  |
| 021 | flyPathCamera = path.Find(“FlyCamera”); |
| 022 |  |
| 023 | } |
| 024 |  |
| 025 | flag=**true**; |
| 026 |  |
| 027 | } |
| 028 |  |
| 029 | function Update () { |
| 030 |  |
| 031 | **if**( path!=**null** && path.active ) |
| 032 |  |
| 033 | { |
| 034 |  |
| 035 | **var** animation:Animation; |
| 036 |  |
| 037 | animation = path.GetComponent(“Animation”); |
| 038 |  |
| 039 | **if**( animation!=**null** ) |
| 040 |  |
| 041 | { |
| 042 |  |
| 043 | **if**( !(animation.IsPlaying(“Take 001”)) ) |
| 044 |  |
| 045 | { |
| 046 |  |
| 047 | path.active = **false**; |
| 048 |  |
| 049 | **if**( flyPathCamera!=**null** ) |
| 050 |  |
| 051 | flyPathCamera.active = **false**; |
| 052 |  |
| 053 | **if**( mainCamera!=**null** ) |
| 054 |  |
| 055 | mainCamera.active = **true**; |
| 056 |  |
| 057 | } |
| 058 |  |
| 059 | **else** **if**( mainCamera!=**null** && mainCamera.active ) |
| 060 |  |
| 061 | { |
| 062 |  |
| 063 | mainCamera.active = **false**; |
| 064 |  |
| 065 | } |
| 066 |  |
| 067 | } |
| 068 |  |
| 069 | } |
| 070 |  |
| 071 | } |
| 072 |  |
| 073 | function ActiveFlyPath(){ |
| 074 |  |
| 075 | **if**( path==**null** || flyPathCamera==**null** || mainCamera==**null** ) |
| 076 |  |
| 077 | **return**; |
| 078 |  |
| 079 | bActive = !(path.active); |
| 080 |  |
| 081 | **if**( path.active!=bActive ) |
| 082 |  |
| 083 | { |
| 084 |  |
| 085 | path.active = bActive; |
| 086 |  |
| 087 | flyPathCamera.active = bActive; |
| 088 |  |
| 089 | **var** animation:Animation; |
| 090 |  |
| 091 | animation = path.GetComponent(“Animation”); |
| 092 |  |
| 093 | **if**( animation!=**null** ) |
| 094 |  |
| 095 | { |
| 096 |  |
| 097 | animation.active = bActive; |
| 098 |  |
| 099 | **if**( bActive && !animation.IsPlaying(“Take 001”) ) |
| 100 |  |
| 101 | animation.Play(“Take 001”); |
| 102 |  |
| 103 | **else** **if**( !bActive ) |
| 104 |  |
| 105 | animation.Stop(); |
| 106 |  |
| 107 | } |
| 108 |  |
| 109 | } |
| 110 |  |
| 111 | bActive = !bActive; |
| 112 |  |
| 113 | **if**( mainCamera!=bActive ) |
| 114 |  |
| 115 | { |
| 116 |  |
| 117 | mainCamera.active = bActive; |
| 118 |  |
| 119 | } |
| 120 |  |
| 121 | } |
| 122 |  |
| 123 | function OnGUI () |
| 124 |  |
| 125 | { |
| 126 |  |
| 127 | **if**(flag==**true**) |
| 128 |  |
| 129 | { |
| 130 |  |
| 131 | **if**(GUI.Button(Rect(0,0,80,20),text2d[0])){ |
| 132 |  |
| 133 | ActiveFlyPath(); |
| 134 |  |
| 135 | } |
| 136 |  |
| 137 | flag=**false**; |
| 138 |  |
| 139 | } |
| 140 |  |
| 141 | **else** { |
| 142 |  |
| 143 | **if**(GUI.Button(Rect(0,0,80,20),text2d[1])){ |
| 144 |  |
| 145 | ActiveFlyPath(); |
| 146 |  |
| 147 | } |
| 148 |  |
| 149 | } |
| 150 |  |
| 151 | } |