


```
// 判断是否是移动端
Application.isMobilePlatform
```



```
// 開く
Input.compass.enabled = true;

// 閉じる
Input.compass.enabled = false;
```



```
// 0から360度までの角度を返す
float value = Input.compass.trueHeading;
```



```
// RotationController.cs
public class RotationController : MonoBehaviour
{
    // Angle
    private float angle;

    private void Start()
    {
        // Check if mobile platform
        if (Application.isMobilePlatform)
        {
            // Enable compass
            Input.compass.enabled = true;
            angle = Input.compass.trueHeading;
        }
    }

    private void Update()
    {
        // Check if mobile platform
        if (Application.isMobilePlatform)
        {
```

```
// 000000000000
angle = Input.compass.trueHeading;
}

// PC00000
{
    // 0000000000
    const float rotationSpeed = 180f;

    // 00000-1 0 10
    float input = Input.GetAxis("Horizontal");

    // 00000
    angle += rotationSpeed * Time.deltaTime * input;
}

// Transform00002D00000000Z00000000
transform.rotation = Quaternion.Euler(0, 0, angle);
}
}
```

??????



`Input.compass.trueHeading`

Unity

[illegible]

currentVelocity

```
// 初始化角度
public class RotationController : MonoBehaviour
{
    // 角度
    private float angle;

    // 当前速度
    private float currentVelocity;

    // (初始化)
}
```

更新 Update

```
// 更新
if (Application.isMobilePlatform)
{
    // 获取当前角度
    // angle = Input.compass.trueHeading;

    // 平滑插值
    angle = Mathf.SmoothDampAngle(
        angle, // 当前角度
        Input.compass.trueHeading, // 目标角度
        ref currentVelocity, // 当前速度
        0.1f); // 平滑时间
}
```

完整代码

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