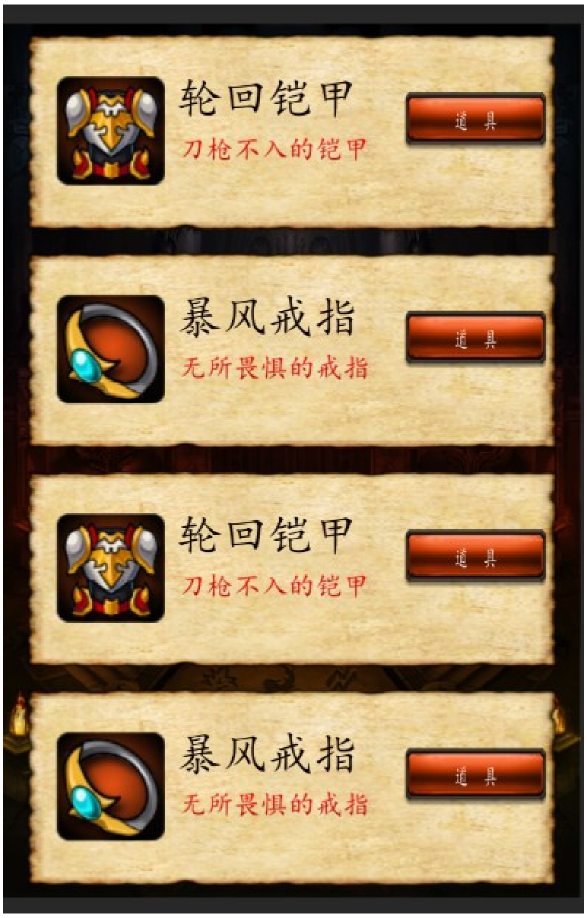


道具数据的配置文件

```xml
<?xml version="1.0" encoding="UTF-8"?>
<ItemConfig>
    <Item id="33001" name="暴风戒指" desc="无所畏惧的戒指" sprite="310002"/>
    <Item id="33002" name="轮回铠甲" desc="所向披靡的铠甲" sprite="310004"/>
</ItemConfig>
```

配置文件读取存储类 ItemConfig

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using System.Xml;


public class Item
```

```
{
    public int id;
    public string name;
    public string desc;
    public string spriteName;

    public Item(XmlElement element)
    {
        this.id = int.Parse(element.GetAttribute("id"));
        this.name = element.GetAttribute("name");
        this.desc = element.GetAttribute("desc");
        this.spriteName = element.GetAttribute("sprite");
    }
}

public class ItemConfig : MonoBehaviour {

    public List<Item> items = new List<Item>();

    private static ItemConfig instance;
    public static ItemConfig Instance
    {
        get { return instance; }
    }

    void Awake()
    {
        instance = this;
        DontDestroyOnLoad(gameObject);
        LoadXml();
    }

    void LoadXml()
    {
        XmlDocument xml = new XmlDocument();
        xml.Load(Application.dataPath + "/ItemConfig.xml");

        XmlElement node = xml.DocumentElement;
        if (node == null)
            return;

        foreach (XmlElement element in node)
        {
            Item item = new Item(element);
            items.Add(item);
        }

    }

    //根据ID得到道具信息
    public Item GetItemById(int id)
    {
        foreach (Item item in items)
            if (item.id == id)
                return item;
        return null;
    }
}

```

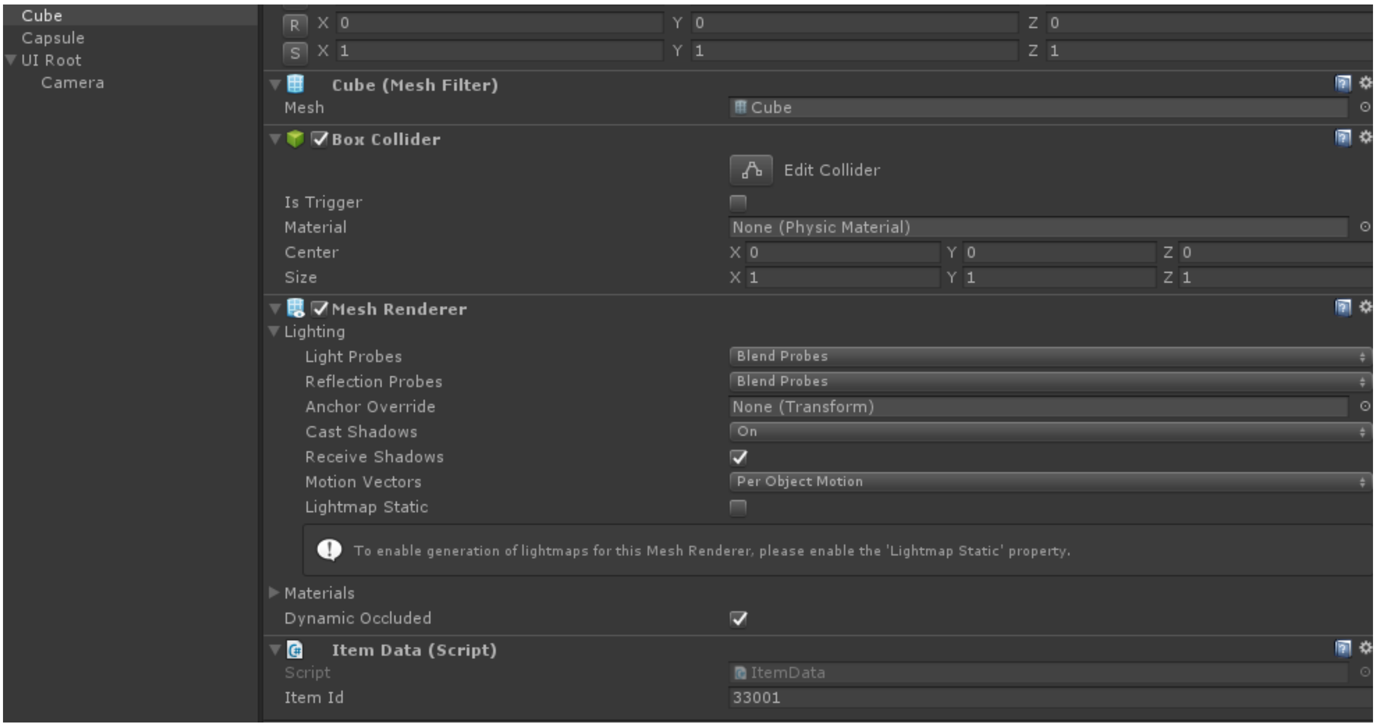
背包类：Backpake

不用继承于MonoBehaviour

主要存储当前玩家背包中的道具 单例 方便查找

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Backpake{

    private static Backpake instance;
    public static Backpake Instance
    {
        get {
            if (instance == null)
                instance = new Backpake();
            return instance;
        }
    }

    //玩家背包里的道具集合
    public List<Item> backPackItems = new List<Item>();

}
```

3D道具物体的脚本ItemData



Cube
Capsule
UI Root
Camera

R X 0 Y 0 Z 0
S X 1 Y 1 Z 1

Cube (Mesh Filter)
Mesh: Cube

☑ Box Collider
Edit Collider
Is Trigger: □
Material: None (Physic Material)
Center: X 0 Y 0 Z 0
Size: X 1 Y 1 Z 1

☑ Mesh Renderer
Lighting
Light Probes: Blend Probes
Reflection Probes: Blend Probes
Anchor Override: None (Transform)
Cast Shadows: On
Receive Shadows: ☑
Motion Vectors: Per Object Motion
Lightmap Static: □
To enable generation of lightmaps for this Mesh Renderer, please enable the 'Lightmap Static' property.
Materials
Dynamic Occluded: ☑

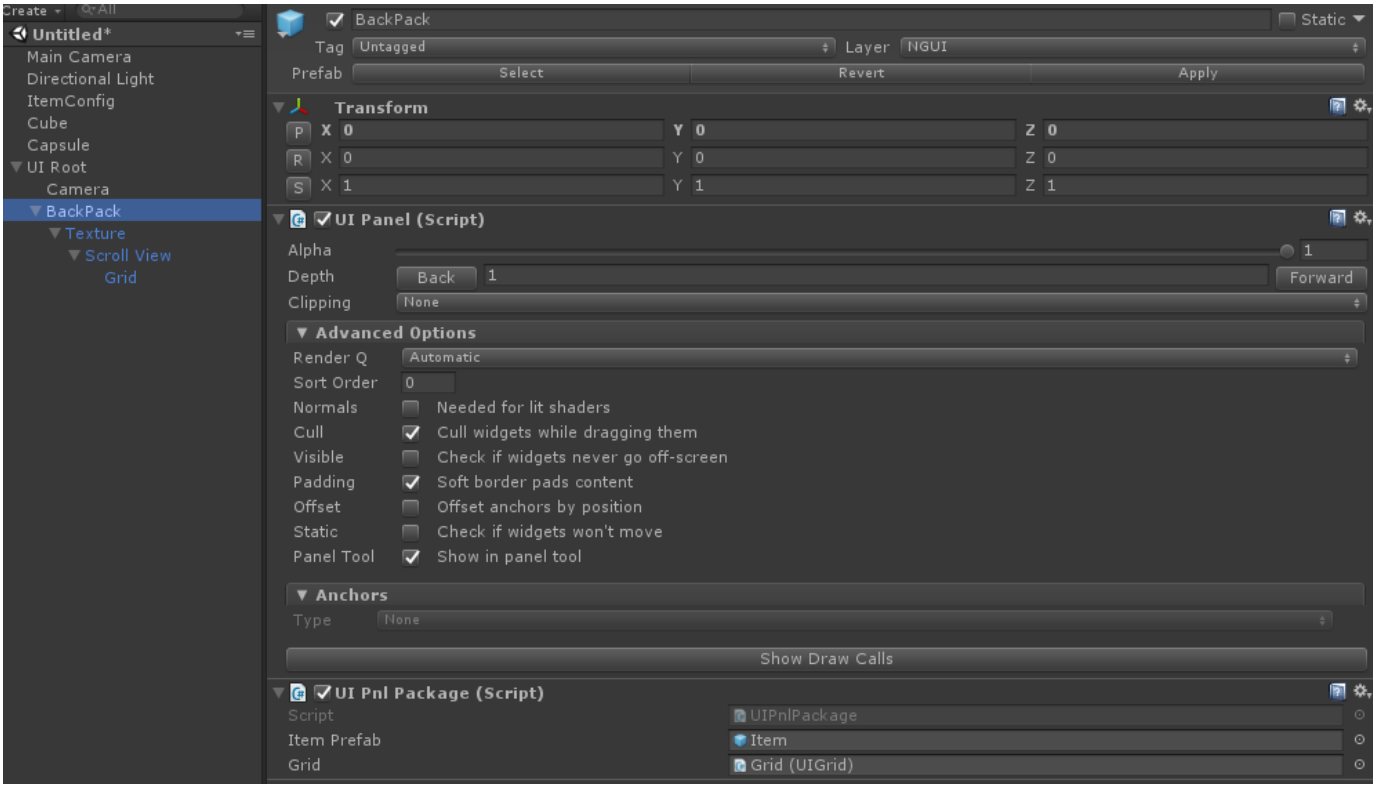
Item Data (Script)
Script: ItemData
Item Id: 33001

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class ItemData : MonoBehaviour {

    public int itemId;

    void OnMouseDown()
    {
        //判断是不是点击到了NGUI的碰撞器
        if (UICamera.isOverUI==false)
        {
            Debug.Log("game");
            Item item = ItemConfig.Instance.GetItemById(itemId);
            Backpake.Instance.backPackItems.Add(item);
        }

    }
}

```

UIPnlPackage

绑定在背包UI界面上的脚本：

打开背包后 加载道具项并赋值



Untitled*
Main Camera
Directional Light
ItemConfig
Cube
Capsule
UI Root
Camera
BackPack
Texture
Scroll View
Grid

☑ BackPack □ Static
Tag Untagged Layer NGUI
Prefab Select Revert Apply

Transform
P X 0 Y 0 Z 0
R X 0 Y 0 Z 0
S X 1 Y 1 Z 1

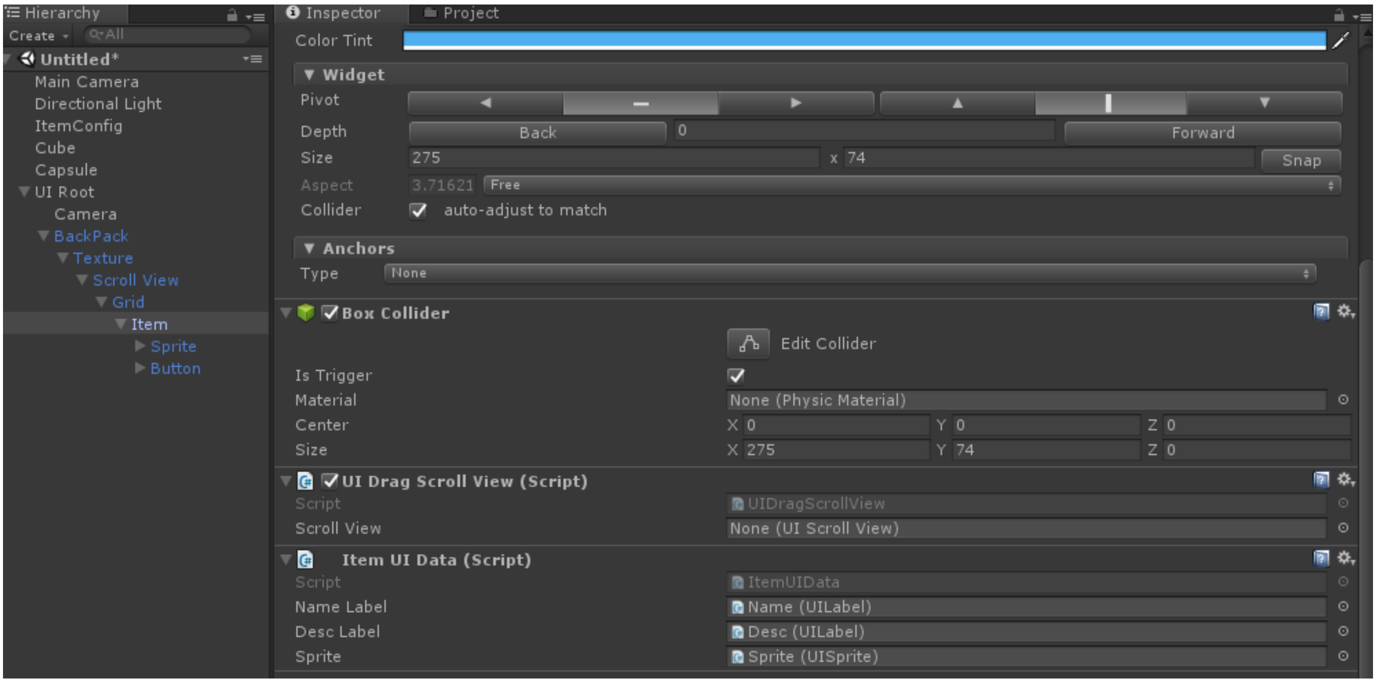
☑ UI Panel (Script)
Alpha 1
Depth Back 1 Forward
Clipping None
Advanced Options
Render Q Automatic
Sort Order 0
Normals □ Needed for lit shaders
Cull ☑ Cull widgets while dragging them
Visible □ Check if widgets never go off-screen
Padding ☑ Soft border pads content
Offset □ Offset anchors by position
Static □ Check if widgets won't move
Panel Tool ☑ Show in panel tool
Anchors
Type None
Show Draw Calls

☑ UI Pnl Package (Script)
Script UIPnlPackage
Item Prefab Item
Grid Grid (UIGrid)

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class UIPnlPackage : MonoBehaviour {

    public GameObject itemPrefab;
    public UIGrid grid;
    void Start () {
        LoadItem();
    }

    void LoadItem()
    {
        List<Item> items = Backpake.Instance.backPackItems;

        for (int i = 0; i < items.Count; i++)
        {
            GameObject obj=Instantiate(itemPrefab);
            obj.transform.parent = grid.transform;
            obj.transform.localScale = Vector3.one;

            ItemUIData uiData=obj.GetComponent<ItemUIData>();
            uiData.nameLabel.text = items[i].name;
            uiData.descLabel.text = items[i].desc;
            uiData.sprite.spriteName = items[i].spriteName;
        }

        //重新排序
        grid.Reposition();

    }
}

```

绑定在道具UI项上的脚本 ItemUIData

主要用来记录道具UI项 需要赋值的几个UI组件



Color Tint

Widget

Pivot

Depth: Back 0 Forward

Size: 275 x 74 Snap

Aspect: 3.71621 Free

Collider: ☑ auto-adjust to match

Anchors

Type: None

☑ Box Collider

Edit Collider

Is Trigger: ☑

Material: None (Physic Material)

Center: X 0 Y 0 Z 0

Size: X 275 Y 74 Z 0

☑ UI Drag Scroll View (Script)

Script: UIDragScrollView

Scroll View: None (UI Scroll View)

Item UI Data (Script)

Script: ItemUIData

Name Label: Name (UILabel)

Desc Label: Desc (UILabel)

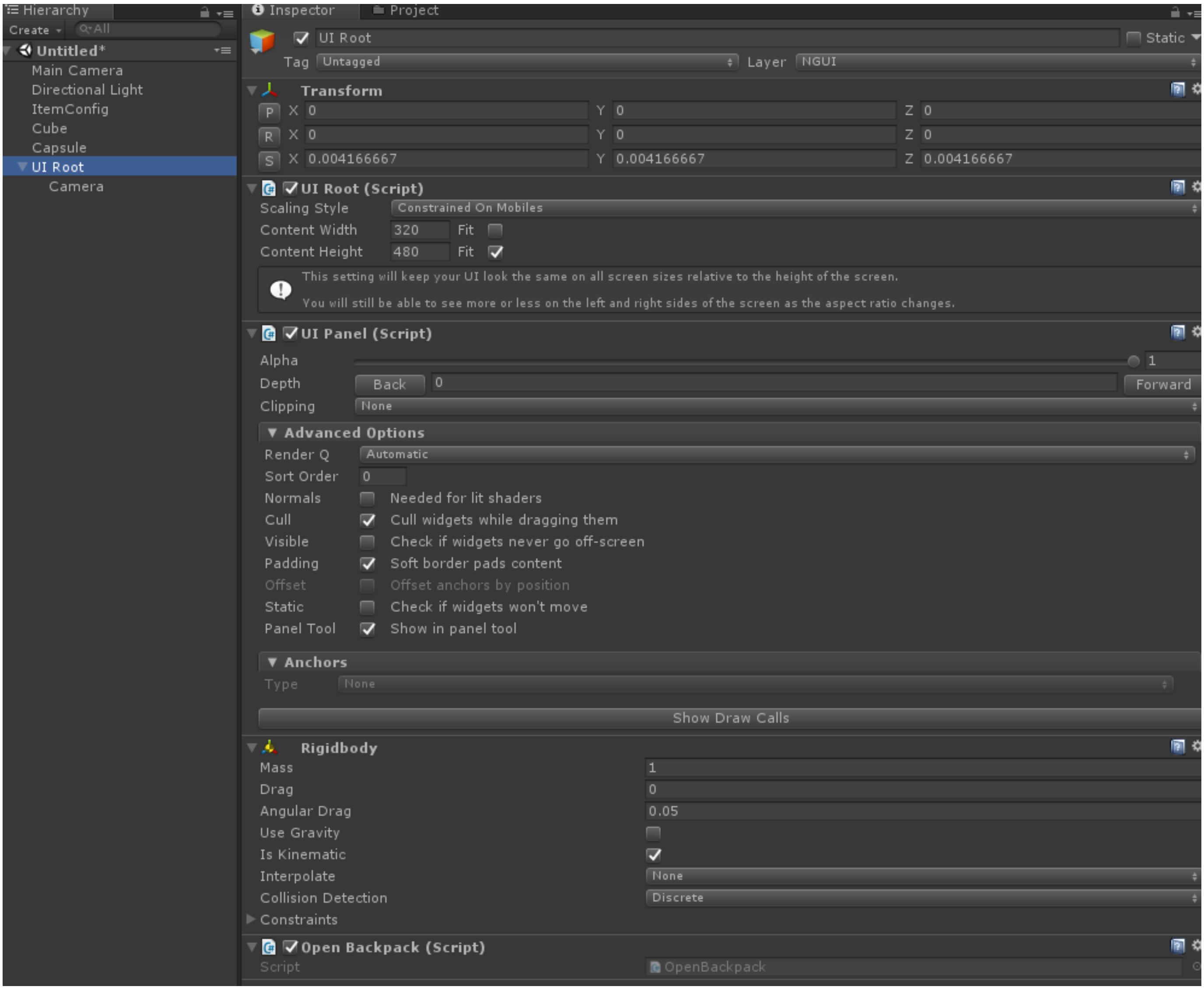
Sprite: Sprite (UISprite)

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

```

```

public class ItemUIData : MonoBehaviour {

    public UILabel nameLabel;
    public UILabel descLabel;
    public UISprite sprite;
}

```

打开背包的脚本 绑定在UIRoot上

右键打开背包



Hierarchy
Create ▾ All
Untitled*
Main Camera
Directional Light
ItemConfig
Cube
Capsule
UI Root
Camera

Inspector　Project
☑ UI Root　□ Static
Tag Untagged　Layer NGUI

Transform
P X 0 Y 0 Z 0
R X 0 Y 0 Z 0
S X 0.004166667 Y 0.004166667 Z 0.004166667

☑ UI Root (Script)
Scaling Style Constrained On Mobiles
Content Width 320 Fit □
Content Height 480 Fit ☑
This setting will keep your UI look the same on all screen sizes relative to the height of the screen.
You will still be able to see more or less on the left and right sides of the screen as the aspect ratio changes.

☑ UI Panel (Script)
Alpha 1
Depth Back 0 Forward
Clipping None
▼ Advanced Options
Render Q Automatic
Sort Order 0
Normals □ Needed for lit shaders
Cull ☑ Cull widgets while dragging them
Visible □ Check if widgets never go off-screen
Padding ☑ Soft border pads content
Offset □ Offset anchors by position
Static □ Check if widgets won't move
Panel Tool ☑ Show in panel tool
▼ Anchors
Type None
Show Draw Calls

Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Use Gravity □
Is Kinematic ☑
Interpolate None
Collision Detection Discrete
Constraints

☑ Open Backpack (Script)
Script OpenBackpack

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

```

```
public class OpenBackpack : MonoBehaviour {

    void Update () {
        if (Input.GetMouseButtonDown(1))
        {
            GameObject ui=GameObject.Instantiate(Resources.Load("BackPack")) as GameObject;
            ui.transform.parent = transform;
            ui.transform.localScale = Vector3.one;
        }
    }
}

```