**AssetBundle**

class in UnityEngine

Inherits from:[Object](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Object.html)

**Description**

**Variables**

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| --- | --- |
| [isStreamedSceneAssetBundle](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle-isStreamedSceneAssetBundle.html) | Return true if the AssetBundle is a streamed Scene AssetBundle. |

**Public Functions**

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| --- | --- |
| [Contains](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.Contains.html) | 检查 AssetBundle 是否包含特定对象。 |
| [GetAllAssetNames](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.GetAllAssetNames.html) | 返回 AssetBundle 中的所有资源名称。 |
| [GetAllScenePaths](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.GetAllScenePaths.html) | Return all the Scene asset paths (paths to \*.unity assets) in the AssetBundle. |
| [LoadAllAssets](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadAllAssets.html) | 加载资源捆绑包中继承自 type 的所有资源。 |
| [LoadAllAssetsAsync](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadAllAssetsAsync.html) | 异步加载资源捆绑包中的所有资源。 |
| [LoadAsset](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadAsset.html) | 从捆绑包中加载名为 name 的资源。 |
| [LoadAssetAsync](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadAssetAsync.html) | 从捆绑包中异步加载名为 name 的资源。 |
| [LoadAssetWithSubAssets](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadAssetWithSubAssets.html) | 从捆绑包中加载名为 name 的资源和子资源。 |
| [LoadAssetWithSubAssetsAsync](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadAssetWithSubAssetsAsync.html) | 从捆绑包中异步加载资源，该资源具有名为 name 的子资源。 |
| [Unload](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.Unload.html) | 卸载捆绑包中的所有资源。 |

**Static Functions**

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| --- | --- |
| [GetAllLoadedAssetBundles](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.GetAllLoadedAssetBundles.html) | 当您需要获取当前已加载的所有资源捆绑包的列表时，可以使用该函数。 |
| [LoadFromFile](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadFromFile.html) | 从磁盘上的文件同步加载 AssetBundle。 |
| [LoadFromFileAsync](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadFromFileAsync.html) | 从磁盘上的文件异步加载 AssetBundle。 |
| [LoadFromMemory](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadFromMemory.html) | 从内存区域同步创建 AssetBundle。 |
| [LoadFromMemoryAsync](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadFromMemoryAsync.html) | 从内存区域异步创建 AssetBundle。 |
| [LoadFromStream](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadFromStream.html) | 从托管 Stream 同步加载 AssetBundle。 |
| [LoadFromStreamAsync](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.LoadFromStreamAsync.html) | 从托管 Stream 异步加载 AssetBundle。 |
| [RecompressAssetBundleAsync](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\AssetBundle.RecompressAssetBundleAsync.html) | Asynchronously recompress a downloaded/stored AssetBundle from one BuildCompression to another. |
| [UnloadAllAssetBundles](file:///E:\\BDCloud\\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\\UnityDocumentation_2019.1\\ScriptReference\\AssetBundle.UnloadAllAssetBundles.html) | 卸载当前已加载的所有资源捆绑包。 |