**AssetBundleManifest**

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)

**Public Functions**

|  |  |
| --- | --- |
| [GetAllAssetBundles](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\AssetBundleManifest.GetAllAssetBundles.html) | 获取清单中的所有 AssetBundle。 |
| [GetAllAssetBundlesWithVariant](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\AssetBundleManifest.GetAllAssetBundlesWithVariant.html) | 获取清单中包含变体的所有 AssetBundle。 |
| [GetAllDependencies](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\AssetBundleManifest.GetAllDependencies.html) | 获取给定 AssetBundle 的所有依赖 AssetBundle。 |
| [GetAssetBundleHash](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\AssetBundleManifest.GetAssetBundleHash.html) | 获取给定 AssetBundle 的哈希值。 |
| [GetDirectDependencies](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\\AssetBundleManifest.GetDirectDependencies.html) | 获取给定 AssetBundle 的直接依赖 AssetBundle。 |