**DownloadHandlerAssetBundle**

class in UnityEngine.Networking

/

Inherits from:[Networking.DownloadHandler](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\Networking.DownloadHandler.html)

**Description**

[DownloadHandler](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\Networking.DownloadHandler.html) 的一个子类，专用于下载 [AssetBundle](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.html)。

此子类会将下载的数据流式传输到工作线程上的 Unity 资源捆绑包解压和解码系统，以便高效地下载和处理 [AssetBundle](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.html) 对象。

**Variables**

|  |  |
| --- | --- |
| [assetBundle](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\Networking.DownloadHandlerAssetBundle-assetBundle.html) | 返回下载的 AssetBundle 或 null。（只读） |

**Constructors**

|  |  |
| --- | --- |
| [DownloadHandlerAssetBundle](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\Networking.DownloadHandlerAssetBundle-ctor.html) | 用于非缓存资源捆绑包的标准构造函数。 |

**Protected Functions**

|  |  |
| --- | --- |
| [GetData](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\Networking.DownloadHandlerAssetBundle.GetData.html) | 未实现。抛出 NotSupportedException。 |
| [GetText](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\Networking.DownloadHandlerAssetBundle.GetText.html) | 未实现。抛出 NotSupportedException。 |

**Static Functions**

|  |  |
| --- | --- |
| [GetContent](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\Networking.DownloadHandlerAssetBundle.GetContent.html) | 返回下载的 AssetBundle 或 null。 |