**IOS下文件保存和读取**

Posted on 2013年07月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 20 次

1、加import System.IO; //（JS写的）

2、定义如下变量：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 1 | **private** **var** fileName1 : **String**; |
| 2 |  |
| 3 | **private** **var** fs1 : FileStream; |
| 4 |  |
| 5 | **private** **var** sr1: StreamReader; |

3、Start方法：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | function Start () { |
| 02 |  |
| 03 | *// fileName1 = Application.dataPath + “/Resource/” + “test.txt”; // pc test path fileName1 = ChorusBinding.libraryPath() + “/test.txt”;//iphone真机路径* |
| 04 |  |
| 05 | fs1 = new FileStream(fileName1, FileMode.Open); sr1 = new StreamReader(fs1); |
| 06 |  |
| 07 | *//这里我做了一些操作，如读txt中的某一行LineStringInOneFile(2);//读第二行的文字* |
| 08 |  |
| 09 | ... *//省略若干行* |
| 10 |  |
| 11 | fs1.Close();*//关闭文件，这个不要忘记，以免出现内存问题* |
| 12 |  |
| 13 | } |

说明：ChorusBinding.libraryPath()方法是用objective-c写的获取library目录。oc代码如下：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | -(NSString \*)GetLibraryPathToString |
| 02 |  |
| 03 | { |
| 04 |  |
| 05 | *// NSFileManager \*fileManager = [NSFileManager defaultManager];* |
| 06 |  |
| 07 | *// NSError \*error;* |
| 08 |  |
| 09 | NSArray \*paths = NSSearchPathForDirectoriesInDomains(NSLibraryDirectory, NSUserDomainMask, YES); |
| 10 |  |
| 11 | NSString \*libraryDirectory = [paths objectAtIndex:0]; |
| 12 |  |
| 13 | **return** libraryDirectory; |
| 14 |  |
| 15 | } |

4、 对于调用OC的方法，在unity3d中用[DllImport(“\_\_Internal”)]，具体代码见下面（C#写的）

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | [DllImport(“\_\_Internal”)] |
| 02 |  |
| 03 | **private** **static** **extern** **void** \_copyModelConfigFiles(); |
| 04 |  |
| 05 | **public** **static** **void** copyModelConfigFiles() { |
| 06 |  |
| 07 | \_copyModelConfigFiles(); |
| 08 |  |
| 09 | } |
| 10 |  |

5、读txt

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | *//获得txt文件的总行数* |
| 02 |  |
| 03 | function ReadFile(filepathIncludingFileName : **String**) { |
| 04 |  |
| 05 | **var** sr: StreamReader = new File.OpenText(filepathIncludingFileName); |
| 06 |  |
| 07 | **var** input : **String** = “”; *//读到的那一行的字符串* |
| 08 |  |
| 09 | **var** lineCount : **int** = 0;*//总行数* |
| 10 |  |
| 11 | **while** (**true**) { |
| 12 |  |
| 13 | input = sr.ReadLine(); |
| 14 |  |
| 15 | **if** (input == **null**) { **break**; } |
| 16 |  |
| 17 | lineCount++; |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 | sr.Close(); |
| 22 |  |
| 23 | } |
| 24 |  |
| 25 | *//返回某一行的字符串,i为传的行数,是第一个配置文件test.txt* |
| 26 |  |
| 27 | function LineStringInOneFile(i:**int**) { |
| 28 |  |
| 29 | **var** lineContent : **String**=“”; |
| 30 |  |
| 31 | **var** tempLine : **int** = 0; |
| 32 |  |
| 33 | **while**(tempLine |
| 34 |  |
| 35 | sr1.BaseStream.Seek(0, SeekOrigin.Begin);*//重新读取第一行* |
| 36 |  |
| 37 | lineContent = sr1.ReadLine(); |
| 38 |  |
| 39 | **if** (lineContent == **null**) { **break**; } |
| 40 |  |
| 41 | tempLine ++; |
| 42 |  |
| 43 | } |
| 44 |  |
| 45 | sr1.ReadToEnd(); |
| 46 |  |
| 47 | **return** lineContent; |
| 48 |  |
| 49 | } |