**JS调用DLL实例**

Posted on 2013年06月26日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 27 次

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| 01 | *//JS调用DLL实例* |
| 02 |  |
| 03 | import System; |
| 04 |  |
| 05 | import System.Runtime.InteropServices; |
| 06 |  |
| 07 | @DllImport(“user32.dll”) |
| 08 |  |
| 09 | **public** **static** function MessageBox(Hwnd : **int**,text : **String**,Caption : **String**,iType : **int**) : **int** {}; |
| 10 |  |
| 11 | function Start() |
| 12 |  |
| 13 | { |
| 14 |  |
| 15 | MessageBox(0, “API Message Box”, “Win32 API”, 64) ; |
| 16 |  |
| 17 | } |
| 18 |  |
| 19 | function Update () { |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 |  |