**Unity3D IOS下保存和读取资源（保存到文件夹目录）**

Posted on 2013年07月08日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 33 次

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|  |  |
| --- | --- |
| 001 |  |
| 002 | **using** UnityEngine; |
| 003 |  |
| 004 | **using** System.Collections; |
| 005 |  |
| 006 | **using** System.IO; |
| 007 |  |
| 008 | **using** System; |
| 009 |  |
| 010 |  |
| 011 | **public** **class** NvTestSave : MonoBehaviour |
| 012 |  |
| 013 | { |
| 014 |  |
| 015 |  |
| 016 |  |
| 017 | **private** **string** showtext = "not txt has been loaded!"; |
| 018 |  |
| 019 |  |
| 020 |  |
| 021 | **public** **string** JsonPath |
| 022 |  |
| 023 | { |
| 024 |  |
| 025 | **get**{ |
| 026 |  |
| 027 | **string** path=**null**; |
| 028 |  |
| 029 | **if**(Application.platform==RuntimePlatform.IPhonePlayer) |
| 030 |  |
| 031 | { |
| 032 |  |
| 033 | path= Application.dataPath.Substring (0, Application.dataPath.Length - 5); |
| 034 |  |
| 035 | path = path.Substring(0, path.LastIndexOf('/'))+"/Documents/"; |
| 036 |  |
| 037 | } |
| 038 |  |
| 039 | **else** |
| 040 |  |
| 041 | { |
| 042 |  |
| 043 | path=Application.dataPath+"/Resource/GameData/"; |
| 044 |  |
| 045 | } |
| 046 |  |
| 047 | **return** path; |
| 048 |  |
| 049 | } |
| 050 |  |
| 051 | } |
| 052 |  |
| 053 |  |
| 054 |  |
| 055 | *// Use this for initialization* |
| 056 |  |
| 057 | **void** Start () |
| 058 |  |
| 059 | { |
| 060 |  |
| 061 | SaveJson(" i love coding!!","MyText.txt"); |
| 062 |  |
| 063 | StartCoroutine(WaitForRead()); |
| 064 |  |
| 065 | } |
| 066 |  |
| 067 |  |
| 068 |  |
| 069 | *// Update is called once per frame* |
| 070 |  |
| 071 | **void** Update () |
| 072 |  |
| 073 | { |
| 074 |  |
| 075 |  |
| 076 |  |
| 077 | } |
| 078 |  |
| 079 |  |
| 080 |  |
| 081 | **void** OnGUI() |
| 082 |  |
| 083 | { |
| 084 |  |
| 085 | GUI.Label(new Rect(10, 10, 500, 20), showtext); |
| 086 |  |
| 087 | } |
| 088 |  |
| 089 |  |
| 090 |  |
| 091 | **void** ShowText(**string** text) |
| 092 |  |
| 093 | { |
| 094 |  |
| 095 | showtext = text; |
| 096 |  |
| 097 | } |
| 098 |  |
| 099 |  |
| 100 |  |
| 101 | IEnumerator WaitForRead( ) |
| 102 |  |
| 103 | { |
| 104 |  |
| 105 | **yield** **return** new WaitForSeconds(0.5f); |
| 106 |  |
| 107 | StartCoroutine(InstanceText("MyText.txt")); |
| 108 |  |
| 109 | } |
| 110 |  |
| 111 | *//Unity3D教程手册：www.unitymanual.com* |
| 112 |  |
| 113 | IEnumerator InstanceText(**string** fileName) |
| 114 |  |
| 115 | { |
| 116 |  |
| 117 | **string** path="file://"+JsonPath+fileName; |
| 118 |  |
| 119 |  |
| 120 |  |
| 121 | Debug.LogError("======path: "+path); |
| 122 |  |
| 123 | WWW wwwText=new WWW(path); |
| 124 |  |
| 125 | **yield** **return** wwwText; |
| 126 |  |
| 127 | Debug.LogError("======ShowText"); |
| 128 |  |
| 129 | ShowText(wwwText.text); |
| 130 |  |
| 131 | } |
| 132 |  |
| 133 | *//Unity3D教程手册：www.unitymanual.com* |
| 134 |  |
| 135 | **void** SaveJson(**string** txt , **string** filepathandname) |
| 136 |  |
| 137 | { |
| 138 |  |
| 139 | **string** file = JsonPath+"//" + filepathandname; |
| 140 |  |
| 141 |  |
| 142 |  |
| 143 | StreamWriter sw; |
| 144 |  |
| 145 | FileInfo t = new FileInfo(file); |
| 146 |  |
| 147 | **if**(!t.Exists) |
| 148 |  |
| 149 | { |
| 150 |  |
| 151 | sw = t.CreateText(); |
| 152 |  |
| 153 | } |
| 154 |  |
| 155 | **else** |
| 156 |  |
| 157 | { |
| 158 |  |
| 159 | sw = t.AppendText(); |
| 160 |  |
| 161 | } |
| 162 |  |
| 163 | sw.WriteLine(txt); |
| 164 |  |
| 165 | sw.Close(); |
| 166 |  |
| 167 | sw.Dispose(); |
| 168 |  |
| 169 | } |
| 170 |  |
| 171 | } |
| 172 |  |
| 173 |  |