**Unity3D webplayer的截图实现**

Posted on 2013年03月12日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 296 次

[**Unity3D**](http://www.unitymanual.com) webplayer的截图实现。

首先是建一个 C# 类：

using System;  
using UnityEngine;  
using System.Collections;  
public class PostPng  
{  
public static string UploadUrl = http://127.0.0.1/getpng.php;  
public static void UploadPNG(MonoBehaviour thread, string fileName, Action<bool> result)  
{  
thread.StartCoroutine(UploadPNG(fileName, result));  
}  
private static IEnumerator UploadPNG(string fileName, Action<bool> result)  
{  
yield return new WaitForEndOfFrame();  
int width = Screen.width;  
int height = Screen.height;  
Texture2D tex = new Texture2D(width, height, TextureFormat.RGB24, false);  
tex.ReadPixels(new Rect(0, 0, width, height), 0, 0);  
tex.Apply();  
byte[] bytes = tex.EncodeToPNG();  
GameObject.Destroy(tex);  
WWWForm form = new WWWForm();  
form.AddField("enctype", "multipart/form-data");  
form.AddBinaryData("PngUpload", bytes, fileName, "image/png");  
WWW post = new WWW(UploadUrl , form);  
yield return post;  
if (string.IsNullOrEmpty(post.error) && result != null)  
{  
result(true);  
}  
else  
{  
result(false);  
}  
post.Dispose();  
}  
}

再建一个 Cube,再建一个 C# 脚本：

OnGUI()  
{

if (GUI.Button(new Rect(440, Screen.height - 25, 65, 23), "Snapshot"))  
{  
LoadHelp.UploadPNG(this, "Snapshot", delegate(bool result)  
{  
if (result)  
{  
Application.ExternalEval("alert('ok')");  
}  
});  
}  
}

最后要建立一个接受图片上传的程序，用什么取决于你的web服务器，我这里用的是php：

<?php  
$filename = "";  
$field = "PngUpload";  
$pngfolder = "snapshot/";  
if ($\_FILES[$field]["error"] > 0)  
{  
echo "Error: " . $\_FILES[$field]["error"];  
}  
else  
{  
$filename = $pngfolder . $\_FILES[$field]["name"] . ".png";  
move\_uploaded\_file($\_FILES[$field]["tmp\_name"], $filename);  
echo("ok");  
}  
?>