**Unity3D中的信息保存到外部文件中**

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**Unity3D**中的信息保存到外部文件中。

C#代码如下：

using System.Collections;  
using System.IO;

public class FileIO  
{  
public static bool WriteStringToFile(string filePath, string data, bool append)  
{  
try  
{  
StreamWriter sw = new StreamWriter(filePath, append);

sw.Write(data);  
sw.Close();  
return true;  
}  
catch (System.Exception err)  
{  
return false;  
}  
}

// Reads each line of a text file to a separate string which is stored  
// in an ArrayList and returned.  
public static ArrayList ReadFileToStrings(string filePath)  
{  
ArrayList list = new ArrayList();  
string line;

// Read a file  
try  
{  
StreamReader sr = new StreamReader(filePath);

line = sr.ReadLine();  
if (line != null)  
list.Add(string.Copy(line));

while (line != null)  
{  
line = sr.ReadLine();  
if (line != null)  
list.Add(string.Copy(line));  
}

sr.Close();

return list;  
}  
catch (System.Exception err)  
{  
return list;  
}  
}  
}

js代码：

import System.IO;

static function WriteStringToFile (filePath : String, data : String, append : boolean) : boolean {  
try {  
var sw = new StreamWriter(filePath, append);

sw.Write(data);  
sw.Close();  
return true;  
}  
catch (err) {  
return false;  
}  
}

// Reads each line of a text file to a separate string which is stored  
// in an array and returned.  
function ReadFileToStrings (filePath : String) : Array {  
var list = new Array();

// Read a file  
try {  
var sr = new StreamReader(filePath);

var line = sr.ReadLine();

while (line != null) {  
list.Add(line);  
line = sr.ReadLine();  
}

sr.Close();  
return list;  
}  
catch (err) {  
return list;  
}  
}