**Unity3D使用LitJson解析服务器上的JSON**

Posted on 2013年01月10日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 291 次

确保工程里已加入LitJson.dll

服务器上JSON的内容：

[{"people":[  
{"name":"fff","pass":"123456","age":"1", "info":{"sex":"man"}},  
{"name":"god","pass":"123456","age":"1","info":{"sex":"woman"}},  
{"name":"kwok","pass":"123456","age":"1","info":{"sex":"man"}},  
{"name":"tom","pass":"123456","age":"1","info":{"sex":"woman"}}  
]}  
]

LoadControl\_c代码:

using UnityEngine;  
using System.Collections;  
using LitJson;  
public class LoadControl\_c:MonoBehaviour  
{  
private GameObject plane;  
public string url = "http://127.0.0.1/test2.txt";  
// Use this for initialization  
void Start()  
{  
StartCoroutine(LoadTextFromUrl());  
//StartCoroutine(DoSomething());  
//Book book = new Book("Android dep");  
//InvokeRepeating("LaunchProjectile", 1, 5);  
}  
IEnumerator DoSomething()  
{  
yield return new WaitForSeconds(3);  
}  
IEnumerator LoadTextFromUrl()  
{  
if (url.Length > 0)  
{  
WWW www = new WWW(url);  
yield return www;  
//string data = www.data.ToString().Substring(1);  
string data = www.text.ToString().Substring(1);  
// 下面是关键  
print(data);  
LitJson.JsonData jarr = LitJson.JsonMapper.ToObject(www.text);  
if(jarr.IsArray)  
{  
for (int i = 0; i < jarr.Count; i++)  
{  
Debug.Log(jarr[i]["people"]);  
JsonData jd = jarr[i]["people"];  
for(int j = 0; j < jd.Count; j++)  
{  
Debug.Log(jd[j]["name"]);  
}  
}  
}  
}  
}  
}