**Unity3D制作并使用Assetbundles方法**

Posted on 2013年07月16日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 35 次

在网页中为了控制.unity文件的大小，加速载入速度，可以把系统用到的资源制作成Assestbundles，根据需要进行动态的加载和卸载。具体作法：

1、使用脚本重新定义系统菜单，添加一个制作Assetbunles的菜单命令：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | *// C# Example* |
| 02 | *// Builds an asset bundle from the selected objects in the project view.* |
| 03 | *// Once compiled go to "Menu" -> "Assets" and select one of the choices* |
| 04 | *// to build the Asset Bundle* |
| 05 |  |
| 06 | **using** UnityEngine; |
| 07 | **using** UnityEditor; |
| 08 |  |
| 09 | **public** **class** ExportAssetBundles { |
| 10 | [MenuItem("Assets/Build AssetBundle From Selection - Track dependencies")] |
| 11 | **static** **void** ExportResource () { |
| 12 | *// Bring up save panel* |
| 13 | **string** path = EditorUtility.SaveFilePanel ("Save Resource", "", "New Resource", "unity3d"); |
| 14 | **if** (path.Length != 0) { |
| 15 | *// Build the resource file from the active selection.* |
| 16 | **Object**[] selection = Selection.GetFiltered(typeof(**Object**), SelectionMode.DeepAssets); |
| 17 | BuildPipeline.BuildAssetBundle(Selection.activeObject, selection, path, BuildAssetBundleOptions.CollectDependencies | BuildAssetBundleOptions.CompleteAssets); |
| 18 | Selection.objects = selection;*//Unity3D教程手册：www.unitymanual.com* |
| 19 | } |
| 20 | } |
| 21 | [MenuItem("Assets/Build AssetBundle From Selection - No dependency tracking")] |
| 22 | **static** **void** ExportResourceNoTrack () { |
| 23 | *// Bring up save panel* |
| 24 | **string** path = EditorUtility.SaveFilePanel ("Save Resource", "", "New Resource", "unity3d"); |
| 25 | **if** (path.Length != 0) { |
| 26 | *// Build the resource file from the active selection.* |
| 27 | BuildPipeline.BuildAssetBundle(Selection.activeObject, Selection.objects, path); |
| 28 | } |
| 29 | } |
| 30 | } |

以上脚本按类命名后放置在工程文件夹内Assets目录内的Edit文件夹内（如没有，自行新建）。这时如脚本描述的在菜单栏内的Assets下会出现Build AssetBundle From Selection的两个菜单，选中需要制作Assetbunles的资源生成即可。