**Unity3D动态加载texture2D图片**

Posted on 2013年04月08日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 324 次

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相关文章：[**Unity3D中的Texture2D纹理失真解决办法**](http://www.unitymanual.com/3748.html)

//动态加载图片  
IEnumerator loadImage()  
{  
WWW www = new WWW("http://u3dchina.com/template/singcere\_dw/common/images/logo.png");  
yield return www;  
txt2d = new Texture2D(4, 4, TextureFormat.DXT1, false);  
www.LoadImageIntoTexture(txt2d);//Resources.LoadAssetAtPath("http://u3dchina.com/template/singcere\_dw/common/images/logo.png", typeof(Texture)) as Texture;  
GameObject.Find("Game1BG").GetComponent().mainTexture = txt2d;  
}