**Unity3D教程：PlayerPrefs数据的存取**

Posted on 2013年06月05日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 112 次

SetInt是保存一个值PlayerPrefs.SetInt（“Player Score”,10）；，

GetInt是读取一个值PlayerPrefs.GetInt（“Player Score”），他们是一对，作为整形的存取。

顾名思义，SetFloat和GetFloat为浮点型的存取，SetString和GetString是字符型的存取；

HasKey是指如果存有这个数，返回值就是true，反之，false；PlayerPrefs.HasKey（“Player Score”）；

DeleteKey就是指删除这个数，PlayerPrefs.DeleteKey（“Player Score”）；

DeleteAll就是删除所有数啦，PlayerPrefs.DeleteAll（）；

简单代码：

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

|  |  |
| --- | --- |
| 01 | [html] view plaincopyprint? |
| 02 |  |
| 03 | **using** UnityEngine; |
| 04 | **using** System.Collections; |
| 05 |  |
| 06 | **public** **class** pref2 : MonoBehaviour { |
| 07 |  |
| 08 | *// Use this for initialization* |
| 09 | **void** Start () { |
| 10 | PlayerPrefs.SetInt("Player Score",10); |
| 11 | print (PlayerPrefs.GetInt("Player Score")+"---"+PlayerPrefs.HasKey("Player Score")); |
| 12 | PlayerPrefs.DeleteKey("Player Score"); |
| 13 | print(PlayerPrefs.GetInt("Player Score")); |
| 14 | } |
| 15 |  |
| 16 | *// Update is called once per frame* |
| 17 | **void** Update () { |
| 18 |  |
| 19 | } |
| 20 | } |

Unity3D状态存储PlayerPrefs高级用法

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Xml.Serialization; |
| 04 |  |
| 05 | **using** System.IO; |
| 06 |  |
| 07 | **public** **class** StateStorage{ |
| 08 |  |
| 09 | **public** **static** T LoadData( **string** key ){ |
| 10 |  |
| 11 | **if** ( PlayerPrefs.HasKey( key ) ) { |
| 12 |  |
| 13 | XmlSerializer serializer = new XmlSerializer( typeof( T ) ); |
| 14 |  |
| 15 | StringReader sr = new StringReader( PlayerPrefs.GetString( key ) ); |
| 16 |  |
| 17 | **return** ( T )serializer.Deserialize( sr ); |
| 18 |  |
| 19 | }**else**{ |
| 20 |  |
| 21 | **return** **default**(T); |
| 22 |  |
| 23 | } |
| 24 |  |
| 25 | }&nbsp; Unity3D教程手册 |
| 26 |  |
| 27 | **public** **static** **void** SaveData( **string** key, T source ){ |
| 28 |  |
| 29 | XmlSerializer serializer = new XmlSerializer( typeof( T ) ); |
| 30 |  |
| 31 | StringWriter sw = new StringWriter(); |
| 32 |  |
| 33 | serializer.Serialize( sw, source ); |
| 34 |  |
| 35 | PlayerPrefs.SetString( key, sw.ToString() ); |
| 36 |  |
| 37 | } |
| 38 |  |
| 39 | **public** **static** **void** ClearData( **string** key ){ |
| 40 |  |
| 41 | PlayerPrefs.DeleteKey( key ); |
| 42 |  |
| 43 | } |
| 44 |  |
| 45 | } |