**Unity3D教程：Streaming Assets路径**

Posted on 2013年07月12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 24 次

我们在读写例如XML和TXT文件的时候，在电脑上和手机上路径不一致，造成了很多麻烦，其实有个简单的方法，在项目工程中新建一个StreamingAssets文件夹，把你的XML和TXT文件放到这里。

注：其实每个平台的路径都可以是Application.streamingAssetsPath+“/Achievement.xml”。但是android平台必须要用WWW加载。

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

|  |  |
| --- | --- |
| 001 | **using** UnityEngine; |
| 002 | **using** System.Collections; |
| 003 | **using** System.Xml; |
| 004 | **using** System.Xml.Serialization; |
| 005 | **using** System.IO; |
| 006 | **using** System.Text; |
| 007 |  |
| 008 | **public** **class** Reward |
| 009 | { |
| 010 | **public** **int** taskNo; |
| 011 |  |
| 012 | **public** Task[] task = new Task[15]; |
| 013 | **public** Attribute attribute; |
| 014 | **public** Reward () {} |
| 015 | **public** **struct** Task |
| 016 | { |
| 017 | [XmlAttribute("taskReward")] |
| 018 | **public** **string** taskReward{ **get**; **set**;} |
| 019 | **public** Id id1; |
| 020 | **public** Id id2; |
| 021 | **public** Id id3; |
| 022 | } |
| 023 | **public** **struct** Id |
| 024 | { *//Unity3D教程手册：www.unitymanual.com* |
| 025 | [XmlAttribute("flag")] |
| 026 | **public** **bool** flag{ **get**; **set**;} |
| 027 | [XmlAttribute("name")] |
| 028 | **public** **string** name{ **get**; **set**;} |
| 029 | [XmlText()] |
| 030 | **public** **string** description{**get**;set;} |
| 031 |  |
| 032 | } |
| 033 | } |
| 034 |  |
| 035 | **public** **class** AchievementManager: MonoBehaviour { |
| 036 | Reward reward ; |
| 037 | FileInfo fileInfo; |
| 038 | **string** \_data; |
| 039 |  |
| 040 | **void** Start () |
| 041 | { |
| 042 | reward = new Reward(); |
| 043 | LoadXML(); |
| 044 | } |
| 045 | **void** LoadXML() |
| 046 | { |
| 047 | **if**(Application.platform == RuntimePlatform.IPhonePlayer) |
| 048 | { |
| 049 | fileInfo = new FileInfo(Application.dataPath + "/Raw/" + "Achievement.xml"); |
| 050 | StreamReader r = fileInfo.OpenText(); |
| 051 | \_data = r.ReadToEnd(); |
| 052 | r.Close(); |
| 053 | } *//Unity3D教程手册：www.unitymanual.com* |
| 054 | **else** **if**(Application.platform == RuntimePlatform.Android) |
| 055 | { |
| 056 | fileInfo = new FileInfo(Application.streamingAssetsPath+"/Achievement.xml"); |
| 057 | StartCoroutine("LoadWWW"); |
| 058 | } |
| 059 | **else** |
| 060 | { |
| 061 | fileInfo = new FileInfo(Application.dataPath + "/StreamingAssets/"+ "Achievement.xml"); |
| 062 | StreamReader r = fileInfo.OpenText(); |
| 063 | \_data = r.ReadToEnd(); |
| 064 | r.Close(); |
| 065 | } |
| 066 | **if**(\_data.ToString() != "") |
| 067 | { |
| 068 | reward = (Reward)DeserializeObject(\_data); |
| 069 | } |
| 070 | } |
| 071 | **void** OnGUI() |
| 072 | { |
| 073 | GUI.Label(new Rect(0,0,Screen.width,Screen.height),"data:"+\_data); |
| 074 | **if**(Input.GetKey(KeyCode.Space)) |
| 075 | { |
| 076 | Application.Quit(); |
| 077 | } |
| 078 | } |
| 079 |  |
| 080 | IEnumerator LoadWWW() |
| 081 | { |
| 082 | WWW www = new WWW(Application.streamingAssetsPath+"/Achievement.xml"); |
| 083 | **yield** **return** www; |
| 084 | \_data =www.text; |
| 085 | } |
| 086 | **public** **void** Save() |
| 087 | { |
| 088 | \_data = SerializeObject(reward); |
| 089 | StreamWriter writer; |
| 090 | fileInfo.Delete(); |
| 091 | writer = fileInfo.CreateText(); |
| 092 | writer.Write(\_data); |
| 093 | writer.Close(); |
| 094 | } |
| 095 | **string** UTF8ByteArrayToString(**byte**[] characters) |
| 096 | { |
| 097 | UTF8Encoding encoding = new UTF8Encoding(); |
| 098 | **string** constructedString = encoding.GetString(characters); |
| 099 | **return** (constructedString); |
| 100 | } |
| 101 |  |
| 102 | **byte**[] StringToUTF8ByteArray(**string** pXmlString) |
| 103 | { |
| 104 | UTF8Encoding encoding = new UTF8Encoding(); |
| 105 | **byte**[] byteArray = encoding.GetBytes(pXmlString); |
| 106 | **return** byteArray; |
| 107 | } |
| 108 |  |
| 109 | *// Here we serialize our Reward object of reward* |
| 110 | **string** SerializeObject(**object** pObject) |
| 111 | { |
| 112 | **string** XmlizedString = **null**; |
| 113 | MemoryStream memoryStream = new MemoryStream(); |
| 114 | XmlSerializer xs = new XmlSerializer(typeof(Reward)); |
| 115 | XmlTextWriter xmlTextWriter = new XmlTextWriter(memoryStream, Encoding.UTF8); |
| 116 | xs.Serialize(xmlTextWriter, pObject); |
| 117 | memoryStream = (MemoryStream)xmlTextWriter.BaseStream; |
| 118 | XmlizedString = UTF8ByteArrayToString(memoryStream.ToArray()); |
| 119 | **return** XmlizedString; |
| 120 | } |
| 121 |  |
| 122 | *// Here we deserialize it back into its original form* |
| 123 | **object** DeserializeObject(**string** pXmlizedString) |
| 124 | { |
| 125 | XmlSerializer xs = new XmlSerializer(typeof(Reward)); |
| 126 | MemoryStream memoryStream = new MemoryStream(StringToUTF8ByteArray(pXmlizedString)); |
| 127 | XmlTextWriter xmlTextWriter = new XmlTextWriter(memoryStream, Encoding.UTF8); |
| 128 | **return** xs.Deserialize(memoryStream); |
| 129 | } |
| 130 | } |