**Unity3D教程：Unity3D利用PHP+Mysql实现注册激活验证登陆**

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工具：Unity3.5+WampSever

实现的功能：图片验证码，注册登录，邮箱验证激活

测试请使用英文！

首先创建数据库：

[](http://www.unitymanual.com/wp-content/uploads/2013/01/114.jpg)

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

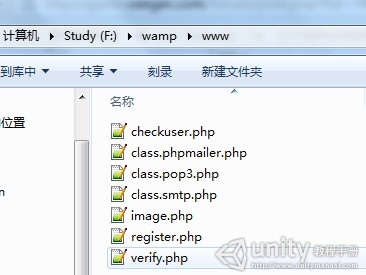
|  |  |
| --- | --- |
| 01 | CREATE TABLE **IF** NOT EXISTS `scores` ( |
| 02 |  |
| 03 | `id` **int**(10) NOT **NULL** AUTO\_INCREMENT, |
| 04 |  |
| 05 | `name` varchar(30) CHARACTER **SET** utf8 NOT **NULL**, |
| 06 |  |
| 07 | `password` varchar(50) CHARACTER **SET** utf8 NOT **NULL**, |
| 08 |  |
| 09 | `email` varchar(500) CHARACTER **SET** utf8 NOT **NULL**, |
| 10 |  |
| 11 | `flag` **int**(1) NOT **NULL**, |
| 12 |  |
| 13 | `code` varchar(500) CHARACTER **SET** utf8 NOT **NULL**, |
| 14 |  |
| 15 | `session` **int**(5) NOT **NULL**, |
| 16 |  |
| 17 | PRIMARY KEY (`id`) |
| 18 |  |
| 19 | ) ENGINE=InnoDB **DEFAULT** CHARSET=latin1 AUTO\_INCREMENT=2 ; |
| 20 |  |
| 21 | INSERT **INTO** `scores` (`id`, `name`, `password`, `email`, `flag`, `code`, `session`) VALUES |
| 22 |  |
| 23 | (1, 'admin', '21232f297a57a5a743894a0e4a801fc3', '541416005@qq.com', 1, '21232f297a57a5a743894a0e4a801fc3', 29136); |

插入一条记录，admin，密码admin。然后打开unity3D，新建场景，新建一个GUITexture,坐标调整为(0.04,0.81,0),然后将js代码赋给camera。代码如下：

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

|  |  |
| --- | --- |
| 001 | #pragma strict |
| 002 |  |
| 003 | **private** **var** secretKey="hashcode"; |
| 004 |  |
| 005 | **private** **var** formNick = ""; *//this is the field where the player will put the name to login* |
| 006 |  |
| 007 | **private** **var** formPassword = ""; *//this is his password* |
| 008 |  |
| 009 | **private** **var** formEmail = "541416005@qq.com"; |
| 010 |  |
| 011 | **private** **var** formyzm = ""; |
| 012 |  |
| 013 | **var** formText = ""; *//log* |
| 014 |  |
| 015 | **var** CheckUserURL = "http://localhost/checkuser.php"; *//检测帐户* |
| 016 |  |
| 017 | **var** RegisterURL = "http://localhost/register.php";*//注册* |
| 018 |  |
| 019 | **var** imageURL = "http://localhost/image.php";*//生成验证码的php文件* |
| 020 |  |
| 021 | **var** hash = "hashcode"; *//验证码，需要与php文件中一致* |
| 022 |  |
| 023 | **var** reg:boolean =**false**;*//切换注册页面* |
| 024 |  |
| 025 | **public** **var** tu:GUITexture;*//GUITexture* |
| 026 |  |
| 027 | **private** **var** textrect = Rect (10, 150, 500, 500); *//gui rect* |
| 028 |  |
| 029 | function Start() |
| 030 |  |
| 031 | { |
| 032 |  |
| 033 | LoadImage(); |
| 034 |  |
| 035 | } |
| 036 |  |
| 037 | function OnGUI() {**if**(reg==**false**) |
| 038 |  |
| 039 | { |
| 040 |  |
| 041 | tu.enabled = **true**; |
| 042 |  |
| 043 | GUI.Label( Rect (10, 10, 80, 20), "Your name:" ); *//text with your nick* |
| 044 |  |
| 045 | GUI.Label( Rect (10, 30, 80, 20), "Your pass:" ); |
| 046 |  |
| 047 | GUI.Label( Rect (10, 50, 80, 20), "yanzhengma:" ); |
| 048 |  |
| 049 | formNick = GUI.TextField ( Rect (90, 10, 100, 20), formNick ); *//here you will insert the new value to variable formNick* |
| 050 |  |
| 051 | formPassword = GUI.TextField ( Rect (90, 30, 100, 20), formPassword ); *//same as above, but for password* |
| 052 |  |
| 053 | formyzm = GUI.TextField(Rect(90,50,100,20),formyzm);if ( GUI.Button ( Rect (10, 120, 100, 20) , "Try login" ) ){ *//just a button* |
| 054 |  |
| 055 | Login(); |
| 056 |  |
| 057 | } |
| 058 |  |
| 059 | **if** ( GUI.Button ( Rect (220, 120, 100, 20) , "Chanage Pic" ) ){ *//just a button* |
| 060 |  |
| 061 | LoadImage(); |
| 062 |  |
| 063 | } |
| 064 |  |
| 065 | **if** ( GUI.Button ( Rect (120, 120, 100, 20) , "Register" ) ){ *//just a button* |
| 066 |  |
| 067 | reg=**true**; |
| 068 |  |
| 069 | } |
| 070 |  |
| 071 | } |
| 072 |  |
| 073 | **if**(reg==**true**) |
| 074 |  |
| 075 | { |
| 076 |  |
| 077 | tu.enabled = **false**; |
| 078 |  |
| 079 | GUI.Label( Rect (10, 10, 80, 20), "Your name:" ); *//text with your nick* |
| 080 |  |
| 081 | GUI.Label( Rect (10, 30, 80, 20), "Your pass:" ); |
| 082 |  |
| 083 | GUI.Label( Rect (10, 50, 80, 20), "Your Email:" ); |
| 084 |  |
| 085 | formNick = GUI.TextField ( Rect (90, 10, 100, 20), formNick ); *//here you will insert the new value to variable formNick* |
| 086 |  |
| 087 | formPassword = GUI.TextField ( Rect (90, 30, 100, 20), formPassword ); *//same as above, but for password* |
| 088 |  |
| 089 | formEmail = GUI.TextField ( Rect (90, 50, 200, 20), formEmail ); |
| 090 |  |
| 091 | **if** ( GUI.Button ( Rect (10, 120, 100, 20) , "Login" ) ){ *//just a buttonreg=false;* |
| 092 |  |
| 093 | } |
| 094 |  |
| 095 | **if** ( GUI.Button ( Rect (120, 120, 100, 20) , "Register" ) ){ *//just a button* |
| 096 |  |
| 097 | Register(); |
| 098 |  |
| 099 | } |
| 100 |  |
| 101 | }GUI.TextArea( textrect, formText ); |
| 102 |  |
| 103 | } |
| 104 |  |
| 105 | function LoadImage() |
| 106 |  |
| 107 | { |
| 108 |  |
| 109 | **var** form = new WWWForm(); |
| 110 |  |
| 111 | form.AddField( "act", "62" ); |
| 112 |  |
| 113 | **var** w = WWW(imageURL, form); |
| 114 |  |
| 115 | **yield** w; *//we wait for the form to check the PHP file, so our game dont just hang* |
| 116 |  |
| 117 | **if** (w.error != **null**) { |
| 118 |  |
| 119 | print(w.error); *//if there is an error, tell us* |
| 120 |  |
| 121 | } |
| 122 |  |
| 123 | **else** { |
| 124 |  |
| 125 | print("Test ok"); |
| 126 |  |
| 127 | tu.texture = w.texture; |
| 128 |  |
| 129 | w.Dispose(); *//clear our form in game* |
| 130 |  |
| 131 | } |
| 132 |  |
| 133 | } |
| 134 |  |
| 135 | function Login() { |
| 136 |  |
| 137 | **var** form = new WWWForm(); *//here you create a new form connection* |
| 138 |  |
| 139 | form.AddField( "hash", hash ); *//add your hash code to the field myform\_hash, check that this variable name is the same as in PHP file* |
| 140 |  |
| 141 | form.AddField( "name", formNick ); |
| 142 |  |
| 143 | form.AddField( "password", formPassword ); |
| 144 |  |
| 145 | form.AddField( "yzm" ,formyzm); |
| 146 |  |
| 147 | **var** w = WWW(CheckUserURL, form); *//here we create a var called 'w' and we sync with our URL and the form* |
| 148 |  |
| 149 | **yield** w; *//we wait for the form to check the PHP file, so our game dont just hang* |
| 150 |  |
| 151 | **if** (w.error != **null**) { |
| 152 |  |
| 153 | print(w.error); *//if there is an error, tell us* |
| 154 |  |
| 155 | } |
| 156 |  |
| 157 | **else** { |
| 158 |  |
| 159 | print("Test ok"); |
| 160 |  |
| 161 | formText = w.text; *//here we return the data our PHP told us* |
| 162 |  |
| 163 | w.Dispose(); *//clear our form in game* |
| 164 |  |
| 165 | **if**(formText=="密码正确，欢迎登录") |
| 166 |  |
| 167 | { |
| 168 |  |
| 169 | Application.LoadLevel(1); |
| 170 |  |
| 171 | } |
| 172 |  |
| 173 | } |
| 174 |  |
| 175 | formNick = ""; *//just clean our variables* |
| 176 |  |
| 177 | formPassword = ""; |
| 178 |  |
| 179 | formyzm = ""; |
| 180 |  |
| 181 | } |
| 182 |  |
| 183 | function Register() |
| 184 |  |
| 185 | { |
| 186 |  |
| 187 | **var** form = new WWWForm(); *//here you create a new form connection* |
| 188 |  |
| 189 | form.AddField( "hash", hash ); *//add your hash code to the field myform\_hash, check that this variable name is the same as in PHP file* |
| 190 |  |
| 191 | form.AddField( "name", formNick ); |
| 192 |  |
| 193 | form.AddField( "password", formPassword ); |
| 194 |  |
| 195 | form.AddField( "email", formEmail); |
| 196 |  |
| 197 | **var** w = WWW(RegisterURL, form); *//here we create a var called 'w' and we sync with our URL and the form* |
| 198 |  |
| 199 | **yield** w; *//we wait for the form to check the PHP file, so our game dont just hang* |
| 200 |  |
| 201 | **if** (w.error != **null**) { |
| 202 |  |
| 203 | print(w.error); *//if there is an error, tell us* |
| 204 |  |
| 205 | } |
| 206 |  |
| 207 | **else** { |
| 208 |  |
| 209 | print("Register ok"); |
| 210 |  |
| 211 | w.Dispose(); *//clear our form in game* |
| 212 |  |
| 213 | } |
| 214 |  |
| 215 | formNick = ""; *//just clean our variables* |
| 216 |  |
| 217 | formPassword = ""; |
| 218 |  |
| 219 | formyzm = ""; |
| 220 |  |
| 221 | } |

在服务器端目录下，放置以下php文件：

[](http://www.unitymanual.com/wp-content/uploads/2013/01/28.jpg)

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然后在Unity中设置php文件的连接地址，并将GUITexture拖给赋值的GUITexture。

[](http://www.unitymanual.com/wp-content/uploads/2013/01/34.jpg)

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然后运行即可。

效果图：

[](http://www.unitymanual.com/wp-content/uploads/2013/01/42.jpg)

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[](http://www.unitymanual.com/wp-content/uploads/2013/01/51.jpg)

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