**Unity3D教程：两种方法连接MySql数据库**

Posted on 2013年06月27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 14 次

1、用MySQLDriverCS连接MySQL数据库

先下载和安装MySQLDriverCS，在安装文件夹下面找到MySQLDriver.dll，然后将MySQLDriver.dll添加引用到项目中。

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|  |  |  |

|  |  |
| --- | --- |
| 01 | **using** System; |
| 02 | **using** System.Collections.Generic; |
| 03 | **using** System.ComponentModel; |
| 04 | **using** System.Data; |
| 05 | **using** System.Data.Odbc; |
| 06 | **using** System.Drawing; |
| 07 | **using** System.Linq; |
| 08 | **using** System.Text; |
| 09 | **using** System.Windows.Forms; |
| 10 | **using** MySQLDriverCS; |
| 11 |  |
| 12 |  |
| 13 | **namespace** mysql |
| 14 | { |
| 15 | **public** **partial** **class** Form1 : Form |
| 16 | { |
| 17 | **public** Form1() |
| 18 | { |
| 19 | InitializeComponent(); |
| 20 | } |
| 21 |  |
| 22 | **private** **void** Form1\_Load(**object** sender, EventArgs e) |
| 23 | { |
| 24 | *//Unity3D教程手册：www.unitymanual.com* |
| 25 | MySQLConnection conn = **null**; |
| 26 | conn = new MySQLConnection(new MySQLConnectionString("localhost", "inv", "root", "831025").AsString); |
| 27 | conn.Open(); |
| 28 | *//Unity3D教程手册：www.unitymanual.com* |
| 29 | MySQLCommand commn = new MySQLCommand("set names gb2312", conn); |
| 30 | commn.ExecuteNonQuery(); |
| 31 |  |
| 32 | **string** sql = "select \* from exchange "; |
| 33 | MySQLDataAdapter mda = new MySQLDataAdapter(sql, conn); |
| 34 |  |
| 35 | DataSet ds = new DataSet(); |
| 36 | mda.Fill(ds, "table1"); |
| 37 |  |
| 38 | **this**.dataGrid1.DataSource = ds.Tables["table1"]; |
| 39 | conn.Close(); |
| 40 |  |
| 41 | } |
| 42 |  |
| 43 |  |
| 44 | } |
| 45 | } |

2、通过ODBC访问mysql数据库：

1.安装Microsoft ODBC.net：我安装的是mysql-connector-odbc-3.51.22-win32.msi

2.安装MDAC 2.7或者更高版本：我安装的是mdac\_typ.exe 2.7简体中文版

3.安装MySQL的ODBC驱动程序：我安装的是 odbc\_net.msi

4.管理工具 -> 数据源ODBC –>配置DSN…

5.解决方案管理中添加引用 Microsoft.Data.Odbc.dll(1.0.3300)

6.代码中增加引用 using Microsoft.Data.Odbc;

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

|  |  |
| --- | --- |
| 01 | **using** System; |
| 02 | **using** System.Collections.Generic; |
| 03 | **using** System.ComponentModel; |
| 04 | **using** System.Drawing; |
| 05 | **using** System.Linq; *//vs2005好像没有这个命名空间，在c#2008下测试自动生成的* |
| 06 | **using** System.Text; |
| 07 | **using** System.Windows.Forms; |
| 08 | **using** Microsoft.Data.Odbc; |
| 09 |  |
| 10 | **namespace** mysql |
| 11 | { |
| 12 | **public** **partial** **class** Form1 : Form |
| 13 | { |
| 14 | **public** Form1() |
| 15 | { |
| 16 | InitializeComponent(); |
| 17 | } |
| 18 | *//Unity3D教程手册：www.unitymanual.com* |
| 19 | **private** **void** Form1\_Load(**object** sender, EventArgs e) |
| 20 | { |
| 21 |  |
| 22 | **string** MyConString = "DRIVER={MySQL ODBC 3.51 Driver};" + |
| 23 | "SERVER=localhost;" + |
| 24 | "DATABASE=inv;" + |
| 25 | "UID=root;" + |
| 26 | "PASSWORD=831025;" + |
| 27 | "OPTION=3"; |
| 28 | OdbcConnection MyConnection = new OdbcConnection(MyConString); |
| 29 | MyConnection.Open(); |
| 30 | Console.WriteLine(""n success, connected successfully !"n"); |
| 31 |  |
| 32 | **string** query = "insert into test values( 'hello', 'lucas', 'liu')"; |
| 33 | OdbcCommand cmd = new OdbcCommand(query, MyConnection); |
| 34 |  |
| 35 | *//处理异常：插入重复记录有异常* |
| 36 | **try**{ |
| 37 | cmd.ExecuteNonQuery(); |
| 38 | } |
| 39 | **catch**(Exception ex){ |
| 40 | Console.WriteLine("record duplicate."); |
| 41 | }**finally**{ |
| 42 | cmd.Dispose(); |
| 43 | } |
| 44 |  |
| 45 | *//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*用read方法读数据到textbox\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\** |
| 46 | **string** tmp1 = **null**; |
| 47 | **string** tmp2 = **null**; |
| 48 | **string** tmp3 = **null**; |
| 49 | query = "select \* from test "; |
| 50 | OdbcCommand cmd2 = new OdbcCommand(query, MyConnection); |
| 51 | OdbcDataReader reader = cmd2.ExecuteReader(); |
| 52 | **while** (reader.Read()) |
| 53 | { |
| 54 | tmp1 = reader[0].ToString(); |
| 55 | tmp2 = reader[1].ToString(); |
| 56 | tmp3 = reader[2].ToString(); |
| 57 | } |
| 58 | **this**.textBox1.Text = tmp1 + " " + tmp2 + " " + tmp3; |
| 59 | \*/ |
| 60 |  |
| 61 | *//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*用datagridview控件显示数据表\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\** |
| 62 | **string** MyConString = "DRIVER={MySQL ODBC 3.51 Driver};" + |
| 63 | "SERVER=localhost;" + |
| 64 | "DATABASE=inv;" + |
| 65 | "UID=root;" + |
| 66 | "PASSWORD=831025;" + |
| 67 | "OPTION=3"; |
| 68 | OdbcConnection MyConnection = new OdbcConnection(MyConString); |
| 69 | OdbcDataAdapter oda = new OdbcDataAdapter("select \* from customer ", MyConnection); |
| 70 | DataSet ds = new DataSet(); |
| 71 |  |
| 72 | oda.Fill(ds, "employee"); |
| 73 | **this**.dataGridView1.DataSource = ds.Tables["employee"]; |
| 74 | \*/ |
| 75 |  |
| 76 | MyConnection.Close(); |
| 77 | } |
| 78 | } |

}