**Unity3D教程：修改mysql字符编码成为UTF8**

Posted on 2013年06月28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 10 次

修改默认字符集，最简单的修改方法，就是修改mysql的my.ini文件中的字符集键值，如：

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| --- | --- |
| 1 | default-character-**set** = utf8 |
| 2 |  |
| 3 | character\_set\_server = utf8 |

修改完后，重启mysql的服务，service mysql restart

使用 mysql> SHOW VARIABLES LIKE 'character%';查看，发现数据库编码均已改成utf8

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| --- | --- |
| 01 | +--------------------------+---------------------------------+ |
| 02 |  |
| 03 | | Variable\_name | **Value** | |
| 04 |  |
| 05 | +--------------------------+---------------------------------+ |
| 06 |  |
| 07 | | character\_set\_client | utf8 | |
| 08 |  |
| 09 | | character\_set\_connection | utf8 | |
| 10 |  |
| 11 | | character\_set\_database | utf8 | |
| 12 |  |
| 13 | | character\_set\_filesystem | binary | |
| 14 |  |
| 15 | | character\_set\_results | utf8 | |
| 16 |  |
| 17 | | character\_set\_server | utf8 | |
| 18 |  |
| 19 | | character\_set\_system | utf8 | |
| 20 |  |
| 21 | | character\_sets\_dir | D:“mysql-5.0.37”share“charsets” | |
| 22 |  |
| 23 | +--------------------------+---------------------------------+ |

还有一种修改字符集的方法，就是使用mysql的命令

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| --- | --- |
| 01 | mysql> **SET** character\_set\_client = utf8 ; |
| 02 |  |
| 03 | mysql> **SET** character\_set\_connection = utf8 ; |
| 04 |  |
| 05 | mysql> **SET** character\_set\_database = utf8 ; |
| 06 |  |
| 07 | mysql> **SET** character\_set\_results = utf8 ; |
| 08 |  |
| 09 | mysql> **SET** character\_set\_server = utf8 ; |
| 10 |  |
| 11 | mysql> **SET** collation\_connection = utf8 ; |
| 12 |  |
| 13 | mysql> **SET** collation\_database = utf8 ; |
| 14 |  |
| 15 | mysql> **SET** collation\_server = utf8 ; |
| 16 |  |

3、一般就算设置了表的默认字符集为utf8并且通过UTF-8编码发送查询，你会发现存入数据库的仍然是乱码。问题就出在这个connection连接层上。解决方法是在发送查询前执行一下下面这句：

|  |  |  |
| --- | --- | --- |
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|  |  |
| --- | --- |
| 1 | **SET** NAMES 'utf8'; |

它相当于下面的三句指令：

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

|  |  |
| --- | --- |
| 1 | **SET** character\_set\_client = utf8; |
| 2 |  |
| 3 | **SET** character\_set\_results = utf8; |
| 4 |  |
| 5 | **SET** character\_set\_connection = utf8; |

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