**Unity3D教程：格式的导出与加载**

Posted on 2013年06月19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 61 次

1.导出Unity3D格式资源：

把以下代码的脚本放到一个文件夹里面，选中该文件夹，再点击菜单栏上的按钮“Asset/Build AssetBundles From Directory of Files”，就成功转成Unity3D格式了。

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** UnityEditor; |
| 03 | **using** System.IO; |
| 04 | **public** **class** BuildAssetBundlesFromDirectory { |
| 05 |  |
| 06 | [@MenuItem("Asset/Build AssetBundles From Directory of Files")] |
| 07 |  |
| 08 | **static** **void** ExportAssetBundles () { |
| 09 |  |
| 10 | *// Get the selected directory* |
| 11 |  |
| 12 | *//获取选择的目录* |
| 13 |  |
| 14 | **string** path = AssetDatabase.GetAssetPath(Selection.activeObject); |
| 15 |  |
| 16 | Debug.Log("Selected Folder: " + path); |
| 17 |  |
| 18 | **if** (path.Length != 0) { |
| 19 |  |
| 20 | path = path.Replace("Assets/", ""); |
| 21 |  |
| 22 | **string** [] fileEntries = Directory.GetFiles(Application.dataPath+"/"+path); |
| 23 |  |
| 24 | **foreach**(**string** fileName **in** fileEntries) { |
| 25 |  |
| 26 | **string** filePath = fileName.Replace("**\\**","/"); |
| 27 |  |
| 28 | **int** index = filePath.LastIndexOf("/"); |
| 29 |  |
| 30 | filePath = filePath.Substring(index+1); |
| 31 |  |
| 32 | Debug.Log("filePath:"+filePath); |
| 33 |  |
| 34 | **string** localPath = "Assets/" + path+"/"; |
| 35 |  |
| 36 | **if** (index > 0) |
| 37 |  |
| 38 | localPath += filePath; |
| 39 |  |
| 40 | **Object** t = AssetDatabase.LoadMainAssetAtPath(localPath); |
| 41 |  |
| 42 | **if** (t != **null**) { *//Unity3D教程手册：www.unitymanual.com* |
| 43 |  |
| 44 | Debug.Log(t.name); |
| 45 |  |
| 46 | **string** bundlePath = "Assets/" + path + "/" + t.name + ".unity3d"; |
| 47 |  |
| 48 | Debug.Log("Building bundle at: " + bundlePath); |
| 49 |  |
| 50 | *// Build the resource file from the active selection.* |
| 51 |  |
| 52 | *//从激活的选择编译资源文件* |
| 53 |  |
| 54 | BuildPipeline.BuildAssetBundle |
| 55 |  |
| 56 | (t, **null**, bundlePath, BuildAssetBundleOptions.CompleteAssets); |
| 57 |  |
| 58 | } |
| 59 |  |
| 60 |  |
| 61 |  |
| 62 | } |
| 63 |  |
| 64 | } |
| 65 |  |
| 66 | } |
| 67 |  |
| 68 | } |

注意：string filePath = fileName.Replace(“\\”,“/”); 把“\”转化成“/”。“Assets/path/.prefab”和“path\.prefab”

2.加载.Unity3D：

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| --- | --- |
| 1 | function Start () { |
| 2 |  |
| 3 | **var** www = new WWW ("file:///"+Application.dataPath+"/resourse/Cube.unity3d"); |
| 4 |  |
| 5 | **yield** www; |
| 6 |  |
| 7 | Instantiate(www.assetBundle.mainAsset); |
| 8 |  |
| 9 | } |

注：Application.dataPath获取改程序的资源路径。

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|  |  |
| --- | --- |
| 01 | function Start () |
| 02 |  |
| 03 | { |
| 04 |  |
| 05 | **var** www = WWW.LoadFromCacheOrDownload("http://210.30.12.33:8080/YangChun/file/Cube.unity3d",5); |
| 06 |  |
| 07 | **yield** www; |
| 08 |  |
| 09 | **if** (www.error != **null**) |
| 10 |  |
| 11 | { |
| 12 |  |
| 13 | Debug.Log (www.error); |
| 14 |  |
| 15 | **return**; |
| 16 |  |
| 17 | } |
| 18 |  |
| 19 | Instantiate(www.assetBundle.mainAsset); |
| 20 |  |
| 21 | } |

我试了一下用Resources类的方法还不能加载Unity3D格式的文件。不过如果是本地加载的话直接加载prefab就可以了，用不着用Unity3D格式了。貌似LoadFromCacheOrDownload方法只能加载.Unity3D格式文件，我用Tomcat服务器小测了一下，可以达到缓存的效果。

3.加载场景的话：

先把场景转化成Unity3D格式的。

注：以下代码的脚本必须放在Editor文件夹下（如果没有改文件，新建一个就行），BuildTarget注意哈，转化成不同的平台。

|  |  |  |
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| --- | --- |
| 01 | MenuItem ("Build/BuildWebplayerStreamed") |
| 02 |  |
| 03 | **static** function MyBuild(){ |
| 04 |  |
| 05 | **var** levels : **String**[] = ["Assets/yaya.unity"]; |
| 06 |  |
| 07 | BuildPipeline.BuildStreamedSceneAssetBundle( levels, "yaya.unity3d", BuildTarget.WebPlayer);*//BuildTarget.Andrdoid* |
| 08 |  |
| 09 | } |
| 10 | 或者 |
| 11 |  |
| 12 | @MenuItem ("Build/BuildWebplayerStreamed") |
| 13 |  |
| 14 | **static** function MyBuild(){ |
| 15 |  |
| 16 | BuildPipeline.BuildPlayer(["Assets/main.unity"],"VR.unity3d",BuildTarget.WebPlayer, BuildOptions.BuildAdditionalStreamedScenes); |
| 17 |  |
| 18 | }*//Unity3D教程手册：www.unitymanual.com* |
| 19 | function Start () { |
| 20 | *// Download compressed scene. If version 5 of the file named "Streamed-Level1.unity3d" was previously downloaded and cached.* |
| 21 | *// Then Unity will completely skip the download and load the decompressed scene directly from disk.* |
| 22 | *//下载压缩的场景。如果名为Streamed-Level1.unity3d的文件版本为5，预先下载并缓存。* |
| 23 | *//然后Unity将完全跳过下载并直接从磁盘加载解压的场景。* |
| 24 | **var** download = WWW.LoadFromCacheOrDownload ("http://210.30.12.16:8080/chunge/yaya.unity3d", 5); |
| 25 | **yield** download; |
| 26 |  |
| 27 | *// Handle error* |
| 28 | **if** (download.error != **null**) |
| 29 | { |
| 30 | Debug.LogError(download.error); |
| 31 | **return**; |
| 32 | } |
| 33 |  |
| 34 | *// In order to make the scene available from LoadLevel, we have to load the asset bundle.* |
| 35 | *// The AssetBundle class also lets you force unload all assets and file storage once it is no longer needed.* |
| 36 | *//为了使场景LoadLevel可用，必须加载资源包* |
| 37 | *//AssetBundle类，还可以强制卸载所有的资源和文件存储，一旦不再需要。* |
| 38 | **var** bundle = download.assetBundle; |
| 39 |  |
| 40 | *// Load the level we have just downloaded* |
| 41 | *//加载刚才下载的关卡* |
| 42 | Application.LoadLevel ("yaya");*//这里面的“yaya”是指“Assets/yaya.unity”而不是指“yaya.unity3d”* |
| 43 | } |