**Unity3D文件选择器**

Posted on 2013年03月11日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 265 次

[**Unity3D**](http://www.unitymanual.com)文件选择器的脚本如下：

public static bool FileBrowser( ref string location, ref Vector2 directoryScroll, ref Vector2 fileScroll )

{

bool complete;

DirectoryInfo directoryInfo;

DirectoryInfo directorySelection;

FileInfo fileSelection;

int contentWidth;

// Our return state - altered by the "Select" button

complete = false;

// Get the directory info of the current location

fileSelection = new FileInfo( location );

if( (fileSelection.Attributes & FileAttributes.Directory) == FileAttributes.Directory )

{

directoryInfo = new DirectoryInfo( location );

}

else

{

directoryInfo = fileSelection.Directory;

}

if( location != "/" && GUI.Button( new Rect( 10, 20, 410, 20 ), "Up one level" ) )

{

directoryInfo = directoryInfo.Parent;

location = directoryInfo.FullName;

}

// Handle the directories list

GUILayout.BeginArea( new Rect( 10, 40, 200, 300 ) );

GUILayout.Label( "Directories:" );

directoryScroll = GUILayout.BeginScrollView( directoryScroll );

directorySelection = BehaveLibrary.Resources.SelectList( directoryInfo.GetDirectories(), null ) as DirectoryInfo;

GUILayout.EndScrollView();

GUILayout.EndArea();

if( directorySelection != null )

// If a directory was selected, jump there

{

location = directorySelection.FullName;

}

// Handle the files list

GUILayout.BeginArea( new Rect( 220, 40, 200, 300 ) );

GUILayout.Label( "Files:" );

fileScroll = GUILayout.BeginScrollView( fileScroll );

fileSelection = BehaveLibrary.Resources.SelectList( directoryInfo.GetFiles(), null ) as FileInfo;

GUILayout.EndScrollView();

GUILayout.EndArea();

if( fileSelection != null )

// If a file was selected, update our location to it

{

location = fileSelection.FullName;

}

// The manual location box and the select button

GUILayout.BeginArea( new Rect( 10, 350, 410, 20 ) );

GUILayout.BeginHorizontal();

location = GUILayout.TextArea( location );

contentWidth = ( int )GUI.skin.GetStyle( "Button" ).CalcSize( new GUIContent( "Select" ) ).x;

if( GUILayout.Button( "Select", GUILayout.Width( contentWidth ) ) )

{

complete = true;

}

GUILayout.EndHorizontal();

GUILayout.EndArea();

return complete;

}

使用

public void FileBrowserWindow( int idx )

{

if( FileBrowser( ref location, ref directoryScroll, ref fileScroll ) )

{

fileBrowser = false;

}

}

public void OnGUI()

{

if( fileBrowser )

{

GUI.Window( 0, new Rect( ( Screen.width - 430 ) / 2, ( Screen.height - 380 ) / 2, 430, 380 ), FileBrowserWindow, "Browse" );

return;

}

}