**Unity3D状态存储PlayerPrefs高级用法**

Posted on 2013年04月15日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 197 次

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| 01 | **using** UnityEngine; |
| 02 | **using** System.Xml.Serialization; |
| 03 | **using** System.IO; |
| 04 | **public** **class** StateStorage{ |
| 05 | **public** **static** T LoadData( **string** key ){ |
| 06 | **if** ( PlayerPrefs.HasKey( key ) ) { |
| 07 | XmlSerializer serializer = new XmlSerializer( typeof( T ) ); |
| 08 | StringReader sr = new StringReader( PlayerPrefs.GetString( key ) ); |
| 09 | **return** ( T )serializer.Deserialize( sr ); |
| 10 | }**else**{ |
| 11 | **return** **default**(T); |
| 12 | } |
| 13 | } |
| 14 | **public** **static** **void** SaveData( **string** key, T source ){ |
| 15 | XmlSerializer serializer = new XmlSerializer( typeof( T ) ); |
| 16 | StringWriter sw = new StringWriter(); |
| 17 | serializer.Serialize( sw, source ); |
| 18 | PlayerPrefs.SetString( key, sw.ToString() ); |
| 19 | } |
| 20 | **public** **static** **void** ClearData( **string** key ){ |
| 21 | PlayerPrefs.DeleteKey( key ); |
| 22 | } |
| 23 | } |
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