**Unity3D脚本：C#从网络下载到本地文件函数**

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[**Unity3D**](http://www.unitymanual.com)脚本：C#从网络下载到本地文件函数

属性：

using System;

using System.Drawing;

using System.Collections;

using System.ComponentModel;

using System.Windows.Forms;

using System.Net;

using System.IO;

using System.Text;

方法：

private void button3\_Click(object sender, System.EventArgs e)

{

string DownloadUrl=textBox3.Text;

string LocalPath=textBox4.Text;

if(downfile(DownloadUrl,LocalPath))

{

MessageBox.Show("下载完成");

}

else

{

MessageBox.Show("下载过程中出现错误:");

}

}

public bool downfile(string url,string LocalPath)

{

try

{

Uri u = new Uri(url);

HttpWebRequest mRequest = (HttpWebRequest)WebRequest.Create(u);

mRequest.Method = "GET";

mRequest.ContentType = "application/x-www-form-urlencoded";

HttpWebResponse wr = (HttpWebResponse)mRequest.GetResponse();

Stream sIn = wr.GetResponseStream();

FileStream fs = new FileStream(LocalPath, FileMode.Create, FileAccess.Write);

long length = wr.ContentLength;

long i = 0;

decimal j=0;

while (i < length)

{

byte[] buffer = new byte[1024];

i += sIn.Read(buffer, 0, buffer.Length);

fs.Write(buffer, 0, buffer.Length);

if((i % 1024)==0)

{

j=Math.Round(Convert.ToDecimal((Convert.ToDouble(i)/Convert.ToDouble(length))\*100),4);

statusBar1.Text="当前下载文件大小:"+length.ToString()+"字节 当前下载大小:"+i+"字节 下载进度"+j.ToString()+"%";

}

else

{

statusBar1.Text="当前下载文件大小:"+length.ToString()+"字节 当前下载大小:"+i+"字节";

}

}

sIn.Close();

wr.Close();

fs.Close();

return true;

}

catch { return false; }

}