**Unity3D脚本：读取外部文件夹的多张JPG图片到材质**

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Unity3D读取外部文件夹的多张JPG图片到材质，脚本如下：

using UnityEngine;  
using System.Collections;  
using System.IO;  
public class mytest : MonoBehaviour {  
public Texture2D[] texs;// 拖到物体上后,在编辑器上赋给10个大小. 运行时直接在编辑器上看是否加载进去.  
public string[] paths;//,图片路径.同样是在编辑器上初始的大小也是10.  
// Use this for initialization  
void Start () {  
paths[0] = @"D:\tutu\1.jpg";  
paths[1] = @"D:\tutu\2.jpg";  
paths[2] = @"D:\tutu\3.jpg";  
paths[3] = @"D:\tutu\4.jpg";  
paths[4] = @"D:\tutu\5.jpg";  
paths[5] = @"D:\tutu\6.jpg";  
paths[6] = @"D:\tutu\7.jpg";  
paths[7] = @"D:\tutu\8.jpg";  
paths[8] = @"D:\tutu\9.jpg";  
paths[9] = @"D:\tutu\10.jpg";  
}

// Update is called once per frame  
void Update () {

}  
void OnGUI()  
{  
if (GUI.Button(new Rect(0, 0, 100, 50), ""))  
{  
for (int i = 0; i < 10; i++)  
{  
Texture2D tex = new Texture2D(1, 1);  
byte[] rawJPG = File.ReadAllBytes(paths*);  
tex.LoadImage(rawJPG);  
texs = tex;  
}  
//*当你不需要texs里的图片时,把数组置空. 然后调用Resources.UnloadUnusedAssets

}  
}  
}