**Unity3D读取数据库向gameobject添加数据**

Posted on 2013年06月10日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 72 次

新建BrowserHistoryForm.CS。

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| 001 | **using** UnityEngine; |
| 002 | **using** System.Collections; |
| 003 | **using** System; |
| 004 | **using** Bitverse.Unity.Gui; |
| 005 | **using** Newtonsoft.Json.Linq; |
| 006 | **using** System.Text; |
| 007 | **public** **class** BrowserHistoryForm : BitForm { |
| 008 | **private** **string** jsonURL=“http:*//XXXXXXXXXXXXXXXXXXXXXXX”; //单条记录* |
| 009 | **private** **string** jsonURLget = “http:*//XXXXXXXXXXXXXXXXXXXXXXX”; //查询多条记录* |
| 010 | **private** **string** jsonURLsave = “http:*//XXXXXXXXXXXXXXXXXXXXXXX”; //保存单条记录* |
| 011 | **private** **string** jsonURLdelete = “http:*//XXXXXXXXXXXXXXXXXXXXXXX”; //删除单条记录* |
| 012 | **public** JArray shopcarArray; |
| 013 | **public** GameObject **Group**; |
| 014 | **public** GameObject prefab; |
| 015 | **public** ArrayList groupList = new ArrayList();*//用来存储新产生的商品GameObject* |
| 016 | **public** **int** \_x = 0; |
| 017 | **public** **int** \_y = 0; |
| 018 | **public** **int** \_width = 300; |
| 019 | **public** **int** \_height = 400; *//全局变量不能写在函数里面。* |
| 020 | **public** **string** goodsname ; |
| 021 | **public** **string** goodsprice ; |
| 022 | **public** **string** goodsid; |
| 023 | **public** **string** userid; |
| 024 | **public** **void** Start() { |
| 025 | StartCoroutine(DoGetMultitermData()); |
| 026 | UpdateGrouplist(0); |
| 027 | } |
| 028 | **public** **void** OnGUI() |
| 029 | { |
| 030 | *//~ if (\_visible)* |
| 031 | *//~ {* |
| 032 | BeforeOnGUI(); |
| 033 | GUI.matrix = transform.localToWorldMatrix; |
| 034 | **for** (**int** i = 0, count = transform.childCount; i < count; i++) |
| 035 | { |
| 036 | Transform ch = transform.GetChild(i); |
| 037 | BitControl c = (BitControl)ch.GetComponent(typeof(BitControl)); |
| 038 | c.Draw(); |
| 039 | } |
| 040 | AfterOnGUI(); |
| 041 | *//~ }* |
| 042 | } |
| 043 | **protected** **virtual** **void** BeforeOnGUI() { } |
| 044 | **protected** **virtual** **void** AfterOnGUI() { |
| 045 | **if** ((GameObject.Find(“BrowserHistoryWindow/Button”).GetComponent(“BitButton”) **as** BitButton).click) { |
| 046 | ClearGroup(“1”); |
| 047 | } |
| 048 | *//最多显示20个商品Unity3D教程手册* |
| 049 | **if** (groupList.Count == 21) { |
| 050 | print(groupList.Count); |
| 051 | *//DeleteGroup(20,“1”);* |
| 052 | Transform ch = GameObject.Find(“BrowserHistoryWindow/ScrollView”).transform.GetChild(0); |
| 053 | **string** goodsid = ch.name; |
| 054 | groupList.RemoveAt(20); |
| 055 | StartCoroutine(DeleteData(“1”,goodsid)); |
| 056 | Destroy(ch.gameObject); |
| 057 | } |
| 058 | } |
| 059 | *//获取单条记录* |
| 060 | **public** IEnumerator DoGetSingleData(**string** id) { |
| 061 | *//获取json数据的方法* |
| 062 | WWW getwww = new WWW (jsonURL + id); |
| 063 | **yield** **return** getwww; |
| 064 | **string** jsonObj1 = getwww.data; *//单条json记录* |
| 065 | JObject o = JObject.Parse(jsonObj1); |
| 066 | JArray sizes = (JArray)o[“commodity”]; |
| 067 | goodsname = (**string**)sizes[0][“name”]; |
| 068 | goodsprice = (**string**)sizes[0][“price”]; |
| 069 | goodsid = id; |
| 070 | (GameObject.Find(“JoinCartForm/JoinCartWindow/TextArea1”).GetComponent(“BitTextArea”) **as** BitTextArea).Text = goodsname; |
| 071 | (GameObject.Find(“JoinCartForm/JoinCartWindow/TextField2”).GetComponent(“BitTextField”) **as** BitTextField).Text = goodsprice; |
| 072 | StartCoroutine(SaveData(“1”,goodsid)); |
| 073 | } |
| 074 | *//初始化时获取多条记录* |
| 075 | **public** IEnumerator DoGetMultitermData(){ |
| 076 | *//获取json数据的方法* |
| 077 | WWW getwww = new WWW (jsonURLget); |
| 078 | **yield** **return** getwww; |
| 079 | **string** jsonObjget = getwww.data; |
| 080 | **if**(jsonObjget != “”) { |
| 081 | JObject o = JObject.Parse(jsonObjget); |
| 082 | JArray sizes = (JArray)o[“browserhistory”]; |
| 083 | shopcarArray = sizes; |
| 084 | **for**(**int** i = 0;i<shopcarArray.Count;i++){ |
| 085 | **string** incartName = (**string**)shopcarArray[“name”]; |
| 086 | **string** incartPrice = (**string**)shopcarArray[“price”]; |
| 087 | **string** incartGoodsid = (**string**)shopcarArray[“commodity\_id”]; |
| 088 | **string** incartUserid = (**string**)shopcarArray[“user\_id”]; |
| 089 | GameObject **Group** = NewGroup(incartUserid,incartGoodsid,incartName,incartPrice); |
| 090 | groupList.**Add**(**Group**); |
| 091 | UpdateGrouplist(0); |
| 092 | BitControl GroupScript = (BitControl)**Group**.GetComponent(typeof(BitGroup)); |
| 093 | GroupScript.Position = new Rect(\_x,\_y+80\*i,\_width,\_height); |
| 094 | } |
| 095 | } |
| 096 | } |
| 097 | *//保存记录* |
| 098 | **public** IEnumerator SaveData(**string** userid,**string** id){ |
| 099 | *//提交JSON数据的方法* |
| 100 | Hashtable mydata=new Hashtable(); |
| 101 | mydata.**Add**(“user\_id”,userid); |
| 102 | mydata.**Add**(“commodity\_id”,id); |
| 103 | *//将数据转换为json字符串* |
| 104 | **string** jsonstring=HashTable2Json(mydata); |
| 105 | WWWForm form = new WWWForm(); |
| 106 | form.AddField(“jsonstring”, jsonstring); |
| 107 | WWW postwww = new WWW(jsonURLsave, form); |
| 108 | **yield** **return** postwww; |
| 109 | print (postwww.data); |
| 110 | **if**(postwww.data==“success”){ |
| 111 | AddGroup(userid,goodsid,goodsname,goodsprice); |
| 112 | }**else**{ |
| 113 | } |
| 114 | } |
| 115 | *//删除记录* |
| 116 | **public** IEnumerator DeleteData(**string** userid,**string** goodsid) { |
| 117 | WWW getwww = new WWW (jsonURLdelete +“user\_id=”+userid+“%20and%20commodity\_id=”+goodsid); |
| 118 | **yield** **return** getwww; |
| 119 | } |
| 120 | **public** IEnumerator DeleteData(**string** userid) { |
| 121 | WWW getwww = new WWW (jsonURLdelete +“user\_id=”+userid); |
| 122 | **yield** **return** getwww; |
| 123 | } |
| 124 | *//~ 单条记录转换JSON数据格式* |
| 125 | **public** **static** **string** HashTable2Json(Hashtable hashtable) { |
| 126 | **if** (hashtable.Count < 1 ){ |
| 127 | **return** “{}”; |
| 128 | } |
| 129 | *//初始化* |
| 130 | StringBuilder sb = new StringBuilder(); |
| 131 | sb.Append('{'); |
| 132 | **foreach** (System.Collections.DictionaryEntry objDE **in** hashtable) { |
| 133 | **if** (sb.Length > 1) |
| 134 | sb.Append(“,”); |
| 135 | sb.Append(“\”“ + objDE.Key.ToString() + ”\“:” + “\”“+objDE.**Value**.ToString()+ ”\“”); |
| 136 | } |
| 137 | sb.Append('}'); |
| 138 | **return** sb.ToString(); |
| 139 | } |
| 140 | **public** **void** AddGroup(**string** userid,**string** goodsid ,**string** goodsname,**string** goodsprice) { |
| 141 | GameObject **Group** = NewGroup(userid,goodsid,goodsname,goodsprice); |
| 142 | groupList.Insert(0,**Group**);*//在top处插入* |
| 143 | UpdateGrouplist(0); |
| 144 | } |
| 145 | **public** GameObject NewGroup(**string** userid,**string** goodsid ,**string** goodsname,**string** goodsprice) { |
| 146 | GameObject **Group**; |
| 147 | **Group** = (GameObject)Instantiate(prefab); |
| 148 | **Group**.transform.parent = transform.Find(“BrowserHistoryWindow/ScrollView”); |
| 149 | **Group**.name = goodsid; |
| 150 | *// Group.transform.Find(“GoodImages”).GetComponent(BitDrawImage).Image = goodsimage;* |
| 151 | (**Group**.transform.Find(“GoodsName”).GetComponent(typeof(BitLabel)) **as** BitLabel).Text = goodsname; |
| 152 | (**Group**.transform.Find(“GoodsPrice”).GetComponent(typeof(BitLabel)) **as** BitLabel).Text = goodsprice; |
| 153 | (**Group**.transform.Find(“Close”).GetComponent(“CloseButton”) **as** CloseButton).goodsid = goodsid; |
| 154 | (**Group**.transform.Find(“Close”).GetComponent(“CloseButton”) **as** CloseButton).userid = userid; |
| 155 | **return** **Group**; |
| 156 | } |
| 157 | *//清空* |
| 158 | **public** **void** ClearGroup(**string** userid) { |
| 159 | groupList.Clear(); |
| 160 | Transform parentView = GameObject.Find(“BrowserHistoryWindow/ScrollView”).transform; |
| 161 | **foreach** (Transform bitgroup **in** parentView) { |
| 162 | Destroy(bitgroup.gameObject); |
| 163 | } |
| 164 | StartCoroutine(DeleteData(userid)); |
| 165 | } |
| 166 | *//遍历groupList并更新其坐标位置，以及设置相应的序号到其关闭按钮中* |
| 167 | **public** **void** UpdateGrouplist(**int** startnum){ |
| 168 | **for**(**int** k = startnum;k<groupList.Count;k++){ *//用foreach效率极低！！！* |
| 169 | *//foreach(GameObject oneGroup in groupList) {* |
| 170 | *//(oneGroup.GetComponent(typeof(BitGroup)) as BitGroup).Position = new Rect(\_x,\_y+80\*(k++),\_width,\_height);* |
| 171 | (((GameObject)groupList[k]).GetComponent(“BitGroup”) **as** BitGroup).Position = new Rect(\_x,\_y+80\*k,\_width,\_height); |
| 172 | (((GameObject)groupList[k]).transform.Find(“Close”).GetComponent(“CloseButton”) **as** CloseButton).listnum = k; |
| 173 | } |
| 174 | } |
| 175 | } |