**Unity3D调用摄像头加载到场景中代码**

Posted on 2013年04月10日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 300 次

**Unity3D**调用摄像头加载到场景中代码如下：

using UnityEngine;  
using System.Collections;  
using System.IO;  
public class CameraController : MonoBehaviour {  
public string deviceName;  
public WebCamTexture webTex;  
public GameObject objCameraController;  
public GameObject objAvatar;  
public GameObject ImgAtlas;  
public string strTempTime="";  
// Use this for initialization  
void Start () {

}

// Update is called once per frame  
void Update () {  
if(strTempTime!="")  
{  
// GameObject.Find("pig5").GetComponent().mainTexture = Resources.Load(strTempTime.ToString(), typeof(Texture)) as Texture;  
// print("44444:"+strTempTime);  
}

}  
///  
/// 调用摄像机  
///  
///  
IEnumerator CallTheCamera()  
{  
yield return Application.RequestUserAuthorization(UserAuthorization.WebCam);  
if(Application.HasUserAuthorization(UserAuthorization.WebCam))  
{  
WebCamDevice[] devices = WebCamTexture.devices;  
deviceName = devices[0].name;  
//摄像机摄像的区域  
webTex = new WebCamTexture(deviceName, 400, 300, -112);  
GameObject.Find("CameraTexture").GetComponent().mainTexture = webTex;  
webTex.Play();  
}  
}  
///  
/// 获取并保存texture  
///  
///  
IEnumerator GetTexture2D()  
{  
print(GameObject.Find("CameraTexture").transform.localPosition);  
yield return new WaitForEndOfFrame();  
Texture2D t = new Texture2D(GameObject.Find("CameraTexture").GetComponent().mainTexture.width, GameObject.Find("CameraTexture").GetComponent().mainTexture.height);  
t.ReadPixels(new Rect(15, 177, 406.5f, 281.6f), 0, 0, false);  
t.Apply();  
//把图片数据转换为byte数组  
byte[] byt = t.EncodeToPNG();  
//然后保存为图片  
strTempTime = Time.time.ToString();  
print("11111:"+strTempTime);  
File.WriteAllBytes(Application.dataPath + "/Resources/" + strTempTime + ".jpg", byt);  
print("22222"+strTempTime);  
//GameObject atlasPrefab = Resources.Load("TempAtlas") as GameObject;  
// Instantiate(ImgAtlas) as GameObject;  
// tempA.GetComponent().spriteList.Add(  
//  
UnityEditor.AssetDatabase.Refresh();  
//yield return new WaitForSeconds(1);  
GameObject.Find("pig5").GetComponent().mainTexture = Resources.Load(strTempTime.ToString(), typeof(Texture)) as Texture;  
print("33333"+strTempTime);  
// NGUITools.AddSprite(tempA, tempA.GetComponent(), "tempSprite");  
// UIAtlas atlas = (Instantiate(ImgAtlas) as GameObject).GetComponent();  
// Texture text = Resources.Load(Application.dataPath + "/Resources/" + strTempTime + ".jpg", typeof(Texture)) as Texture;  
// print(atlas.ToString());  
//UISlicedSprite ssprite = NGUITools.AddWidget(Game);  
// GameObject.Find("pig5").GetComponent().s  
//UIAtlas atlas = Resources.Load(Application.dataPath + "/test/" + "Camera Atlas", typeof(UIAtlas)) as UIAtlas;  
//print(atlas.ToString());  
// objAvatar.GetComponent().spriteName = atlas.name;//this.gameObject.GetComponent().spriteName;  
//objCameraController.SetActive(false);  
}  
void CameraStart()  
{  
StartCoroutine("CallTheCamera");  
}  
void CameraSStart()  
{  
StartCoroutine("GetTexture2D");  
}  
void CameraRestart()  
{  
webTex.Play();  
}  
void CameraPause()  
{  
webTex.Pause();  
}  
void ClickCameraBtn()  
{  
objCameraController.SetActive(true);  
}  
}