**Unity3D链接MySQL方法（一）**

Posted on 2013年07月16日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 57 次

Unity3D发布成WEB，利用www接口调用PHP代码在服务器端操作读写MySQL数据库。具体方法如下：

1、安装WAMP套件，我下载的版本是wampserver2.2e-php5.4.3-httpd2.2.22-mysql5.5.24-x64.exe，使用套件自带的PHP代码测试一下服务器可用，并能新建表、显示中文就可以了。

2、以读数据为例，PHP代码如下：

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| --- | --- |
| 01 | *// Send variables for the MySQL database class.* |
| 02 | $database = mysql\_connect('localhost', 'root', '') or die('Could not connect: ' . mysql\_error()); |
| 03 | mysql\_select\_db('openfire\_scores') or die('Could not select database'); |
| 04 |  |
| 05 | $query = "SELECT \* FROM `scores` ORDER by `score` DESC LIMIT 5"; |
| 06 | $result = mysql\_query($query) or die('Query failed: ' . mysql\_error()); |
| 07 |  |
| 08 | $num\_results = mysql\_num\_rows($result); |
| 09 |  |
| 10 | **for**($i = 0; $i < $num\_results; $i++) |
| 11 | { |
| 12 | $row = mysql\_fetch\_array($result); |
| 13 | echo $row['name'] . "**\t**" . $row['score'] . "**\n**"; |
| 14 | } |

3、Unity3D内编写脚本显示数据，JS代码如下：

|  |  |  |
| --- | --- | --- |
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|  |  |
| --- | --- |
| 01 | **var** highscoreUrl="http://localhost/display.php"; |
| 02 | **private** **var** getScoresStr = ""; |
| 03 | function Start() { |
| 04 | getScores(); |
| 05 | } |
| 06 | function OnGUI(){ |
| 07 | GUI.TextArea ( Rect (500, 250, 200, 200), getScoresStr); |
| 08 | } |
| 09 | *//在GUI中显示数据.* |
| 10 | function getScores() { |
| 11 | *//Unity3D教程手册：www.unitymanual.com* |
| 12 | getScoresStr = "Loading Scores"; |
| 13 | **var** hs\_get = WWW(highscoreUrl); |
| 14 | **yield** hs\_get;*//等待下载完成* |
| 15 | **if**(hs\_get.error) { |
| 16 | print("There was an error getting the high score: " + hs\_get.error); |
| 17 | } **else** { |
| 18 | getScoresStr = hs\_get.text; *//显示数据* |
| 19 | } |
| 20 | } |
| 21 |  |