**Unity3D链接MySQL方法（二）**

Posted on 2013年07月17日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 23 次

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1、PHP代码如下：

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| --- | --- |
| 01 | $db = mysql\_connect('localhost', 'root', '') or die('Could not connect: ' . mysql\_error()); |
| 02 | mysql\_select\_db('openfire\_scores') or die('Could not select database'); |
| 03 |  |
| 04 | *// Strings must be escaped to prevent SQL injection attack.* |
| 05 | $name = mysql\_real\_escape\_string($\_GET['name'], $db); |
| 06 | $score = mysql\_real\_escape\_string($\_GET['score'], $db); |
| 07 | $hash = $\_GET['hash']; |
| 08 |  |
| 09 | $secretKey="wukun"; |
| 10 |  |
| 11 | $real\_hash = md5($name . $score . $secretKey); |
| 12 | **if**($real\_hash == $hash) { |
| 13 | *// Send variables for the MySQL database class.* |
| 14 | $query = "insert into scores values (NULL, '$name', '$score');"; |
| 15 | $result = mysql\_query($query) or die('Query failed: ' . mysql\_error()); |
| 16 | } |

2、Unity3D端脚本如下：

|  |  |  |
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| --- | --- |
| 01 | **private** **var** secretKey="wukun"; *// Edit this value and make sure it's the same as the one stored on the server* |
| 02 | **var** addScoreUrl="http://localhost/addscore.php"; *//be sure to add a ? to your url* |
| 03 |  |
| 04 | function OnGUI(){ |
| 05 | GUI.Label( Rect (10, 10, 80, 20), "姓名:"); *//用户名* |
| 06 | GUI.Label ( Rect (10, 30, 80, 20), "得分:" );*//密码* |
| 07 | formName = GUI.TextField (Rect (90, 10, 100, 20), formName); *//这里，你可将你输入的用户名赋值给formName变量* |
| 08 | strformscore = GUI.TextField ( Rect (90, 30, 100, 20),strformscore); *//同理，这里是给formPassword 赋值* |
| 09 | *//var n = parseInt(strformscore);* |
| 10 | **if** ( GUI.Button ( Rect (10, 100, 100, 20) , "提交" ) ) |
| 11 | { *//如果单击登录按钮会执行Login()函数* |
| 12 | **var** n = parseInt(strformscore); |
| 13 | StartCoroutine(postScore(formName,n)); |
| 14 | }*//Unity3D教程手册：www.unitymanual.com* |
| 15 | } |
| 16 |  |
| 17 | function postScore(name, score) { |
| 18 | *//This connects to a server side php script that will add the name and score to a MySQL DB.* |
| 19 | *// Supply it with a string representing the players name and the players score.* |
| 20 | hash = md5functions.Md5Sum(name + score + secretKey); |
| 21 |  |
| 22 | addTempUrl = addScoreUrl + "?name=" + WWW.EscapeURL(name) + "&score=" + score + "&hash=" + hash; |
| 23 |  |
| 24 | *// Post the URL to the site and create a download object to get the result.* |
| 25 | **var** hs\_post = WWW(addTempUrl); |
| 26 | **yield** hs\_post; *// Wait until the download is done* |
| 27 | **if**(hs\_post.error) { |
| 28 | print("There was an error posting the high score: " + hs\_post.error); |
| 29 | } |
| 30 | } |
| 31 |  |