**Unity自动保存项目**

Posted on 2013年06月23日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 34 次

很多时候，在编写项目时，遇见Unity 的Buge导致强制退出，这时根本来不及保存hierarchy视图中的东西，这是一件很糟糕的事情，所以这篇自动保存项目场景的源码就帮你解决了这一问题。

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** UnityEditor; |
| 03 | **using** System; |
| 04 |  |
| 05 | **public** **class** AutoSave : EditorWindow |
| 06 | { |
| 07 |  |
| 08 | **private** **bool** autoSaveScene = **true**; |
| 09 | **private** **bool** showMessage = **true**; |
| 10 | **private** **bool** isStarted = **false**; |
| 11 | **private** **int** intervalScene; |
| 12 | **private** DateTime lastSaveTimeScene = DateTime.Now; |
| 13 |  |
| 14 | **private** **string** projectPath = Application.dataPath; |
| 15 | **private** **string** scenePath; |
| 16 |  |
| 17 | [MenuItem("Window/AutoSave")] |
| 18 | **static** **void** Init() |
| 19 | { |
| 20 | AutoSave saveWindow = (AutoSave)EditorWindow.GetWindow(typeof(AutoSave)); |
| 21 | saveWindow.Show(); |
| 22 | }*//UnityD教程手册：www.unitymanual.com* |
| 23 |  |
| 24 |  |
| 25 | **void** OnGUI() |
| 26 | { |
| 27 | GUILayout.Label("Info:", EditorStyles.boldLabel); |
| 28 | EditorGUILayout.LabelField("Saving to:", "" + projectPath); |
| 29 | EditorGUILayout.LabelField("Saving scene:", "" + scenePath); |
| 30 | GUILayout.Label("Options:", EditorStyles.boldLabel); |
| 31 | autoSaveScene = EditorGUILayout.BeginToggleGroup("Auto save", autoSaveScene); |
| 32 | intervalScene = EditorGUILayout.IntSlider("Interval (minutes)", intervalScene, , ); |
| 33 | **if** (isStarted) |
| 34 | { |
| 35 | EditorGUILayout.LabelField("Last save:", "" + lastSaveTimeScene); |
| 36 | } |
| 37 | EditorGUILayout.EndToggleGroup(); |
| 38 | showMessage = EditorGUILayout.BeginToggleGroup("Show Message", showMessage); |
| 39 | EditorGUILayout.EndToggleGroup(); |
| 40 | } |
| 41 |  |
| 42 |  |
| 43 | **void** Update() |
| 44 | { |
| 45 | scenePath = EditorApplication.currentScene; |
| 46 | **if** (autoSaveScene) |
| 47 | { |
| 48 | **if** (DateTime.Now.Minute >= (lastSaveTimeScene.Minute + intervalScene) || DateTime.Now.Minute == && DateTime.Now.Second == ) |
| 49 | { |
| 50 | saveScene(); |
| 51 | } |
| 52 | } |
| 53 | **else** |
| 54 | { |
| 55 | isStarted = **false**; |
| 56 | } |
| 57 |  |
| 58 | } |
| 59 | *//UnityD教程手册：www.unitymanual.com* |
| 60 | **void** saveScene() |
| 61 | { |
| 62 | EditorApplication.SaveScene(scenePath); |
| 63 | lastSaveTimeScene = DateTime.Now; |
| 64 | isStarted = **true**; |
| 65 | **if** (showMessage) |
| 66 | { |
| 67 | Debug.Log("AutoSave saved: " + scenePath + " on " + lastSaveTimeScene); |
| 68 | } |
| 69 | AutoSave repaintSaveWindow = (AutoSave)EditorWindow.GetWindow(typeof(AutoSave)); |
| 70 | repaintSaveWindow.Repaint(); |
| 71 | } |

}