**WWW按需载入Assetbundle**

Posted on 2013年07月16日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 43 次

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| 01 | function Start () { |
| 02 | **var** url = "file:///D:/temp/XXX.unity3d"; |
| 03 | StartCoroutine(LoadAsset(url)); |
| 04 | } |
| 05 | function LoadAsset (url : **String**) { |
| 06 | **var** www : WWW = new WWW (url); |
| 07 | **yield** www; |
| 08 | **var** present : GameObject; |
| 09 | present = GameObject.Find("present"); |
| 10 | **if**( present != **null** ) |
| 11 | Destroy(present); |
| 12 | present = Instantiate(www.assetBundle.mainAsset); |
| 13 | present.name = "present"; *//暂时把名字叫做“present”* |
| 14 | } |
| 15 |  |