**save和load实例代码**

Posted on 2013年05月11日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 85 次

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| 001 | import System; import System.Xml; |
| 002 | import System.Xml.Serialization; |
| 003 | import System.IO; |
| 004 | import System.Text; |
| 005 | **class** DemoDatas |
| 006 | { |
| 007 | **var** levelscount : **int**; |
| 008 | **var** money : **int**; |
| 009 | **var** name : **String**; */\*在此处可以增加你需要的其它参数\*/* |
| 010 | } |
| 011 | **class** UserDatas |
| 012 | { |
| 013 | **public** **var** Player : DemoDatas = new DemoDatas(); |
| 014 | function UserDatas() { } |
| 015 | } |
| 016 | **private** **var** \_FileLocation : **String**; |
| 017 | **private** **var** \_FileName : **String** = "SaveData.xml"; |
| 018 | **private** **var** myData : UserDatas; |
| 019 | **private** **var** \_data : **String**; |
| 020 | function Awake() |
| 021 | { |
| 022 | \_FileLocation=Application.dataPath; |
| 023 | myData=new UserDatas(); |
| 024 | } |
| 025 | function OnGUI() |
| 026 | { |
| 027 | *// \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\** |
| 028 | *// Saving 玩家信息* |
| 029 | *// \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\** |
| 030 | **if** (GUI.Button(Rect(10,80,100,20),"Save")) { |
| 031 | myData.Player.levelscount = 10; *//关卡* |
| 032 | myData.Player.money = 985; *//钱数* |
| 033 | myData.Player.name = "玩家名字"; |
| 034 |  |
| 035 | \_data = SerializeObject(myData); |
| 036 | CreateXML(); |
| 037 | } |
| 038 | *// \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\** |
| 039 | *// Loading 玩家信息* |
| 040 | *// \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\** |
| 041 | **var** st : FileInfo = new FileInfo(\_FileLocation+"/"+ \_FileName); |
| 042 | GUI.enabled = st.Exists; *//判断是否有保存的信息,确定是否可以load* |
| 043 | **if** (GUI.Button(Rect(10,120,100,20),"Load")) { |
| 044 | LoadXML(); |
| 045 | **if**(\_data.ToString() != "") |
| 046 | { |
| 047 | myData = DeserializeObject(\_data); |
| 048 | print("关卡:" + myData.Player.levelscount); |
| 049 | print("金钱:" + myData.Player.money); |
| 050 | print("玩家:" + myData.Player.name); |
| 051 | } |
| 052 |  |
| 053 | } |
| 054 | } |
| 055 | function UTF8ByteArrayToString(characters : **byte**[] ) |
| 056 | { |
| 057 | **var** encoding : UTF8Encoding = new UTF8Encoding(); |
| 058 | **var** constructedString : **String** = encoding.GetString(characters); |
| 059 | **return** (constructedString); |
| 060 | } |
| 061 | function StringToUTF8ByteArray(pXmlString : **String**) |
| 062 | { |
| 063 | **var** encoding : UTF8Encoding = new UTF8Encoding(); |
| 064 | **var** byteArray : **byte**[] = encoding.GetBytes(pXmlString); |
| 065 | **return** byteArray; |
| 066 | } |
| 067 |  |
| 068 | function SerializeObject(pObject : **Object**) |
| 069 | { |
| 070 | **var** XmlizedString : **String** = **null**; |
| 071 | **var** memoryStream : MemoryStream = new MemoryStream(); |
| 072 | **var** xs : XmlSerializer = new XmlSerializer(typeof(UserDatas)); |
| 073 | **var** xmlTextWriter : XmlTextWriter = new XmlTextWriter(memoryStream, Encoding.UTF8); |
| 074 | xs.Serialize(xmlTextWriter, pObject); |
| 075 | memoryStream = xmlTextWriter.BaseStream; |
| 076 | XmlizedString = UTF8ByteArrayToString(memoryStream.ToArray()); |
| 077 | **return** XmlizedString; |
| 078 | } |
| 079 | function DeserializeObject(pXmlizedString : **String**) |
| 080 | { |
| 081 | **var** xs : XmlSerializer = new XmlSerializer(typeof(UserDatas)); |
| 082 | **var** memoryStream : MemoryStream = new MemoryStream(StringToUTF8ByteArray(pXmlizedString)); |
| 083 | **var** xmlTextWriter : XmlTextWriter = new XmlTextWriter(memoryStream, Encoding.UTF8); |
| 084 | **return** xs.Deserialize(memoryStream); |
| 085 | } |
| 086 | function CreateXML() |
| 087 | { |
| 088 | **var** writer : StreamWriter; |
| 089 | **var** t : FileInfo = new FileInfo(\_FileLocation+"/"+ \_FileName); |
| 090 | **if**(!t.Exists) |
| 091 | { |
| 092 | writer = t.CreateText(); |
| 093 | } |
| 094 | **else** |
| 095 | { |
| 096 | t.Delete(); |
| 097 | writer = t.CreateText(); |
| 098 | } |
| 099 | writer.Write(\_data); |
| 100 | writer.Close(); |
| 101 | } |
| 102 |  |
| 103 | function LoadXML() |
| 104 | { |
| 105 | **var** r : StreamReader = File.OpenText(\_FileLocation+"/"+ \_FileName); |
| 106 | **var** \_info : **String** = r.ReadToEnd(); |
| 107 | r.Close(); |
| 108 | \_data=\_info; |
| 109 | } |