**保存游戏效果图并显示**

Posted on 2013年05月11日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 76 次

方案一：截屏保存，再显示。

核心知识：

1.Application.CaptureScreenshot(“wuk.png”);

Unity会自动截屏保存在 Application.persistentDataPath+“/”+“wuk.png”;

2.WWW 网页：

3.获取权限：

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| 01 | **public** Material image; |
| 02 | **void** Awake(){ |
| 03 | Application.CaptureScreenshot(“wuk.png”); |
| 04 | } |
| 05 | **void** Start () { |
| 06 | StartCoroutine(getCapture()); |
| 07 | } |
| 08 | IEnumerator getCapture(){ |
| 09 | path=Application.persistentDataPath; |
| 10 | Debug.Log(“path ”+path); |
| 11 | www=new WWW(“file:*//”+path+“/wuk.png”);* |
| 12 | **yield** **return** www; |
| 13 | image.mainTexture=www.texture; |
| 14 | } |

方案二：保存指定屏幕区域为png,并显示；

核心知识：

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| 1 | Texture2D.ReadPixels;System.IO.File.WriteAllBytes; |

关键方法：

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| 01 | Texture2D.ReadPixels; Texture2D.Apply();Texture2D.EncodeToPHG; |
| 02 | **string** path=Application.persistentDataPath+“/wukuaTurret.jpg”; |
| 03 | **public** Material image; |
| 04 | IEnumerator getTexture2d() { |
| 05 | **yield** **return** new WaitForEndOfFrame(); |
| 06 | Texture2D t = new Texture2D(200, 180); |
| 07 | t.ReadPixels(new Rect(200, 320, 200, 180), 0, 0, **false**); |
| 08 | t.Apply(); |
| 09 | **byte**[] byt = t.EncodeToPNG(); |
| 10 | System.IO.File.WriteAllBytes(path, byt); |
| 11 | } |
| 12 | IEnumerator getCaptureFf(){ |
| 13 | path=Application.persistentDataPath; |
| 14 | Debug.Log(“path ”+path); |
| 15 | www=new WWW(“file:*//”+path+“/Screenshot.png”);* |
| 16 | **yield** **return** www; |
| 17 | image.mainTexture=www.texture; |
| 18 | } |