**写入读取TXT文件**

Posted on 2013年05月22日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 24 次

1. 在 Unity3D中新建一个 javascript 名为为 file.js

2. 写入如下代码：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | import System.IO; |
| 02 |  |
| 03 | **var** fileName; |
| 04 |  |
| 05 | function OnGUI() { |
| 06 |  |
| 07 | **if** (GUI.Button(Rect(10,10,100,50),“Write File”)) { |
| 08 |  |
| 09 | *//fileName = Application.persistentDataPath + “/” + “test.txt”;* |
| 10 |  |
| 11 | fileName = Application.dataPath + “/” + “test.txt”; |
| 12 |  |
| 13 | WriteFile(fileName); |
| 14 |  |
| 15 | } |
| 16 |  |
| 17 | **if** (GUI.Button(Rect(10,110,100,50),“Read File”)) { |
| 18 |  |
| 19 | *//fileName = Application.persistentDataPath + “/” + “test.txt”;* |
| 20 |  |
| 21 | fileName = Application.dataPath + “/” + “test.txt”;Unity3D教程手册 |
| 22 |  |
| 23 | ReadFile(fileName); |
| 24 |  |
| 25 | } |
| 26 |  |
| 27 | } |
| 28 |  |
| 29 | *// 写文件* |
| 30 |  |
| 31 | function WriteFile(filepathIncludingFileName : **String**) |
| 32 |  |
| 33 | { |
| 34 |  |
| 35 | fileWriter = File.CreateText(filepathIncludingFileName); |
| 36 |  |
| 37 | fileWriter.WriteLine(“Hello world”); |
| 38 |  |
| 39 | fileWriter.Close(); |
| 40 |  |
| 41 | } |
| 42 |  |
| 43 | *//读取文件* |
| 44 |  |
| 45 | function ReadFile(filepathIncludingFileName : **String**) { |
| 46 |  |
| 47 | sr = new File.OpenText(filepathIncludingFileName);<code lang=“csharp”>Unity3D教程手册 |
| 48 |  |
| 49 | input = “”; |
| 50 |  |
| 51 | **while** (**true**) { |
| 52 |  |
| 53 | input = sr.ReadLine(); |
| 54 |  |
| 55 | **if** (input == **null**) { **break**; } |
| 56 |  |
| 57 | Debug.Log(“line=”+input); |
| 58 |  |
| 59 | } |
| 60 |  |
| 61 | sr.Close(); |
| 62 |  |
| 63 | } |

3. 路径解释：

Application.persistentDataPath 所在位置为：

C:/Documents and Settings/atlas/Local Settings/Application Data/你的用户名/files/

且 PC, Mac, iOS and Android指向的位置相同 ，不需要针对每个平台去写。

Application.dataPath 所在位置为：

编辑器模式下，为 Assets文件夹。

Windows build 模式下，为 Data 文件夹。

Mac build 模式下，为 Contents文件夹。