**判断Json与www数据是否错误?**

Posted on 2013年05月07日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 60 次

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| 01 | IEnumerator ReadChapter() |
| 02 | { |
| 03 | WWWForm form = new WWWForm(); |
| 04 | *//form.AddField("UserID", 21);* |
| 05 | *//http://zytsg.00299.com/?CH=Init&UserID=21* |
| 06 | WWW www = new WWW("http://??/?");*//, form);* |
| 07 | **yield** **return** www; |
| 08 | **if** (www.error == **null**) |
| 09 | { |
| 10 | **try** |
| 11 | { |
| 12 | JsonData jd = JsonMapper.ToObject(www.text); |
| 13 | ArrChapter = new **string**[jd["Barriers"][0].Count, 3]; |
| 14 | **for** (**int** i = 0; i < jd["Barriers"][0].Count; i++) |
| 15 | { |
| 16 | ArrChapter[i, 0] = jd["Barriers"][0][i]["BarrierName"].ToString(); |
| 17 | ArrChapter[i, 1] = jd["Barriers"][0][i]["Picture"].ToString(); |
| 18 | ArrChapter[i, 2] = "33"; |
| 19 | } |
| 20 | **for** (**int** i = 0; i < jd["Barriers"][0].Count; i++) |
| 21 | { |
| 22 | **for** (**int** j = 0; j < 3; j++) |
| 23 | { |
| 24 | print(ArrChapter[i, j].ToString()); |
| 25 | } |
| 26 | } |
| 27 | } |
| 28 | **catch** (Exception ex) |
| 29 | { |
| 30 | print(ex.ToString()); |
| 31 | } |
| 32 | } |
| 33 | **else** |
| 34 | { |
| 35 | Debug.Log(www.error); |
| 36 | } |
| 37 | } |
| 38 |  |