**判断json与www是否正确？**

Posted on 2013年05月07日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 68 次

判断json是否正确？

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| --- | --- |
| 1 | LitJson.JsonData jarr = LitJson.JsonMapper.ToObject(www.text); |
| 2 |  |
| 3 | **if**(jarr.IsArray) |
| 4 | { |
| 5 | } |

判断www是否正确？

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| 01 | WWW www = new WWW("sadfsd");*//, form);* |
| 02 | **yield** **return** www; |
| 03 | *//* |
| 04 | **if** (www.error == **null**) |
| 05 | { |
| 06 | } |
| 07 | **else** |
| 08 | { |
| 09 | Debug.Log(www.error); |
| 10 | } |