**Unity3D教程：读取外部TXT资料**

Posted on 2013年04月26日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 139 次

本次教学使用C#让你学习到如何从外部读取资料提供Unity3D作为使用。在输出中可以发现空值并不用理会，可以在需要资料时排除即可。因为读取档案时仅能被一个档案开启，所以请不要把JS与C#的程式码打勾以免错误!

FileInfo = 档案资讯。

StreamReader = 串流读取器。

LineReader = 每次读取一行。

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| --- | --- |
| 01 | **using** System.Collections; |
| 02 | **using** System; |
| 03 | **using** System.IO; |
| 04 |  |
| 05 | **public** **class** LineReader : MonoBehaviour |
| 06 | { |
| 07 | **protected** FileInfo theSourceFile = **null**; |
| 08 | **protected** StreamReader reader = **null**; |
| 09 | **protected** **string** text = " "; *// assigned to allow first line to be read below* |
| 10 | **protected** **String**[] oringinData =new **String**[10]; |
| 11 | **public** **String**[] newData =new **String**[10]; |
| 12 |  |
| 13 | **protected** **char**[] delimiterChars = { ','}; |
| 14 |  |
| 15 | **protected** **int** i; |
| 16 | **void** Start () { |
| 17 | theSourceFile = new FileInfo ("Data.txt"); |
| 18 | reader = theSourceFile.OpenText(); |
| 19 | i=0; |
| 20 | } |
| 21 |  |
| 22 | **void** Update () { |
| 23 | **if** (text != **null**) { |
| 24 | text = reader.ReadLine(); |
| 25 | oringinData[i]=text; |
| 26 | Debug.Log("oringinData:"+oringinData[i]); |
| 27 | i++; |
| 28 | } |
| 29 | } |
| 30 | } |

结果：

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| --- | --- |
| 01 | **protected** **var** theSourceFile; |
| 02 | **protected** **var** reader; |
| 03 | **protected** **var** text : **String** = " "; |
| 04 | **protected** **var** oringinData : **String**[] =new **String**[10]; |
| 05 | **protected** **var** i : **int** ; |
| 06 |  |
| 07 | function Start () { |
| 08 | theSourceFile = System.IO.FileInfo("Data.txt"); |
| 09 | reader = theSourceFile.OpenText(); |
| 10 | i=0; |
| 11 | } |
| 12 |  |
| 13 | function Update () { |
| 14 | **if** (text != **null**) { |
| 15 | text = reader.ReadLine(); |
| 16 | oringinData[i]=text; |
| 17 | Debug.Log("(JS)oringinData:"+oringinData[i]); |
| 18 | i++; |
| 19 | } |
| 20 | } |