**调用别的exe应用程序方法**

Posted on 2013年06月08日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 45 次

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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **using** System.Diagnostics; |
| 06 |  |
| 07 | **public** **class** LoadExe : MonoBehaviour { |
| 08 |  |
| 09 | *// Use this for initialization* |
| 10 |  |
| 11 | **void** Start () { |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | *// Update is called once per frame* |
| 16 |  |
| 17 | **void** Update () { |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 | **void** OnGUI() |
| 22 |  |
| 23 | { |
| 24 |  |
| 25 | **if**(GUI.Button(new Rect(20,20,100,45),“Notepad”)) |
| 26 |  |
| 27 | {&nbsp; Unity3D教程手册 |
| 28 |  |
| 29 | Process.Start(“notepad”); |
| 30 |  |
| 31 | } |
| 32 |  |
| 33 | } |
| 34 |  |
| 35 | } |
| 36 |  |
| 37 |  |