



链滴

## 9.meteor.res 读取

作者: [xu365082218](#)

原文链接: <https://ld246.com/article/1500917321237>

来源网站: 链滴

许可协议: [署名-相同方式共享 4.0 国际 \(CC BY-SA 4.0\)](#)

此文件格式有了，但是内部参数的意思需要测试才能得出贴代码吧，此资源类似表格数据，与其他模块相关性不大

```
using UnityEngine;
using System.Collections;
using System.IO;
using I18N.CJK;
using System.Collections.Generic;

public class MenuResLoader : Singleton<MenuResLoader> {
//文件头 可能是60字节 第53字节开始 2字节是项数+2字节是除去头60字节后文件剩余字节数
//对象[
// [武器]
// [动作]
// [物品]
// [镖物]
// [地图]
// ]

public List<Option> Info = new List<Option>();
public Option FindOpt(int idx, int type)
{
    for (int i = 0; i < Info.Count; i++)
    {
        if (Info[i].Type == type && Info[i].Idx == idx)
            return Info[i];
    }
    return null;
}

public void Init()
{
    TextAsset asset = Resources.Load<TextAsset>("Meteor.res");
    MemoryStream ms = new MemoryStream(asset.bytes);
    BinaryReader binRead = new BinaryReader(ms);
    binRead.BaseStream.Seek(52, SeekOrigin.Begin);
    int itemCnt = binRead.ReadInt16();
    int bytesLeft = binRead.ReadInt16();
    binRead.BaseStream.Seek(4, SeekOrigin.Current);
    //武器每一项195字节 因为内部名称原因，各个大小不是定长的，可能在195左右
    //招式空-45字节 4字节3 4字节招式编号
    while (itemCnt != 0)
    {
        int type = binRead.ReadInt32();
        int Idx = binRead.ReadInt32();//包含属性的武器编号
        int charLength = binRead.ReadInt32();//包含/0在内的字符串长度是
        string iden = "";
```

```

    if (type == 3 || type == 1)
        iden = I18N.CJK.GB18030Encoding.GetEncoding(950).GetString(binRead.ReadBytes(charLength), 0, charLength - 1);
    else
        iden = I18N.CJK.GB18030Encoding.GetEncoding(936).GetString(binRead.ReadBytes(charLength), 0, charLength - 1);
    Debug.Log("type:" + type + ":idx" + Idx + ":" + iden);
    int modelLength = binRead.ReadInt32();
    string model = "";
    if (type == 3 || type == 1)
        model = I18N.CJK.GB18030Encoding.GetEncoding(950).GetString(binRead.ReadBytes(modelLength), 0, modelLength - 1);
    else
        model = I18N.CJK.GB18030Encoding.GetEncoding(936).GetString(binRead.ReadBytes(modelLength), 0, modelLength - 1);
    int lastLength = binRead.ReadInt32();
    string last = "";
    if (type == 3 || type == 1)
        last = I18N.CJK.GB18030Encoding.GetEncoding(950).GetString(binRead.ReadBytes(lastLength), 0, lastLength - 1);
    else
        last = I18N.CJK.GB18030Encoding.GetEncoding(936).GetString(binRead.ReadBytes(lastLength), 0, lastLength - 1);
    int firstBodyItemCnt = 0;
    int secBodyItemCnt = 0;
    Option op = new Option();
    op.Type = type;
    op.Idx = Idx;
    op.Identify = iden;
    op.model = model;

    firstBodyItemCnt = binRead.ReadInt32();
    op.first = new FirstOption[firstBodyItemCnt];
    for (int x = 0; x < firstBodyItemCnt; x++)
    {
        op.first[x] = new FirstOption();
        op.first[x].flag[0] = binRead.ReadInt32();
        op.first[x].flag[1] = binRead.ReadInt32();
        op.first[x].flag[2] = binRead.ReadInt32();
    }
    secBodyItemCnt = binRead.ReadInt32();
    op.second = new SecondOption[secBodyItemCnt];
    for (int x = 0; x < secBodyItemCnt; x++)
    {
        op.second[x] = new SecondOption();
        for (int y = 0; y < 10; y++)
        {
            op.second[x].flag[y] = binRead.ReadInt32();
        }
    }
    Info.Add(op);
    itemCnt--;
}

```

```
    Debug.Log("info loaded");
}

public class Option
{
    public int Idx;
    public string Identify;
    public string model;
    public int Type;
    public FirstOption[] first;
    public SecondOption[] second;
}

public class FirstOption
{
    public int[] flag = new int[3];
}

public class SecondOption
{
    public int[] flag = new int[10];
}

}
```

调用MenuResLoader.Instance.Init();即可读取所有信息，当然前提是把原流星游戏安装目录下的met or.res更改为meteor.res.bytes放到工程的Resources目录下