



Loxodon Framework Connection

license MIT
release v2.0.0

Developed by Clark

Requires Unity 2018.4 or higher.

This is a network connection component, implemented using TcpClient, supports IPV6 and IPV4, automatically recognizes the current network when connecting with a domain name, and preferentially connects to the IPV4 network.

Installation

Install via OpenUPM (recommended)

[OpenUPM](#) can automatically manage dependencies, it is recommended to use it to install the framework.

Requires [nodejs](#)'s npm and openupm-cli, if not installed please install them first.

```
# Install openupm-cli, please ignore if it is already installed.  
npm install -g openupm-cli
```

```
# Go to the root directory of your project  
cd F:/workspace/New Unity Project
```

```
# Install loxodon-framework-connection  
openupm add com.vovgou.loxodon-framework-connection
```

Install via Packages/manifest.json

Modify the Packages/manifest.json file in your project, add the third-party repository "package.openupm.com"'s configuration and add "com.vovgou.loxodon-framework-connection" in the "dependencies" node.

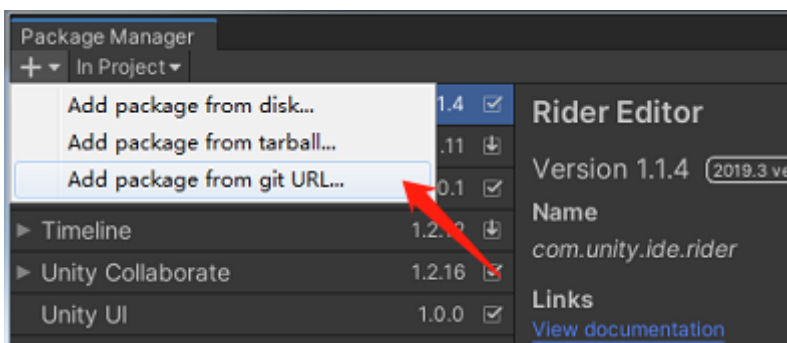
Installing the framework in this way does not require nodejs and openm-cli.

```
{
  "dependencies": {
    ...
    "com.unity.modules.xr": "1.0.0",
    "com.vovgou.loxodon-framework-connection": "2.0.0"
  },
  "scopedRegistries": [
    {
      "name": "package.openupm.com",
      "url": "https://package.openupm.com",
      "scopes": [
        "com.vovgou",
        "com.openupm"
      ]
    }
  ]
}
```

Install via git URL

After Unity 2019.3.4f1 that support path query parameter of git package. You can add <https://github.com/vovgou/loxodon-framework.git?path=Loxodon.Framework/Assets/LoxodonFramework> to Package Manager

- Loxodon.Framework.Connection: <https://github.com/vovgou/loxodon-framework.git?path=Loxodon.Framework.Connection/Assets/LoxodonFramework/Connection>



Install via *.unitypackage file

Download Loxodon.Framework.Connection.unitypackage, import them into your project.

- [Releases](#)

Quick Start

```

IConnector<Request, Response, Notification> connector;
ISubscription<EventArgs> eventSubscription;
ISubscription<Notification> messageSubscription;

async void Start()
{
    //Create TcpChannel
    var channel = new TcpChannel(new DefaultDecoder(), new DefaultEncoder(), new HandshakeHandle
    channel.NoDelay = true;
    channel.IsBigEndian = true;

    //Create Connector
    connector = new DefaultConnector<Request, Response, Notification>(channel);
    connector.AutoReconnect = true;

    //Subscribe to events
    eventSubscription = connector.Events().ObserveOn(SynchronizationContext.Current).Subscribe((
    {
        Debug.LogFormat("Received Event:{0}", e);
    });

    //Subscribe to notification messages
    messageSubscription = connector.Received().Filter(message =>
    {
        //Filter messages
        if (message.CommandID > 0 && message.CommandID <= 100)
            return true;
        return false;
    }).ObserveOn(SynchronizationContext.Current).Subscribe(message =>
    {
        Debug.LogFormat("Received Notification:{0}", message);
    });

    //Send a notification message
    Notification notification = new Notification();
    notification.CommandID = 10;
    notification.ContentType = 0;
    notification.Content = Encoding.UTF8.GetBytes("this is a notification.");
    await connector.Send(notification);

    //Send a request message and receive a response message.
    Request request = new Request();
    request.CommandID = 20;
    request.ContentType = 0;
    request.Content = Encoding.UTF8.GetBytes("this is a request.");
    Response response = await connector.Send(request);
}

```

Contact Us

Email: yangpc.china@gmail.com

Website: <https://vovgou.github.io/loxodon-framework/>

QQ Group: 622321589

