

# Online Account System

## *..for Unity3D*

by

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### Frequently Asked Questions:

\* How do I pass the user's info between scenes / How do I avoid multiple logins for the same session?

- Once the user logs in, you get a unique ID which you can use to download the user's info at any point. You can store that integer on another script which is attached to a gameObject with the DontDestroyOnLoad property.
- Advanced: Using the same notion you can store the entire AS\_AccountInfo after the initial download on a script to avoid multiple downloads / constant connection dependency.

\* I want a custom variable to be stored / accessed by the user. How do I go about doing it?

- If it's an account - based variable like country, age, etc.. that most likely won't be needed to be thoroughly used / modified throughout the game, you can simple add a field when creating your database. This will also allow you to use this field for other mySQL queries.

- If it's a game - related variable like gold coins, highscores, inventory etc you're better off adding the variable to the AS\_CustomInfo class. When you want to access it, you can just access the customInfo component of the AS\_AccountInfo class which is the main class used throughout Online Account System.
  - Check the Demo and have a look at the Readme / Documentation for further assistance
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## Known Issues:

### 404 Errors

Free version of atspace.com (hosting provider), no workaround. You will unfortunately have to either wait for a fix from Atspace.com, upgrade to their paid version or change to another hosting provider.

### 403 Errors

Permission issues. Set the public\_html folder's permission to 750, any subfolder to 755 all scripts to 644.

### [WebGL]: Could not connect – Try again later

When WebGL is trying to access .php scripts that are located at a different server, the server needs to implement CORS, as stated in the Unity3D docs:

<http://docs.unity3d.com/500/Documentation/Manual/webgl-networking.html>

If your server allows configuration of header files, the above link shows what you should add to allow remote access. If you don't want to allow remote access, or if you can't configure header files, you could upload your built WebGL to the server where the Php scripts are located.

### [WebGL]: Uncaught exception: unknown compression method

When you upload your WebGL project to an online server, it doesn't load and instead shows you this error: *"uncaught exception: unknown compression method"*

One solution is to move the .htaccess file from under the /Release folder to where your index.html file is and modify it as follows:

```
.htaccess:
RewriteEngine on
RewriteBase /WebFolderName/
RewriteCond %{HTTP:Accept-encoding} gzip
```

For example, if you upload your WebGL build to your server:

```
../MyAwesomeGame  
  /Release  
    .  
    .  
  /TemplateData  
    .  
    .  
  index.html  
  .htaccess
```

You'd have to move .htaccess to where it's shown (next to index.html) and add **RewriteBase /MyAwesomeGame/** to it as described above. If your WebGL resides at the root of your domain, add **RewriteBase //** to the .htaccess file

*For any Queries / Suggestions,  
reach me at [mr.kon.vas@gmail.com](mailto:mr.kon.vas@gmail.com)*