

UDP Messenger v 1.1

Configuration

You need to configure your ports and IP address, the objects in scene you want to receive the messages, and the method used for notifications

IP

The IP on the running machine.

Port Listen

The port number awaiting UDP communication.

Port Send

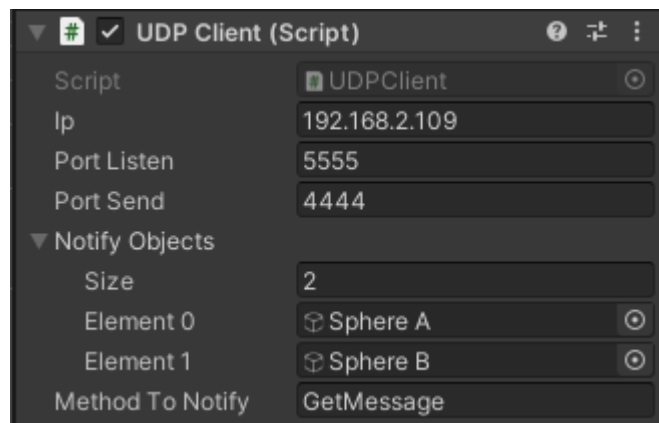
The port number for communicate all Notify objects.

Notify Objects

The GameObjects in the scene that will receive incoming messages through `GameObject.SendMessage`, all GameObjects must have the method "*Method To Notify*" in some script attached to them.

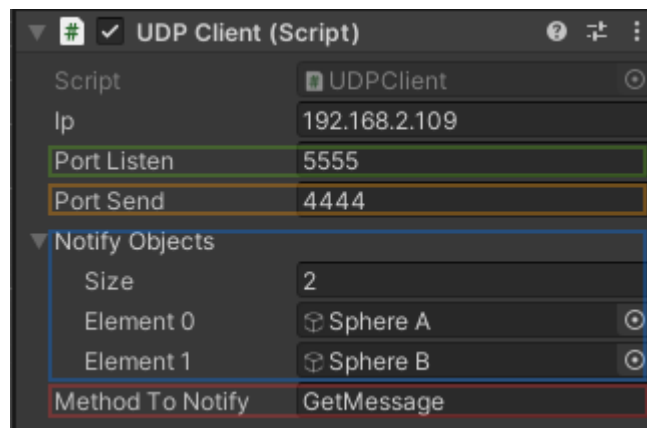
Method To Notify

The incoming messages are processed through this method.



Example scenes

- ExampleScene 1 : there is an example with 2 cubes communicating in the same scene
When one cube is clicked, it sends a message to the other cube and viceversa.
- ExampleScene 2: an example with 2 spheres waiting for outside communication. You will need to send messages from another application.
When an external message to the ip + **listen Port** is received, it will be spread using **sending Port** to all **objects to notify** through the **notify method**



About Us

Ping Pong Technologies S.L. is a company from Barcelona (Spain), which develops interactive applications for fixed or road show installations. For support, more information, suggestion or other issues, please contact info@pingpongtech.com.