Developers Hub

{www.developershub.org}

Developers Hub Realtime Networking Documentation

Description

This package helps you to create multiplayer games with TCP and UDP protocols and host your game on a VPS or dedicated server.

Videos

This is the link to the video that shows how to setup the package:

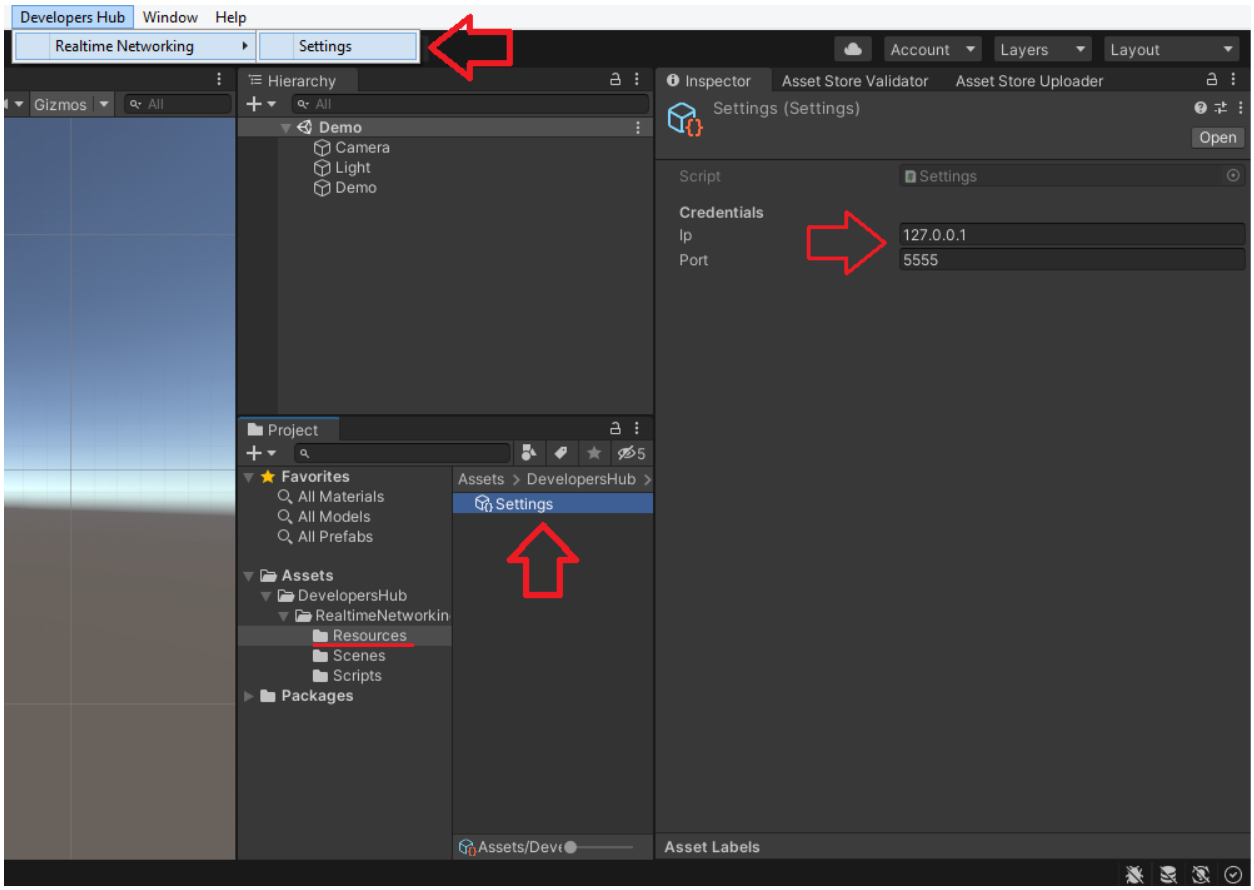
https://www.youtube.com/watch?v=7k33zDcbqYk&t

This is the link to the video playlist on how to create a MMORTS game with this package:

https://www.youtube.com/watch?v=Q-gFs4B3a00&list=PLfLOlXy59QopqnVtWyV4aL3HXKOF3ANd

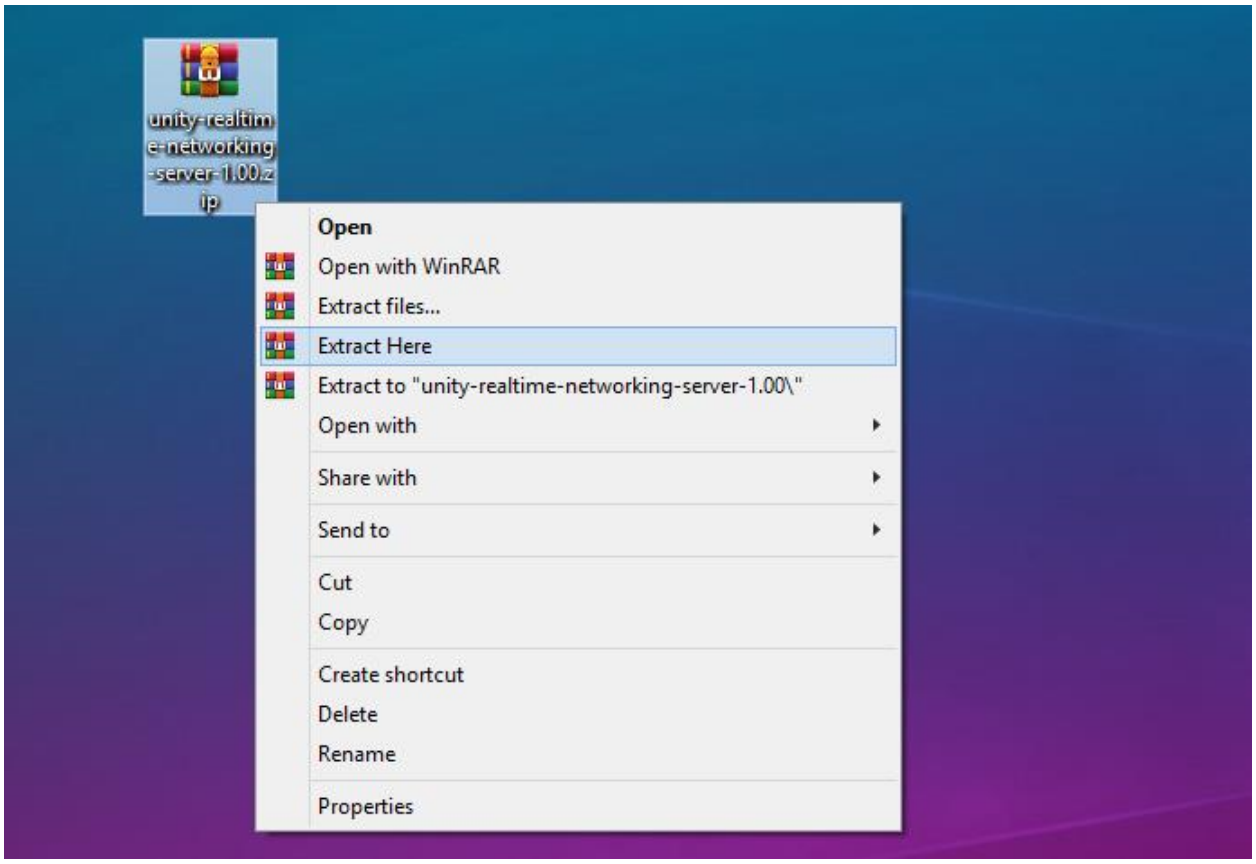
Client Installation

1. Download and import the client project from asset store.
2. Select the settings like the image below and enter the IP address and port number of your server.

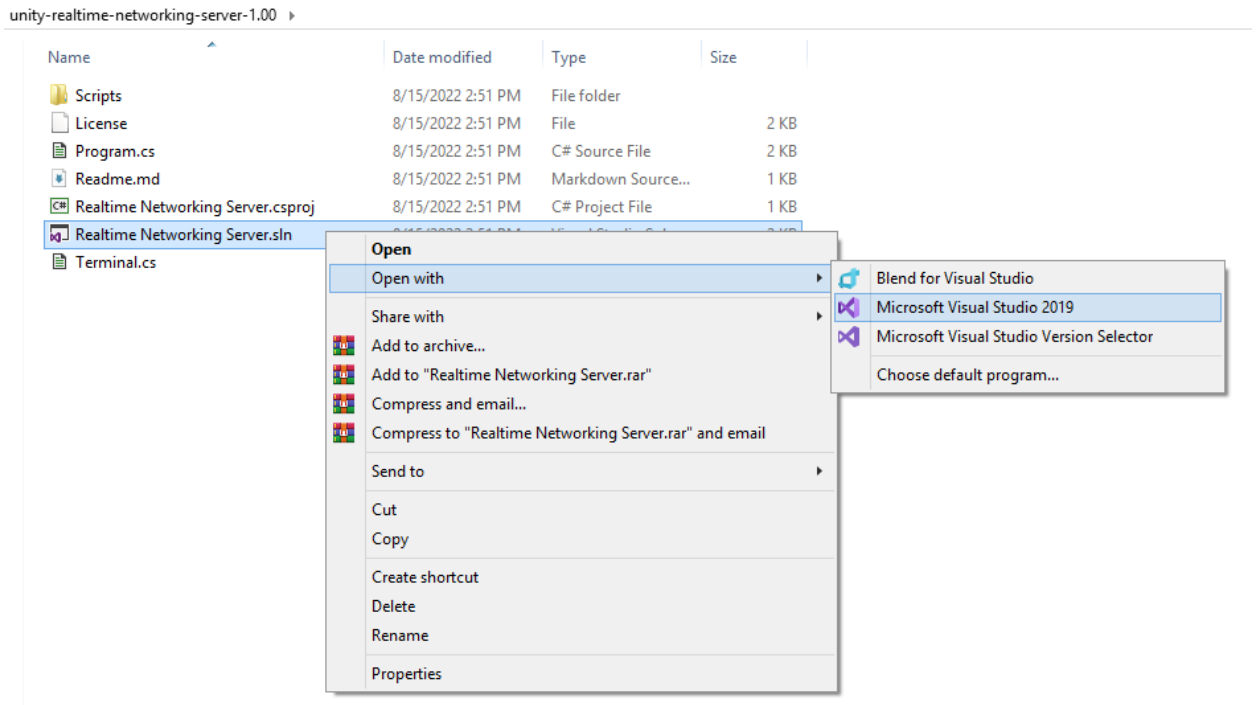


Server Installation

1. Download the server files from GitHub: https://github.com/developers-hub-org/unity-realtime-networking-server/releases
2. Extract the server files.



3. Open the **Realtime Networking Server.sln** with visual studio.



Client Connection

To start a connection between client and the server first you need to add the namespace.

```
using DevelopersHub.RealtimeNetworking.Client;
```

Then you can add the listeners in stat function. Make sure your server is started and running before trying to connect to the sever.

```
private void Start()
{
    // Creating event listeners
    RealtimeNetworking.OnDisconnectedFromServer += Disconnected;
    RealtimeNetworking.OnConnectingToServerResult += ConnectResult;
    RealtimeNetworking.OnPacketReceived += PacketReceived;

    // Try to connect the server
    RealtimeNetworking.Connect();
}

private void Disconnected()
{
    Debug.Log("Disconnected from server.");
}

private void ConnectResult(bool successful)
{
    if (successful)
    {
        Debug.Log("Connected to server successfully.");
    }
    else
    {
        Debug.Log("Failed to connect the server.");
    }
}

private void PacketReceived(Packet packet)
{

}
```

And to send data to you server you can use the sender class.

```
// Send Packet Example
Packet packet = new Packet();
packet.Write(666);
packet.Write("Foo Bar");
packet.Write(3.14f);
packet.Write(transform.rotation);
packet.Write(false);
Sender.TCP_Send(packet);
```