﻿using UnityEngine;

using System.Collections;

using System.Net;

using System.Net.Sockets;

using System.IO;

using System.Threading;

public class GetImage : MonoBehaviour {

public GameObject Screen;

string url = "192.168.123.102:8080/?action=snapshot";

Texture2D img;

// Use this for initialization

void Start () {

// StartCoroutine(StartImg());

}

// Update is called once per frame

void Update () {

StartCoroutine(StartImg());

}

IEnumerator StartImg()

{

// Start a download of the given URL

WWW www = new WWW(url);

// Wait for download to complete

yield return www;

// assign texture

Renderer renderer = Screen.GetComponent<Renderer>();

renderer.material.mainTexture = www.texture;

}

}