

# TeamSpeak 3 SDK for Unity



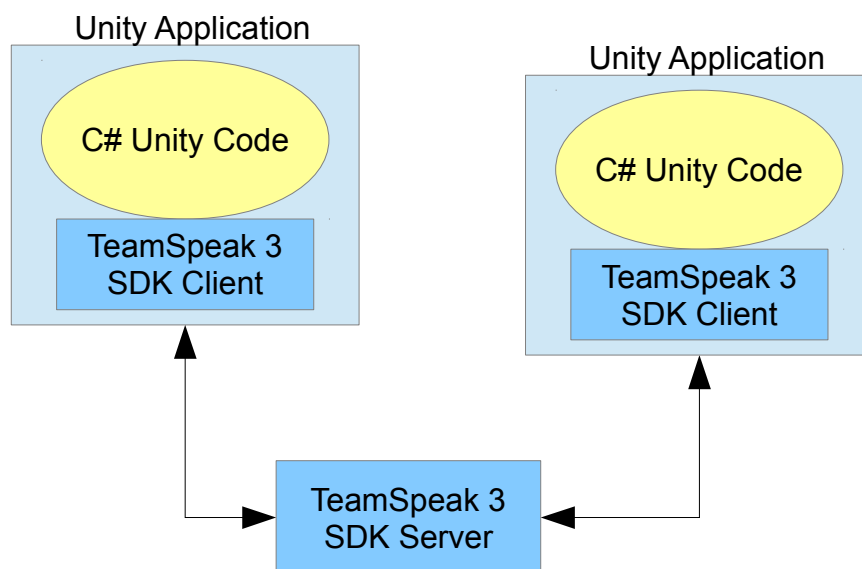
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## About

- ✓ The **TeamSpeak 3 SDK for Unity** enables full-featured voice integration into Unity applications.
- ✓ Embed the **TeamSpeak 3 SDK Client** into your Unity project to make use of powerful and high-quality TeamSpeak voice technology.
- ✓ Includes **TeamSpeak 3 SDK Server** with a 32 simultaneous user capacity license for evaluation purposes.

The **TeamSpeak 3 SDK** makes use of a client-server architecture. **TeamSpeak 3 SDK for Unity** integrates the client part into a Unity application to connect to a standalone TeamSpeak 3 Server.

The client SDK is a native C++ library. This package is a **Native Code Plugin** to create the bridge between the managed Unity C# code and the unmanaged TeamSpeak client library.



Included into the TeamSpeak Unity Asset is the TeamSpeak 3 SDK. Please see <http://www.teamspeak.com/?page=teamspeak3sdk> for further details on the SDK and how to obtain a SDK server license.

Please note that this asset includes the brand new SDK version **3.0.3**, which is a pre-release and as of writing this document not yet available on the TeamSpeak website.

- x Native Code Plugins require the **Unity Pro** Version
- x Currently supported platforms are **Windows** and **Mac OS X**

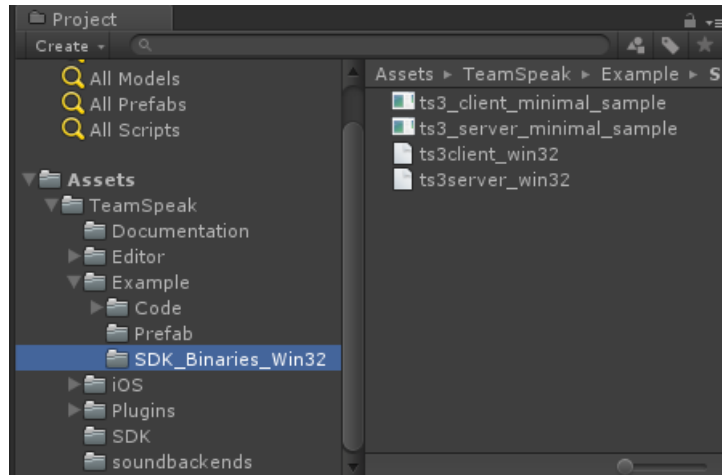


## Quickstart

A) Import the TeamSpeak 3 SDK unity package into your Unity project.

B) Start the included TeamSpeak SDK **server** and **client** binaries

(1) Open the SDK\_Binaries\_Win32 folder in Windows Explorer

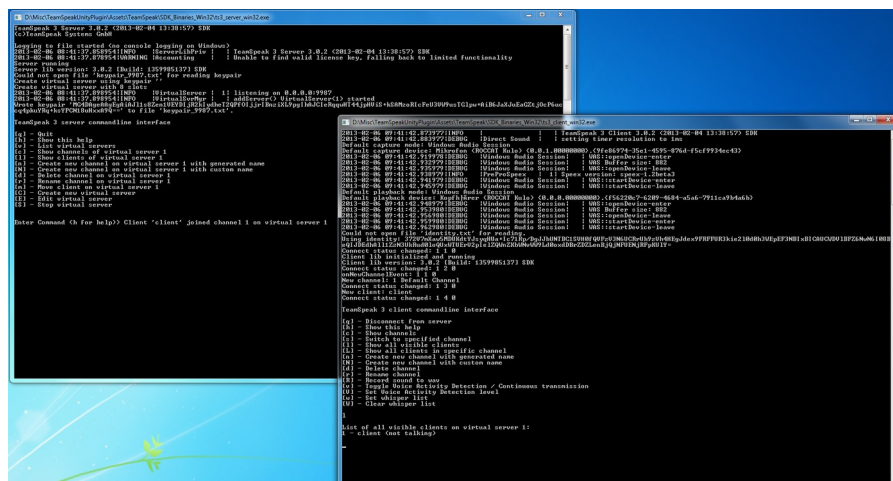


(2) Start the **ts3\_server** binary in TeamSpeak/Example/SDK\_Binaries\_Win32/

(3) Start the **ts3\_client** binary as well to have another client connected to the server so you can hear your voice. You won't hear anything if there is only a single client connected to the server.

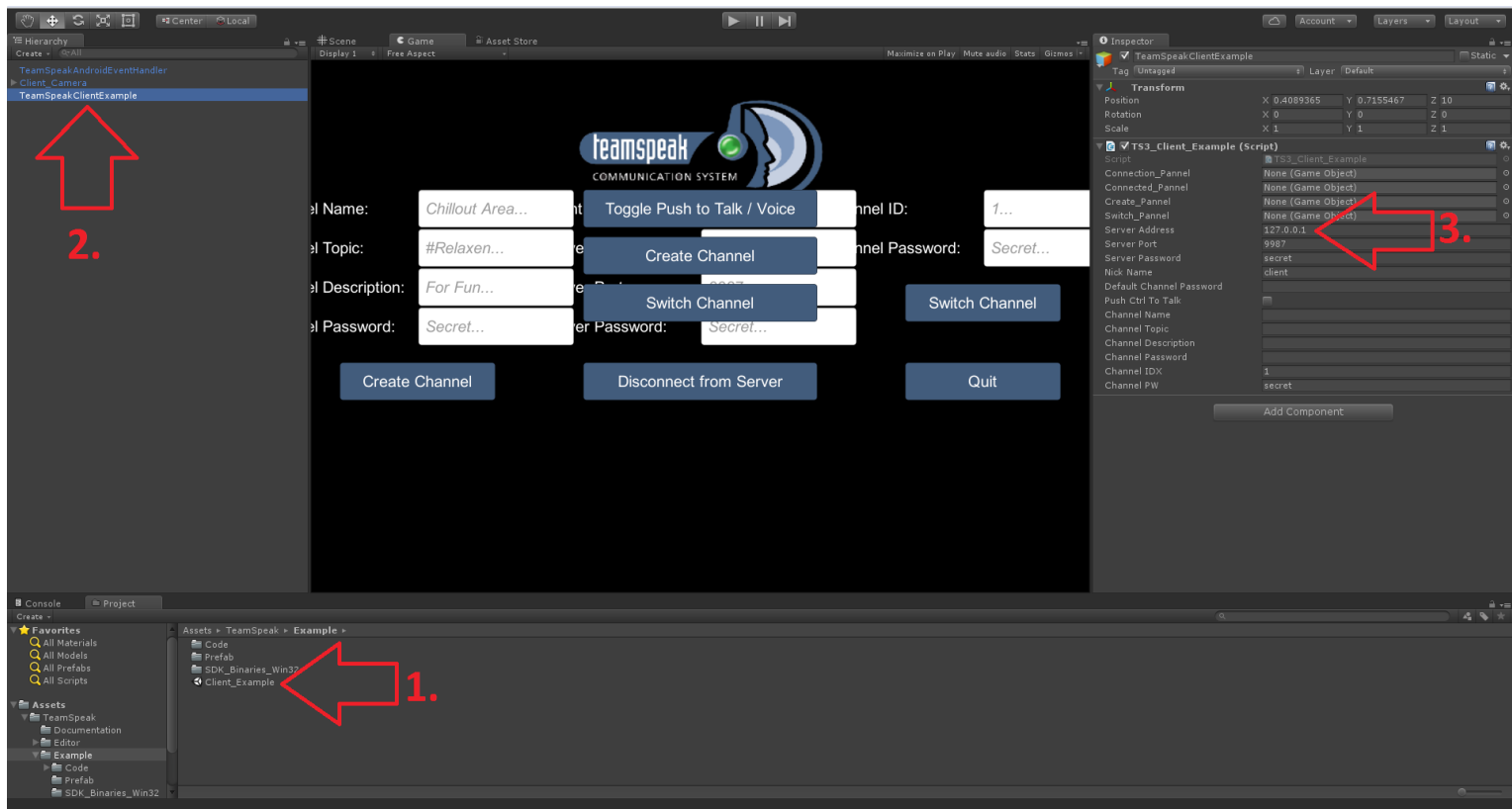
Name	Änderungsdatum	Typ	Größe
ts3_client_minimal_sample.exe	05.07.2016 10:54	Anwendung	42 KB
ts3_server_minimal_sample.exe	15.02.2016 14:10	Anwendung	42 KB
ts3client_win32.dll	11.11.2015 13:46	Anwendungserwei...	2.796 KB
ts3server_win32.dll	15.02.2016 13:16	Anwendungserwei...	2.267 KB

You should now have a TeamSpeak SDK server running with one client connected. There is no voice yet with a single client. So let's connect a second TeamSpeak client from Unity.

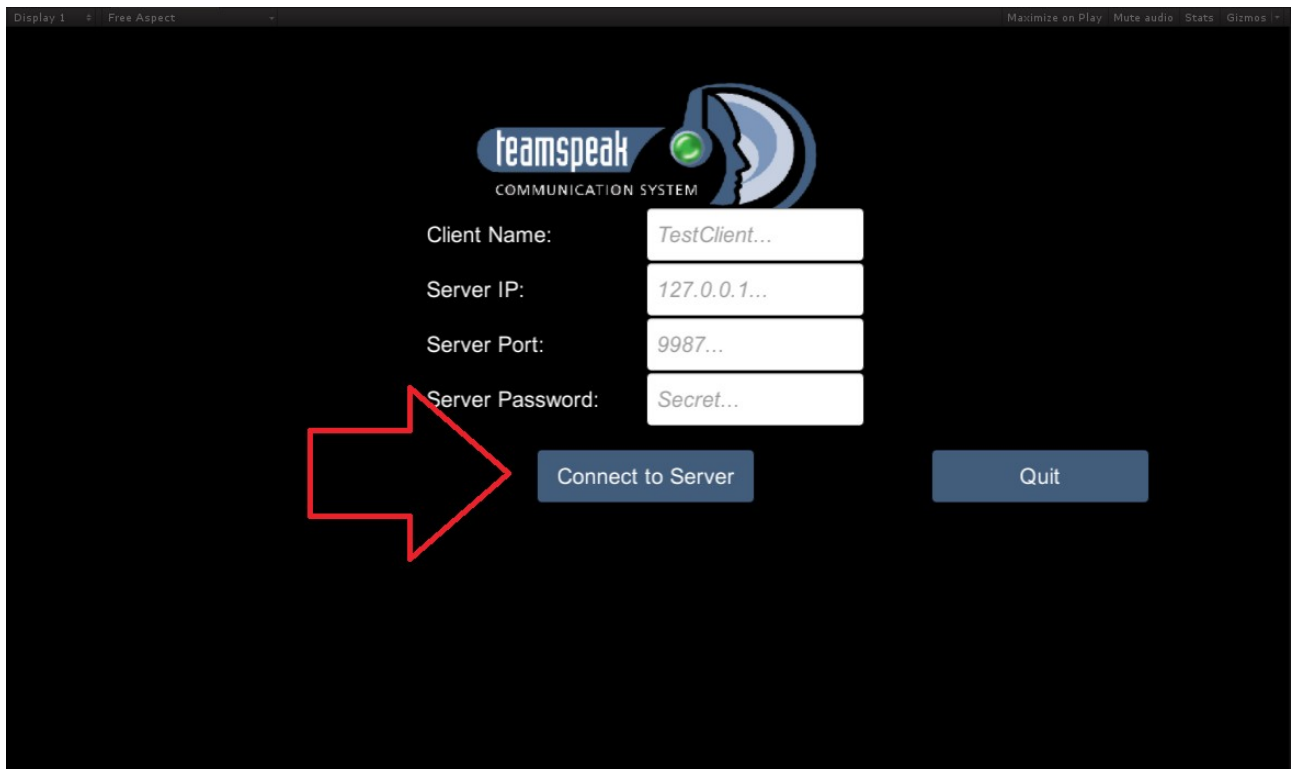


### C) Connect a TeamSpeak Client from Unity to your server

- (1) Open the included **Client\_Example** in the Assets browser
- (2) Select the **TeamSpeakClientExample** GameObject in the Hierarchy
- (3) In the Inspector you can configure the Server Address, Port and Password.  
Keep the default values now as the server is running on localhost (the same Computer)



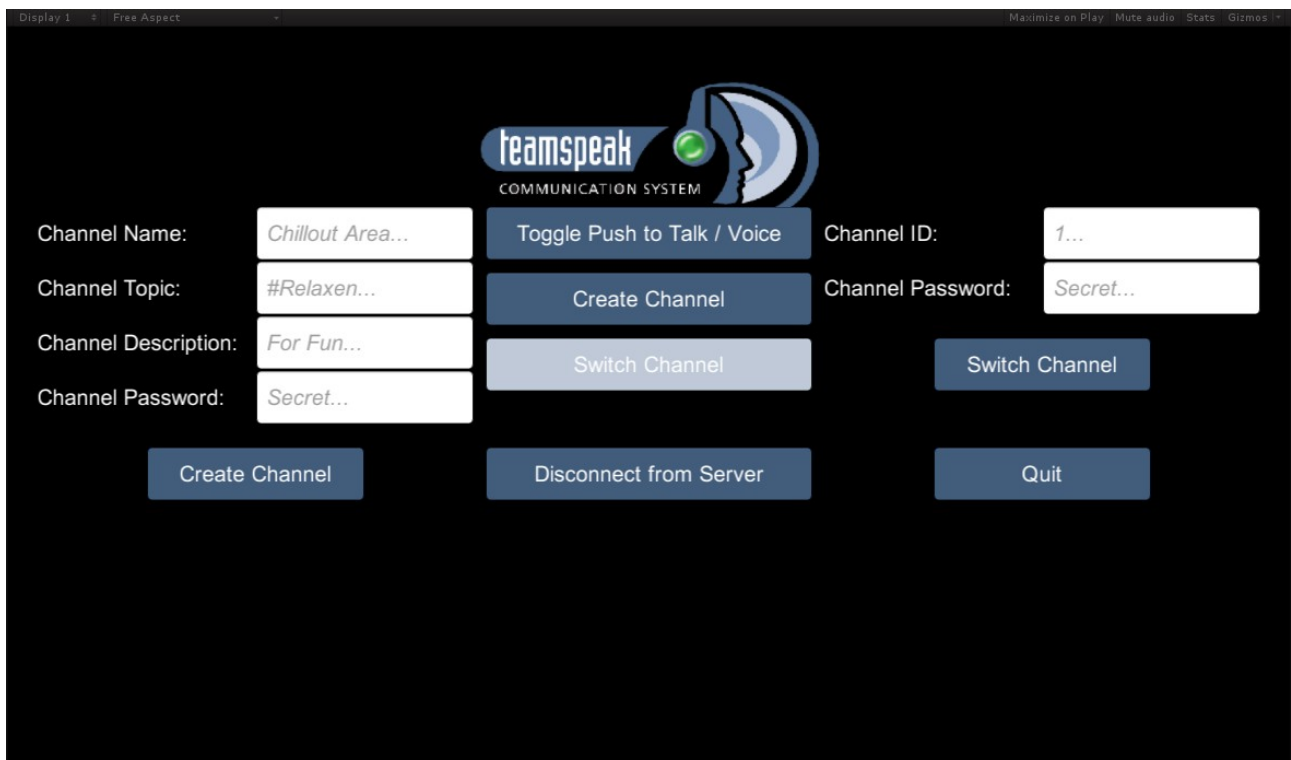
D) **Play** the Scene and use the **Connect to Server** button without any changes.



Now **talk** into your microphone.

You should hear your own voice twice now, once from the Unity TeamSpeak Client and once from the extra ts3\_client.

Optional: You can mute the Unity3d client via Toggel Push to Talk / Voice



Next you could build a **standalone** project and experience the embedded TeamSpeak voice technology.

#### **D) Explore** the TeamSpeak client SDK C# code

The `TeamSpeakClient` class within the TeamSpeak asset serves as the bridge from your managed Unity C# code to the TeamSpeak client library.

The TeamSpeak SDK C++ **API** is explained in detail in the included `client.pdf` document. The `TeamSpeakClient` class is the wrapper to all the C++ functions. For a usage example check out the `TeamSpeakExample` sample code. Especially see the `Start()` function in `TeamSpeakExample` how to initialize the `TeamSpeakClient` class and how to connect to a TeamSpeak server.