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## FM WebSocket (notes)

Thanks for using this tool pack! Below is a simple description for core scripts.

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## Server Setup

### # Overview #

Credits: Thanks FABIO PANETTIERI for giving us the permission of improving his plugin "Socket.IO for Unity".

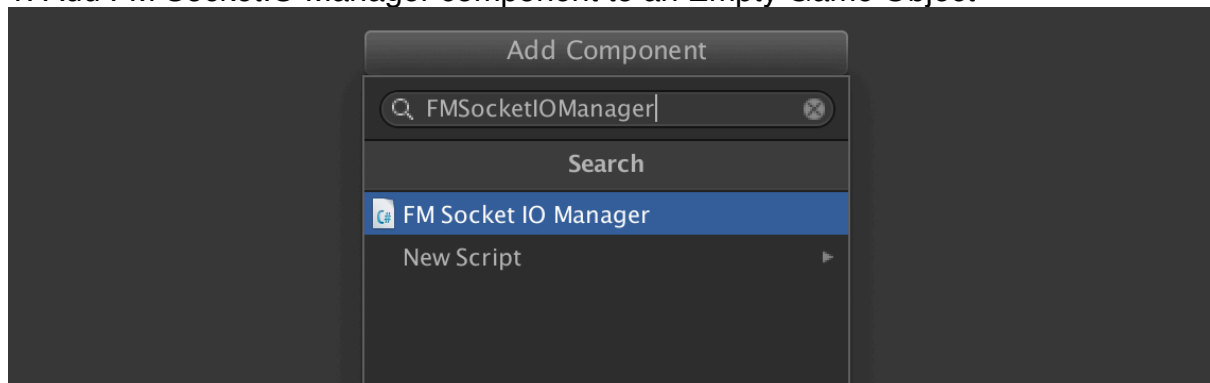
### # Setup Server #

1. install node.js
2. install socket.io
3. extract "TestServer.zip" to other location, please do not extract it into your Unity Asset folder.
4. [Start Server] in Cmd(Windows) or Terminal(Mac), please type below command:  
node /Path/Of/Your/index.js

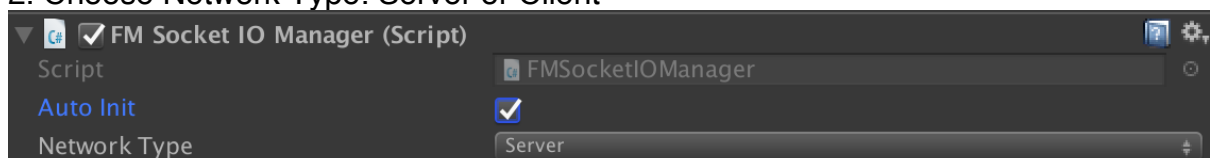
Streaming Demo(requires FM Exhibition Tool Pack): [https://youtu.be/4m2\\_WvkBfZs](https://youtu.be/4m2_WvkBfZs)

## Basic Setup (Unity3D)

1. Add FM SocketIO Manager component to an Empty Game Object



2. Choose Network Type: Server or Client

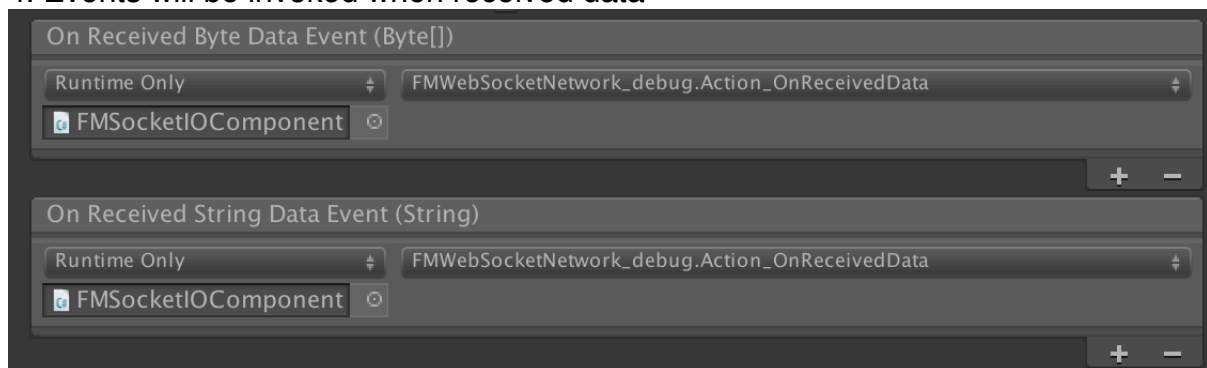


### 3. Example functions for sending Data: Send to ( All / Others / Server )

```
string Message = "Hello World!";
FMSocketIOManager.instance.SendToAll(Message);
FMSocketIOManager.instance.SendToServer(Message);
FMSocketIOManager.instance.SendToOthers(Message);

byte[] ByteData = new byte[1234];
FMSocketIOManager.instance.SendToAll(ByteData);
FMSocketIOManager.instance.SendToServer(ByteData);
FMSocketIOManager.instance.SendToOthers(ByteData);
```

### 4. Events will be invoked when received data



### 5. Example functions of processing received data

```
public void Action_OnReceivedData(string _string)
{
    debugText.text = "received: " + _string;
}
public void Action_OnReceivedData(byte[] _byte)
{
    debugText.text = "received(byte): " + _byte.Length;
}
```

# Information of Component settings

**Auto Init (bool)**

- Init as Server/Client on Start()

**Network Type (FMSocketIONetworkType)**

- Network Status

**Settings: IP (string)**

- IP address of node.js server

**Settings: port (int)**

- port of node.js server

**Settings: Ssl enabled (bool)**

- true to "https"

**Settings: SocketID (string)**

- Read only