//h

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.Networking;

public class MainNetworkManager : NetworkManager

{

InGameNetworkBehaviour inGameNetworkBehaviour;

public NetworkInfo networkInfo;

public override void OnStartHost ()

{

base.OnStopHost();

networkInfo.CurStatus = (int)NetworkInfo.Status.Host;

}

public override void OnStartClient (NetworkClient client)

{

base.OnStopClient();

//Debug.Log ("OnStartClient");

}

public override void OnClientError (NetworkConnection conn, int errorCode)

{

base.OnClientError(conn, errorCode);

Debug.Log ("OnClientError");

}

public override void OnServerError (NetworkConnection conn, int errorCode)

{

base.OnServerError(conn, errorCode);

Debug.Log ("OnServerError");

}

public override void OnClientDisconnect (NetworkConnection conn)

{

Debug.Log ("OnClientDisconnect");

base.OnClientDisconnect (conn);

}

public override void OnServerDisconnect (NetworkConnection conn)

{

Debug.Log ("OnServerDisconnect");

base.OnServerDisconnect (conn);

}

public override void OnClientConnect (NetworkConnection conn)

{

//Debug.Log ("OnClientConnect");

base.OnClientConnect (conn);

}

public override void OnClientSceneChanged (NetworkConnection conn)

{

Debug.Log ("OnClientScene");

base.OnClientSceneChanged (conn);

if (networkInfo.CurStatus != (int)NetworkInfo.Status.Host)

networkInfo.CurStatus = (int)NetworkInfo.Status.Client;

GameObject[] goArr = GameObject.FindGameObjectsWithTag ("NetworkObject");

foreach (GameObject go in goArr)

if (go.name == "NetworkLogic")

{

inGameNetworkBehaviour = go.GetComponent<InGameNetworkBehaviour> ();

break;

}

//inGameNetworkBehaviour.applyName (networkInfo.name);

}

}