

Heart Rate: 0
bpm

IP & Port

173.821.33.33

8080

C# WebSocketWorker.cs

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```
1  using WebSocketSharp;
2  using System.Collections;
3  using System.Collections.Generic;
4  using UnityEngine;
5  using WebSocketSharp.Server;
6
7  public class HeartrateReciever : MonoBehaviour
8  {
9      WebSocketServer wssv;
10
11     void Start()
12     {
13         wssv = new WebSocketServer(System.Net.IPAddress.Any, 8080);
14         wssv.AddWebSocketService<HeartRateBehavior>("/HeartRate");
15         wssv.Start();
16
17         // this address should match the address in the smartwatch app.
18         // localhost is the ip adress and the number after : is the port
19         Debug.Log("WebSocket Server started on ws://localhost:YOURPORT/HeartRate");
20     }
21
22     void OnDestroy()
23     {
24         if (wssv != null)
25         {
26             wssv.Stop();
27             wssv = null;
28         }
29     }
30 }
31
32
```