**Platform for Unity3D**

**Interface documentation**

**1, set the middle in the unity, change to;**

**2, JMDM\_PortControl.Open\_Port (string sendport); open the serial port, sendport is the serial port number of the sender, serial port number ("COM1", "COM2"...) (right click on the serial port, click "My Computer", select "Manage", Then "Device Management", select "Port" to view)**

**JMDM\_PortControl.Send\_Data(int num, int height, bool limit = true); send data control electric cylinder; num=1, num=2, num=3: respectively represent the car's 1, 2, 3 electric cylinder; height range 10 -250.**

**3, JMDM\_PortControl.Reset\_Zerp (); electric cylinder reset;**

**4, JMDM\_PortControl.Rotate\_Control (int direction); direction 10-250 rotation control 127 is the relative speed of the stop and the difference of 127 to the left or right respectively**