Setting Up A MasterServer- Part 6- Connecting to A Server

**Connecting to a server** **To connect to a server you know the IP address of, you can call Network.Connect.** **The following script allows the player to enter an IP, a port, and an optional pass- word and attempts to connect to the server:**

**using UnityEngine;**

**using System.Collections;**

**public class ExampleUnityNetworkingConnectToServer : MonoBehavior {**

**private string ip = "";**

**private string port = "";**

**private string password = "";**

**void OnGUI()   {**

**GUILayout.Label( "IP Address" );**

**ip = GUILayout.TextField( ip, GUILayout.Width( 200f ) );**

**GUILayout.Label( "Port" );**

**port = GUILayout.TextField( port, GUILayout.Width( 50f ) );**

**GUILayout.Label( "Password (optional)" );**

**password = GUILayout.PasswordField( password, '\*',GUILay- out.Width( 200f ) );**

**if( GUILayout.Button( "Connect" ) )**

**{       int portNum = 25005;         // failed to parse port number – a more ideal solution is tolimit input to numbers only, a number of examples can befound on the Unity forums**

**if( !int.TryParse( port, out portNum ) )**

**{**

**Debug.LogWarning( "Given port is not a number" );       }**

**// try to initiate a direct connection to the server**

**else       {         Network.Connect( ip, portNum, password );       }     }   }**

**void OnConnectedToServer()   {**

**Debug.Log( "Connected to server!" );   }**

**void OnFailedToConnect( NetworkConnectionError error )   {**

**Debug.Log( "Failed to connect to server: " +error.ToString() );   }   }**