Unity Easy Backend- Reading the Database- phpMyAdmin

1. Use this code in a new php script to obtain the username and password, we can use this code to grab the code from the server. Open this php file in Visual Studio if downloaded. The $ sign means it’s a variable for the php script, the script will paste the results on the page requested.

<?php

$servername = “localhost”;

$username = “root”;

$password = “”;

$dbname = “dataregistration”;

// Create Connection

$conn = new mysqli($servername, $username, $password, $dbname);

// Check connection

if ($conn->connect\_error) {

Die(“Connection failed: “, $conn->connect\_error);

}

echo “Connected successfully, now we will show the users.<br><br>”

$sql = “SELECT username level FROM users”;

$result = $conn->query($sql);

if ($result->num\_rows > 0) {

// output data of each row

while($row = $result->fetch\_assoc()) {

echo “username: “ , $row[“username”], “ – level: “, $row[“level”], “<br>”;

}

} else {

echo “0 results”;

}

$conn->close();

?>

Save the thing as “GetUsers”, and input this information. Open Unity, and Create a C# script, name it “ServerInformation”, and apply it to an empty object on your main scene to get it in the debug menu.

Input this in the c# script.

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.Networking;

public class ServerInformation : MonoBehaviour {

void Start() {

StartCoroutine(GetUsers());

}

IEnumerator GetUsers() {

using (UnityWebRequest www = UnityWebRequest.Get(<http://localhost/dataregistration/GetUsers.php)>){

yield return [www.Send()](http://www.Send());

if([www.isNetworkError](http://www.isNetworkError) || [www.isHttpError](http://www.isHttpError)) {

Debug.Log([www.error](http://www.error));

}

else {

// show results as text

Debug.Log([www.downloadHandler.text](http://www.downloadHandler.text));

// or retrieve results as binary data

byte[] results = [www.downloadHandler.data](http://www.downloadHandler.data);

}

}

}

Save the script and apply it to an object via “Create empty object” right clicking in the left hierarchy. In later tutorials we will learn how to parse them as objects.