Unity Easy Backend- Register User- INSERT Query

1. Start with a php file that can search for the user we are looking for, if not we are going to insert the user and password created

Call it “RegisterUser.php”

<?php

$servername = “localhost”;

$username = “root”;

$password = “”;

$dbname = “dataregistration”;

// variables submitted by user

$loginUser = $\_POST(“loginUser”);

$loginPass = $\_POST(“loginPass”);

// 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 FROM users WHERE username = ‘“ . $loginUser . ”’”;

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

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

// tell user that that name is already taken

echo “Username is already taken”;

}

else {

echo “Creating user….”;

// Insert the user and password into the database

$sql2 = “INSERT INTO users (username, password) VALUES (‘“ . $loginUser . ”’ , ‘“ . $loginPass . ”’)”; }

if($conn->query($sql2) == TRUE) {

echo “New record created successfully”;

} else {

echo “Error: “ . $sql2 . “<br>” . $conn->error;

}

$conn->close();

?>

1. Now we must make an IEnumerator function to be actively registering users to the php file.

IEnumerator Login(string username, string password)

{

WWWForm form = new WWWForm();

form.AddField(“loginUser”, username);

form.AddField(“loginPass”, password);

using (UnityWebRequest www = UnityWebRequest.Post(<http://localhost/dataregistration/RegisterUser.php>, form)){

yield return www.SendWebRequest();

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

{

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

}

else

{

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

}

}