Version: 2.0



**FM WebSocket 2.0** is a plugin for Unity3D, which provides you a simple, flexible and reliable networking solution using WebSocket. It's also part of our popular full package "FMETP STREAM".

It's a cross-platform networking solution, which is focusing on Internet stream via node.js server, involves the key features below:

# Public Network Connection
# Simple Send & Receive with Message or Byte[]
# Server <=> Clients
# General Send Type: All, Server, Others, Target
# Cross Platform: iOS/Android/Mac/PC/Linux/UWP…etc
# All Written in C#, easy to modify if necessary.

In this package, it includes the latest "FM WebSocket Manager" system with the best performance, and "FM SocketIO Manager" system(legacy) from FM WebSocket 1.0 is also optimised for the ease of migration.

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<mark>For the latest tutorial, please visit our guide page:</mark>
<mark>https://frozenmist.com/docs/apis/</mark>

**WebSocket Networking With Simple Commands:**
SendToAll("Hello World");
SendToOthers("Hello World");
SendToServer("Hello World");
SendToTarget("Hello World", "wsid");
SendToAll(byte[]);
SendToOthers(byte[]);
SendToServer(byte[]);
SendToTarget(byte[], "wsid");
**Example of sending in one line function:**
FMWebSocketManager.instance.SendToAll("Hello World");
FMWebSocketManager.instance.SendToTarget("Hello World", "xxxxyyyy-zzzz");

*For New User, you may simply build and test below scenes for your first try.
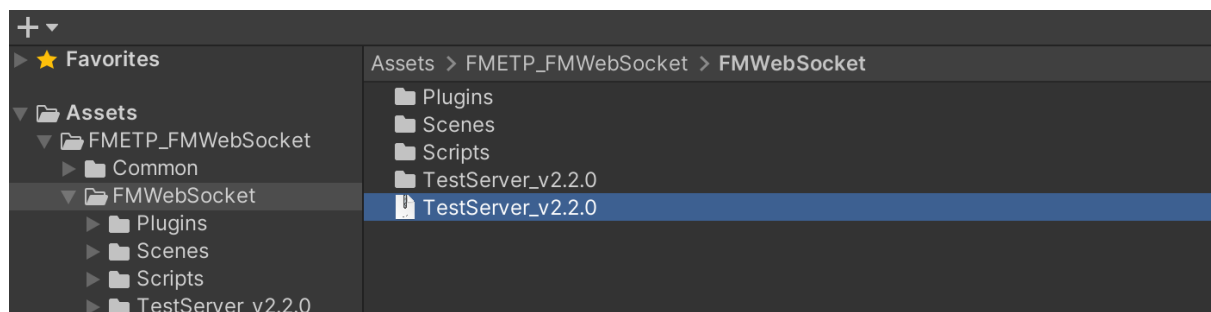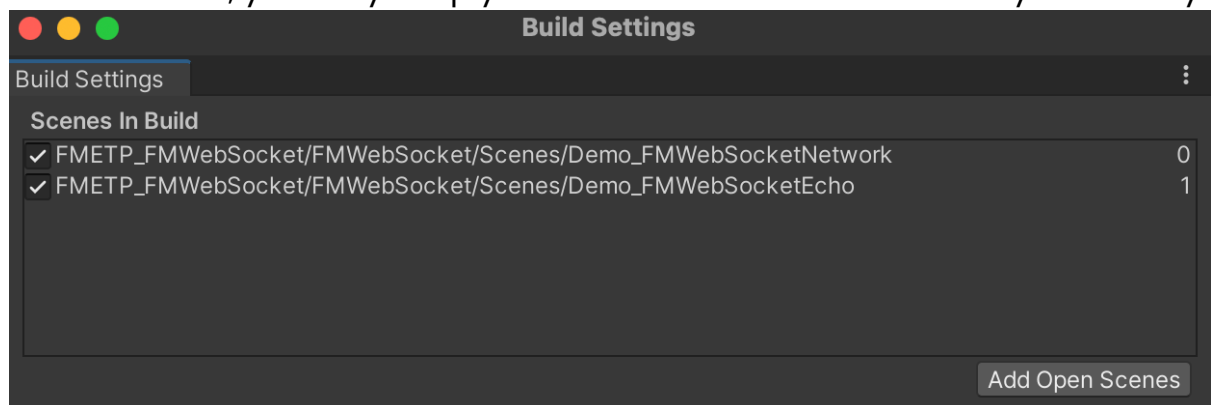
* For further information, please visit our website.
Website: https://frozenmist.com

* For general discussion please reach us on Forum.
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