

EXOA

ONLINE MODULE - MANUAL

22/02/2024

[Latest online Version is accessible here](#)

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INTRODUCTION

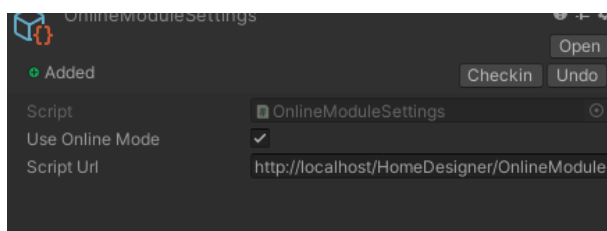
The online module allows your application to login, save, load, list files online, instead of using the file system.

The php code is provided as a basic example that you will have to edit. The login feature does not talk to any database for simplicity, you can use “demo” as username and password for the sake of this example.

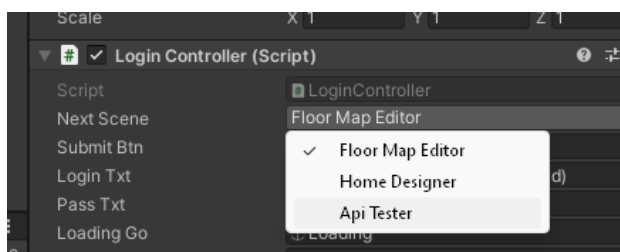
This online module is meant to be used with Home Designer, Floorplan Designer or Home Designer Bundle.

GETTING STARTED

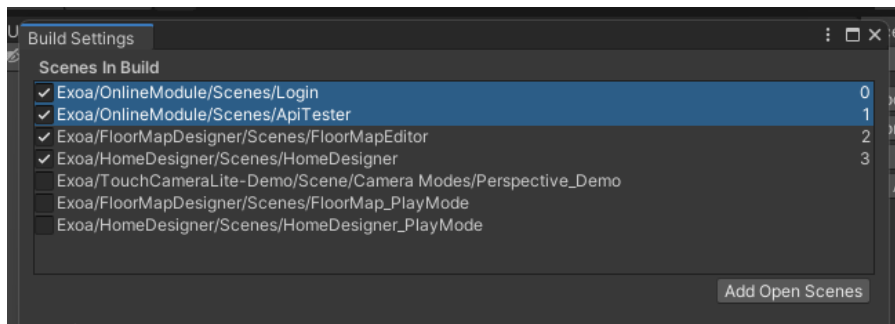
- Download the module from the asset store, or make sure you already have it (it comes included with the Home Designer Bundle), the folder is Exoa/OnlineModule/ inside your project.
- Inside this folder, open the zip _SERVER_SIDE/HomeDesigner.zip, and unzip its content to a local web server or to an online ftp.
- Make sure the php script is accessible by typing its url in your browser.
Example: <http://localhost/HomeDesigner/OnlineModule.php>
- If it is hosted online, you will need to apply a chmod 755 to the folder "UserFiles" so the php script can write to that folder.
- Back in Unity, look for the file called "OnlineModuleSettings" in your project folder



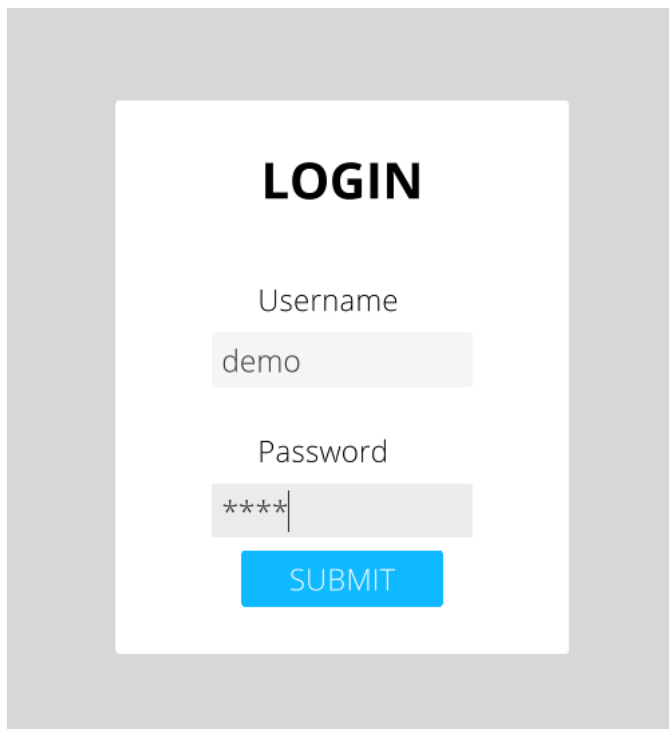
- Paste your script url and check "use Online Mode". By checking this box, every call to the Save System will now be redirected to online requests.
- Open the scene called "Login" and click on the "Controller" game object
- Set the "next scene" parameter to "API Tester", that will be scene loaded after a login is successful. The API Tester is just a simple scene that will test all web requests one by one to make sure everything works



- Make sure both scenes are added to your build settings:



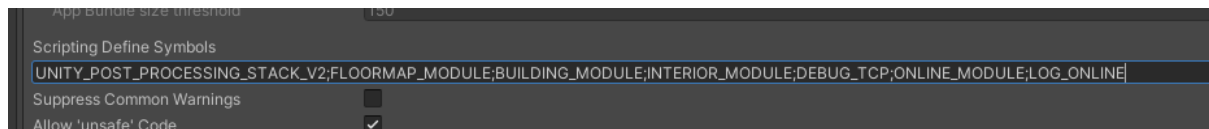
- Hi Play, you should be able to login using “demo” as username and password



- You should be redirected to the API Tester scene and start seeing the requests displayed.
- If everything works, you can change the “next scene” again to either load “floor map designer” or “home designer”

DEBUGGING

If you need to see all the traffic activity, you can enable the logs by adding “LOG_ONLINE” to your defined symbols:



OTHER PLUGINS

- [Home Designer](#)
- [Floor Map Designer](#)
- [HOME DESIGNER BUNDLE](#)
- [Level Designer](#)
- [Tutorial Engine](#)
- [Responsive UI Pro](#)
- [FPS Free](#)
- [Touch Camera Pro](#)
- [Touch Camera Lite](#)

SUPPORT

Please post your questions and issues on the forum : <https://support.exoa.fr/>

You can still contact me for anything else at contact@exoa.fr, but keep your technical questions and issues on the forum please! There is a chance that your email falls into my spam box so you have a better chance to get an answer through the forum!