TeamSpeak 3 SDK for Unity

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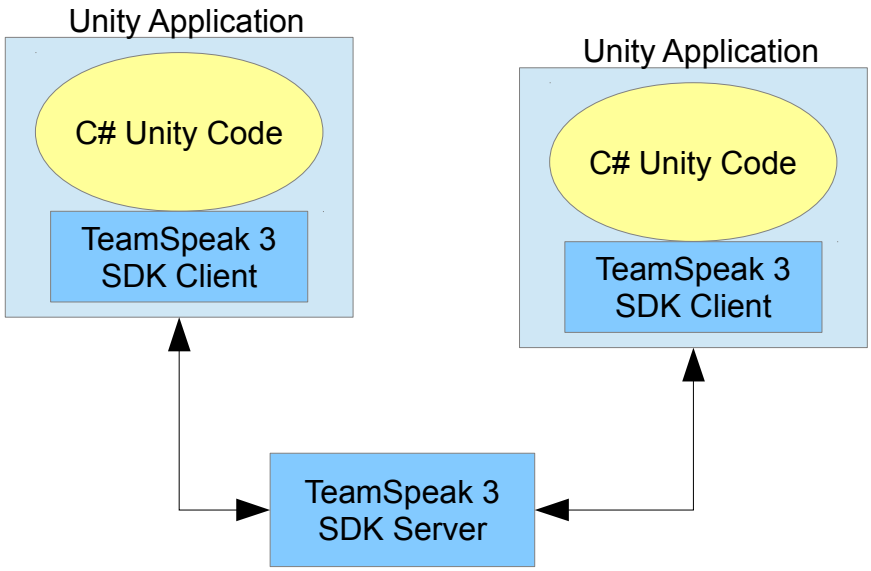
About

- ✔ The **TeamSpeak 3 SDK for Unity** enables full-featured voice integration into Unity applications.
- ✔ Embed the **TeamSpeak 3 SDK Client** into your Unity project to make use of powerful and high-quality TeamSpeak voice technology.
- ✔ Includes **TeamSpeak 3 SDK Server** with a 32 simultaneous user capacity license for evaluation purposes.

The **TeamSpeak 3 SDK** makes use of a client-server architecture. **TeamSpeak 3 SDK for Unity** integrates the client part into a Unity application to connect to a standalone TeamSpeak 3 Server.

The client SDK is a native C++ library. This package is a **Native Code Plugin** to create the bridge between the managed Unity C# code and the unmanaged TeamSpeak client library.



Included into the TeamSpeak Unity Asset is the TeamSpeak 3 SDK. Please see http://www.teamspeak.com/?page=teamspeak3sdk for further details on the SDK and how to obtain a SDK server license.

Please note that this asset includes the brand new SDK version **3.0.4,** which is a pre-release and as of writing this document not yet available on the TeamSpeak website.

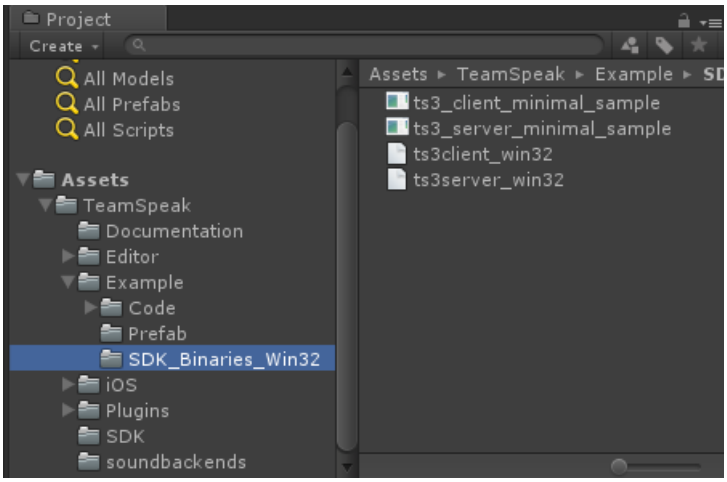
- ✗ Currently supported platforms are **Windows** and **Mac OS X**
- ✗ Mobile device have limited support. (iOS / Android)

Quickstart

A) Import the TeamSpeak 3 SDK unity package into your Unity project.

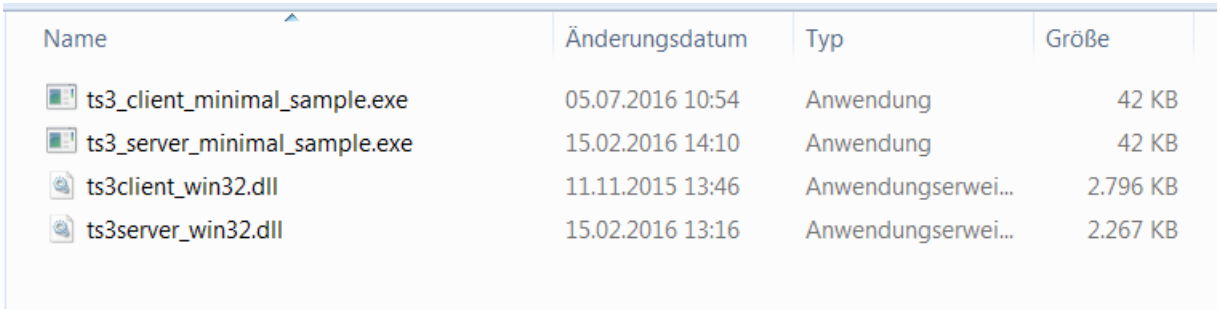
B) Start the included TeamSpeak SDK **server** and **client binaries**

(1) Open the SDK_Binaries_Win32 folder in Windows Explorer



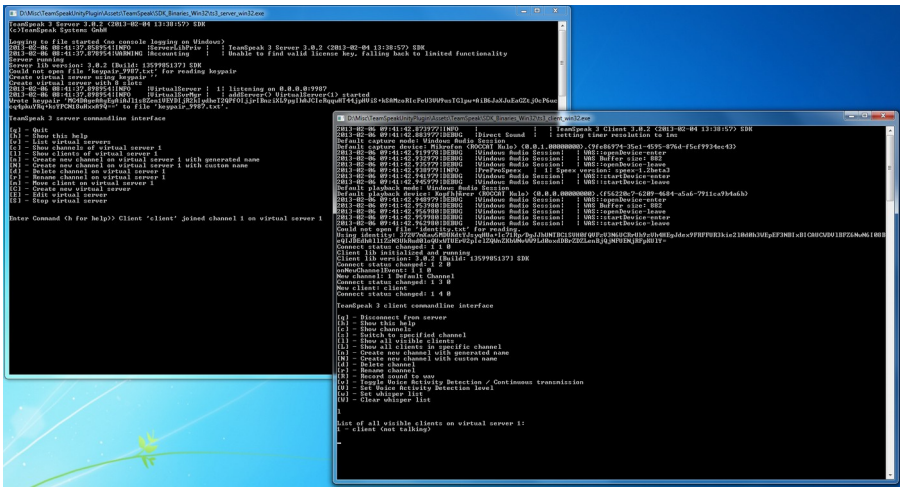
(2) Start the **ts3_server** binary in TeamSpeak/Example/SDK_Binaries_Win32/

(3) Start the **ts3_client** binary as well to have another client connected to the server so you can hear your voice. You won't hear anything if there is only a single client connected to the server.



Name	Änderungsdatum	Typ	Größe
ts3_client_minimal_sample.exe	05.07.2016 10:54	Anwendung	42 KB
ts3_server_minimal_sample.exe	15.02.2016 14:10	Anwendung	42 KB
ts3client_win32.dll	11.11.2015 13:46	Anwendungserwei...	2.796 KB
ts3server_win32.dll	15.02.2016 13:16	Anwendungserwei...	2.267 KB

You should now have a TeamSpeak SDK server running with one client connected. There is no voice yet with a single client. So let's connect a second TeamSpeak client from Unity.

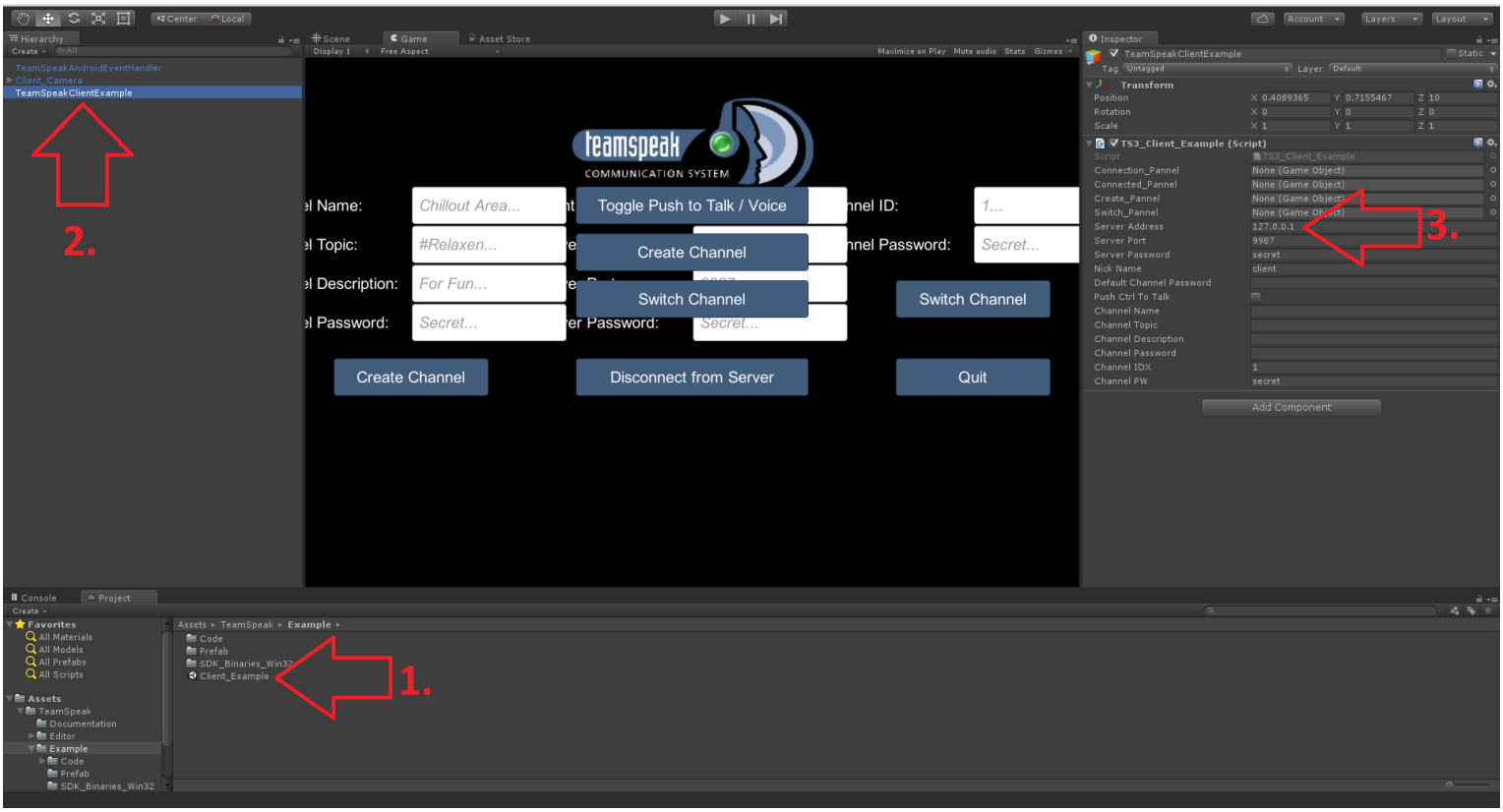


C) Connect a TeamSpeak Client from Unity to your server

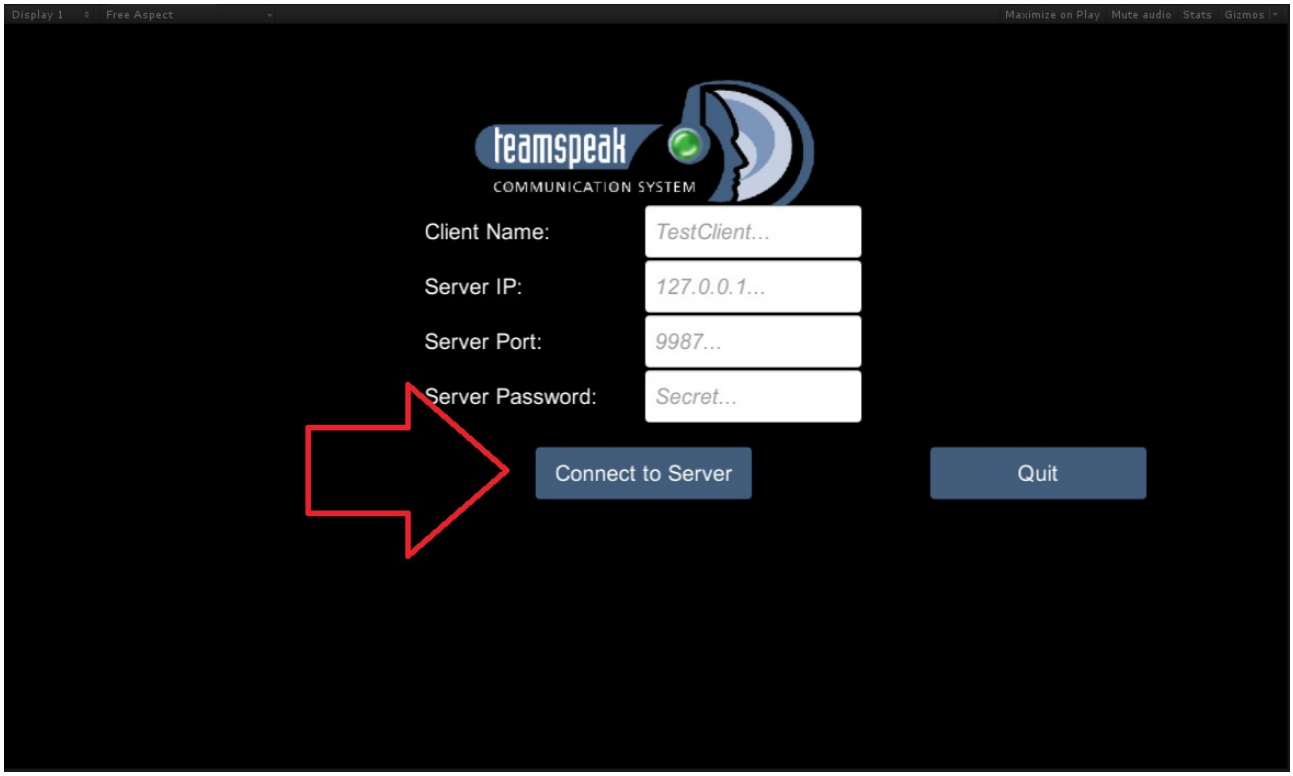
(1) Open the included **Client_Example** in the Assets browser

(2) Select the **TeamSpeakClientExample** GameObject in the Hirarchy

(3) In the Inspector you can configure the Server Address, Port and Password.
Keep the default values now as the server is running on localhost (the same Computer)



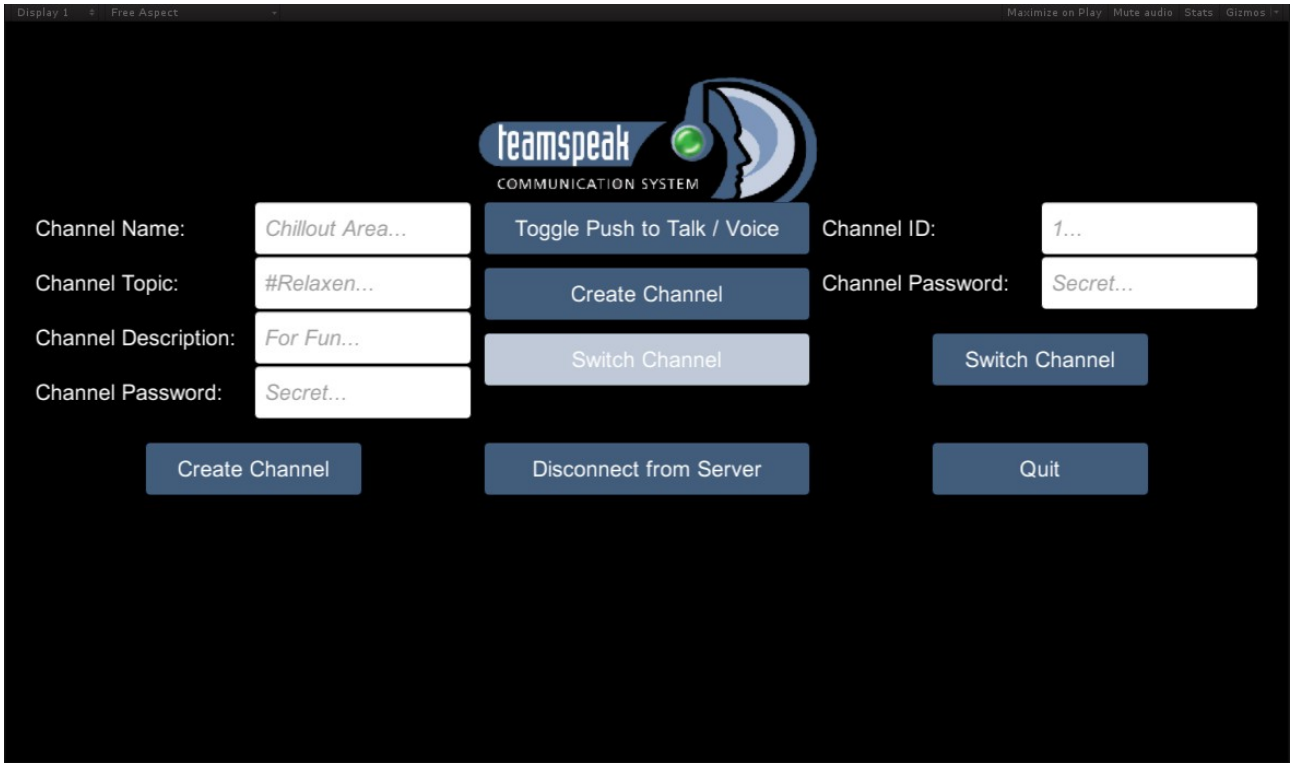
D) Play the Scene and use the **Connect to Server** button without any changes.



Now **talk** into your microphone.

You should hear your own voice twice now, once from the Unity TeamSpeak Client and once from the extra ts3_client.

Optional: You can mute the Unity3d client via Toggel Push to Talk / Voice



Next you could build a **standalone** project and experience the embedded TeamSpeak voice technology.

D) Explore the TeamSpeak client SDK C# code

The `TeamSpeakClient` class within the TeamSpeak asset serves as the bridge from your managed Unity C# code to the TeamSpeak client library.

The TeamSpeak SDK C++ **API** is explained in detail in the included client.pdf document. The TeamSpeakClient class is the wrapper to all the C++ functions. For a usage example check out the `TeamSpeakExample` sample code. Especially see the `Start()` function in `TeamSpeakExample` how to initialize the `TeamSpeakClient` class and how to connect to a TeamSpeak server.