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| **Accessing PHP from Unity** | |
| Yield return www; | Explanation: yield so other code can execute while the server waits for an answer |
| Setting up your server | go to page 114  setting up a local server  book later gives link for the download files  https://www.mamp.info/en/downloads/  which also has windows mamp download |
|  | To Start Wamp Server Automatically  Type ” services.msc ” in Run and press enter.  Search for ” wampapache64 “.  Right-click and go to Properties  On General tab, change the Startup type to Automatically and press Ok.  Do the same step for ” wampmysqld64 “ |
| Connect to your website: | phpmyadmin  user:root  password: (empty) |
| Click on MySQLDataBase tool. | from home page of phpmyadmin  click on databases tab  enter book4\_players in table name  click create new table |
| Please scroll down to the section called MySQL Users. | click on User Accounts tab |
| Create a new user by setting a name and a password. | admin  cybersecurity (I always use that password in my courses) |
| The last thing we need to do now is to associate this new user to the database that we have just created: | tab databases  click the book4\_players database  no need to add user, since admin has access to all databases |
| Install it on your computer following the instructions. | it will ask if you also want to install apple bonjour  I already had it because I use Itunes which automatically installs it too |
| Launch the application by clicking on “Launch MAMP”. | search box  MAMP  Click MAMP app to start |
| In the next window, click on Start Servers (as described | they start automaticallly and show Stop Servers |
| A new page will also open in your browser, as described in the next figure. | click on webstart page  it has link to phpinfo, phpmyadmin and mysql |
| If the MAMP window is not opened yet, you can open it using the url http://localhost:8888/MAMP/?language=English | just  http://localhost/MAMP/  on my machine |
| Note that you can also use the address http://localhost:8888/PHPMyAdmin/ | it is not on that port  I think I just left out the :8888 |
| **Creating new tables** | |
| you can use the address http://localhost:8888/PHPMyAdmin/ if you are using a local server. | without the port number |
| INSERT INTO `players`.`high\_scores` (`name`, `score`) VALUES ('player1', '10'), ('player2', '20') | this code will show and we need to click the Go button |
| For Wamp (Windows) the folder is: C:\wamp\www\ | c:\mamp\htdocs |
| Open the MAMP admin. Click on the icon called Preferences. | in picture below:  has menu bar  mamp  preferences |
| Select the Standard Version 5.6.25. | select starrt servers and open webstart page  click on the middle tab!  only version 8 is available  How can I add additional PHP versions to MAMP  https://stackoverflow.com/questions/16783558/how-can-i-add-additional-php-versions-to-mamp  quick fix: add x to the folder names of versions you don't want  when i did that, mamp would crash all the time. deleting the superfluous php versions did work.  find them in C:\MAMP\bin\php  PHP 5.6.34 was closest to 5.6.25  don't forget to restart mamp |
| and then click on the tab called phpinfo, you should see the | loaded configuration file:  C:\MAMP\conf\php5.6.34\php.ini |
| Once you have found it, please replace the text display\_errors = Off with display\_errors = On, as described on the next figure. | on line 374 in my  C:\MAMP\conf\php5.6.34\php.ini  set  display\_errors = On  and restart servers |
| For Windows computers the www folder is located in C:\wamp\www\ | Server name: localhost  Document root: C:/MAMP/htdocs |
| http://localhost:8888/updateScore.php | <http://localhost/updateScore.php> |
| If no error message is displayed, then the connection has been successful. | Warning: Unknown: It is not safe to rely on the system's timezone settings. You are \*required\* to use the date.timezone setting or the date\_default\_timezone\_set() function. In case you used any of those methods and you are still getting this warning, you most likely misspelled the timezone identifier. We selected the timezone 'UTC' for now, but please set date.timezone to select your timezone. in C:\MAMP\bin\phpMyAdmin\index.php on line 3  to C:\MAMP\bin\phpMyAdmin\index.php  add date.timezone = "America/Chicago";  also, root/root works but not bekkerin/cybersecurity |
| $query = "SELECT \* FROM high\_scores"; $result= mysqli\_query($con, $query); $n = mysqli\_num\_rows($result); while ($row = mysqli\_fetch\_assoc($result)) { ​$name = $row["name"]; ​$score = $row["score"]; ​echo "Name:".$name; ​echo "Score:".$score; } | later on this code is used:  /\*$query = "SELECT \* FROM high\_scores";  ​$result= mysqli\_query($con, $query);  ​$n = mysqli\_num\_rows($result);  ​for ($i = 0; $i < $n; $i++)  ​{  ​$name = mysqli\_fetch\_assoc($result)["name"];  ​$score = mysqli\_fetch\_assoc($result)["score"];  ​echo $name."\t";  ​echo $score."\n";  ​} |
| **Gathering Data from Unity** | |
| WWW www = new WWW(url); | WWW is obsolete. Use UnityWebRequest?  //WWW www = new WWW(url);  UnityWebRequest www = new UnityWebRequest(url);  unitywebrequest does not have text property  string result = www.ToString();  documentation: <https://docs.unity3d.com/ScriptReference/Networking.UnityWebRequest.Get.html> |
| When this is done, you can make sure that the MAMP server is running, add the script to the object accessDB (i.e., drag and drop), play the scene, and check the Console window which should | closing unity and reopening/ rerunning changes the port number but error message persists.  https://discussions.unity.com/t/switched-to-2020-3-3f1-no-debugger-and-udp-error-unable-to-use-udp-port-for-vs-unity-messaging/245591/4  Try to create rules for the Windows Firewall: allow all outgoing and incoming connections for the Unity and the Visual Studio applications. In Windows you can find them here:  C:\Program Files\Unity\Hub\Editor\2022.3.10f1\Editor\Unity.exe  C:\Program Files\Microsoft Visual Studio\2022\Community\Common7\IDE\devenv.exe |
| Change its height to 200. | change text size to 20 |
| GameObject.Find ("high\_scores").GetComponent<Text> ().text = result; | Textmeshprougui |
| gameObject.GetComponent<InputField>().onEndEdit.AddListener(saveScore); | gameObject.GetComponent<TMP\_InputField>().onEndEdit.AddListener(saveScore); |
| Please duplicate the file updateScore and rename the duplicate updateScore\_b (please | you can also use Save As in notepad++ |
| Open the url http://localhost:8888/updateScore\_b.php?name=myname. | omit the port number  no spaces or they will be seen as %20 |
| http://localhost:8888/updateScore\_b.php?name=test  and other links with :8888 | Omit the port |
| Check the database, using PHPMyAdmin; you should see that the score of player1 is now 100 (remember, this value of 100 was hard-coded in the PHP | may need to refresh the page with F5 |
| Check the database; you should see that a new player (newUser) has been added | again, refresh the page |
| Check the database using PHPMyAdmin; you should see that the player newUser has an updated score of 250. | refresh the page |
| string playerNname; | string playerName; (typo) |
| In Unity, please empty the text field to enter the name player1, then press return and check that the database has been updated accordingly using PhPMyAdmin. | player1 should now have score of 1000 |
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