Tutorial

Basic wander behaviour

In this tutorial you will create a simple wander behaviour using the unity interface.

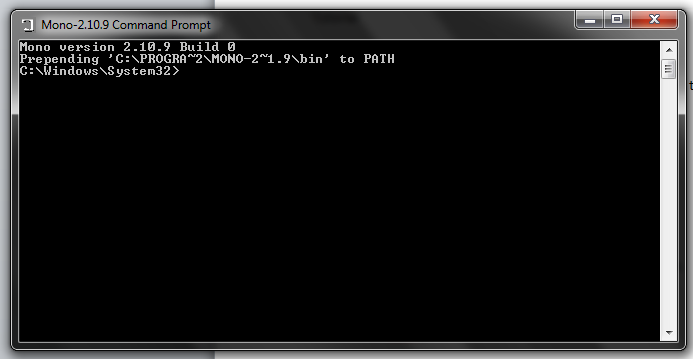
Step 1 Download and install unity3d.

Step 2 Download mono and the interface.

Step 3 Open the project.

Step Start server

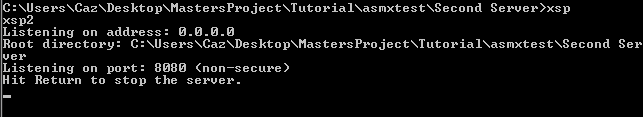
To start the server you need to open the mono command line. It should look something like this.



In the command line, change to the correct directory. Use the “cd” command. For me the command is.



When you are in the correct directory you need to start the server. To start the server you need to run the “xsp” command. Once this command has run you should see the following.



Step Wdsl the file

Now we need to generate the C# code to allow unity game object to access the server.

Leave the server up just now. Open up a second mono command line.

Change directory again to the correct folder.

Transfer the wdsl generated file

Write a script that connects them together.