Tutorial

Basic wander behaviour

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

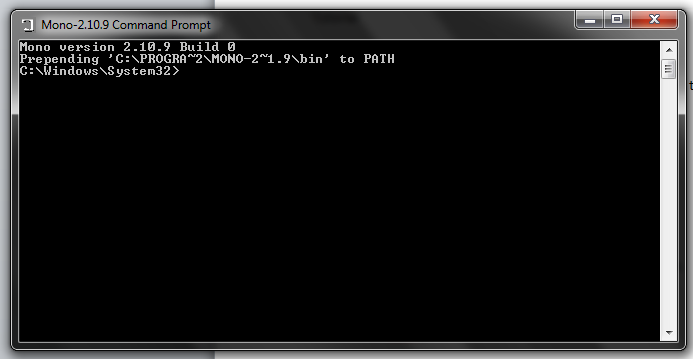
Step Download and install unity3d.

Step Download mono and the interface.

Step Open the project.

Step 4 Start server

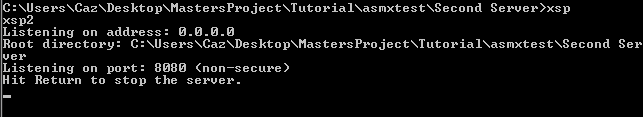
To start the server you need to open the mono command line. It should look something like this.



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 5 Wdsl the file

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

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

Change directory again to the correct folder.

Now run the following command

wsdl -out:MyService.cs <http://localhost:8080/MyService.asmx?wsdl>

This generates the a C# file called MyService.cs. This file contains all the code that will allow the gameobject in unity to connect to the server.

Step Transfer the wdsl generated file

Now we go back to unity. You can close the mono command line that you used to generate the C# file. Now you need to move the MyService.cs file into the assets folder in unity.

Write a script that connects them together.