Unity SocketIO

What is this?

This package gives you the ability to use SocketIO for your WebGL and Native builds. It is tested on a standalone windows build and on a WebGL build.

How to use?

You will find a **Prefab** folder in the **UnitySocketIO** folder in the package. In there, you will find a **SocketIOController** prefab. Drop this prefab into your scene and fill in your SocketIO server url without the protocol. (for example, at the local testing, this could be **localhost:3000**)

Create a new C# script, use the `UnitySocketIO` and `UnitySocketIO.Events` namespaces, and get a reference of the `SocketIOController` script.

```
    public class SocketTest : MonoBehaviour {
        public SocketIOController io;
    }
```

Now, you can connect to the server and add the socket events, for example in the Start function:

```
  void Start() {
      io.On("connect", (SocketIOEvent e) => {
          Debug.Log("SocketIO connected");
      });

      io.On("get-players", (SocketIOEvent e) => {
          PlayerList playerList = JsonUtility.FromJson<PlayerList>(e.data);
      });

      io.Connect();
  }
```

In this example, the `get-players` event gets a SocketIOEvent object, this object contains the JSON data as a string, so can convert the data into a C# class of your choice, in this case it was a class named `PlayerList`.

To emit events to the server, you can use the io.Emit function. For example:

Event without data and callback

```
    io.Emit("start-game");
```

Event with data

```
        io.Emit("change-player-name", JsonUtility.ToJson(player));
```

Event with callback

```
        io.Emit("start-game", (string data) => {
            Debug.Log("Game started");
        });
```

Event with data and callback

```
        io.Emit("chance-player-name", JsonUtility.ToJson(player), (string data) => {
            Debug.Log("Player name changed");
        });
```

How can i test this package?

You will need NodeJS installed to test the package.

There is a folder called TestServer in the UnitySocketIO folder and in there, you will find a zip file, extract the contents and start the server with

```
  node server.js
```

in the terminal.

This will start a local socketio server on the address 127.0.0.1:3000

Now you can open the TestScene from the package and hit play. Then you should see a few debug logs, which gives you some test data.

I found a bug, what to do?

Please send an email with the error you got to daspetemail@gmail.com