simple-http-client-unity

Provide efficient HttpClient functions using UniTask in Unity.

Features

- using UniTask
- using UnityWebRequest, UnityWebRequestTexture
- Success, error and network error events
- GET, POST, PUT, DELETE, HEAD
- Provide various examples

Screenshot

Installation

1. You can add UniTask to Package Manager
2. unihttpclient.unitypackage download
3. import unihttpclient.unitypackage

Example

GET Example

```
string requestURL = "http://localhost:8000" + "/api/path";

var req = SimpleHttpClient.Get(requestURL)
    .OnSuccess(res => Debug.Log(res.Text))
    .OnError(err => Debug.LogWarning(err.Error))
    .OnNetworkError(netErr => Debug.LogError(netErr.Error))
    .Send();
```

POSTJson Example

```
var team = new TeamInfo_Req("Chelsea", "Graham Potter", "3:4:2:1");

string requestURL = "http://localhost:8000" + "/api/path";

var req = SimpleHttpClient.PostJson(requestURL, JsonUtility.ToJson(team))
    .OnSuccess(res => Debug.Log(res.Text))
    .OnError(err => Debug.Log(err.Error))
    .OnNetworkError(netErr => Debug.LogError(netErr.Error))
    .Send();
```

POSTFormData Example

```
string requestURL = basePath + "/posts";
```

```csharp
WWWForm form = new WWWForm();
form.AddField("player", "son");
form.AddField("number", "7");
form.AddField("team", "Tottenham");
form.AddField("country", "Korea Republic");

var req = SimpleHttpClient.Post(requestURL, form)
    .OnSuccess(res =>
    {
        responseText.text = res.Text;
    })
    .OnError(err => Debug.LogWarning(err.Error))
    .OnNetworkError(netErr => Debug.LogError(netErr.Error))
    .Send();
```