IEnumerator CheckLogin()

{

**//…**

string jsonStringRequest = JsonConvert.SerializeObject(**userModel**);

var request = new UnityWebRequest("**https://hoccungminh.dinhnt.com/fpt/login**", "**POST**");

byte[] bodyRaw = Encoding.UTF8.GetBytes(jsonStringRequest);

request.uploadHandler = new UploadHandlerRaw(bodyRaw);

request.downloadHandler = new DownloadHandlerBuffer();

request.SetRequestHeader("Content-Type", "application/json");

yield return request.SendWebRequest();

if (request.result != UnityWebRequest.Result.Success)

{

Debug.Log(request.error);

}

else

{

**var jsonString = request.downloadHandler.text.ToString();**

**MessageModel message = JsonConvert.DeserializeObject<MessageModel>(jsonString);**

}

}