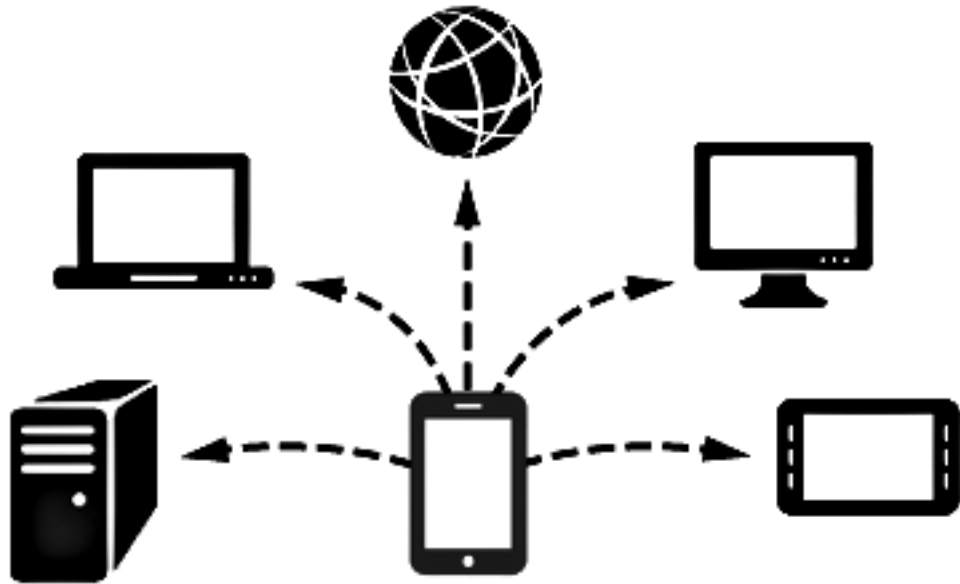
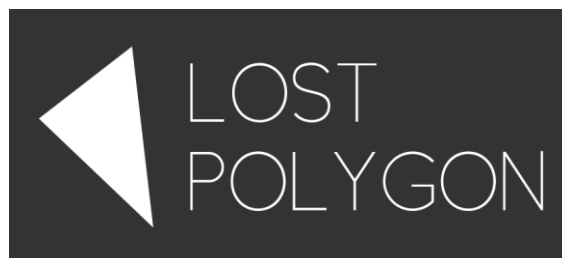


Good ol' Sockets



- for free version of Unity –
- supports iOS & Android –

by



Readme

v. 1.0

General information

Good ol' Sockets is a drop-in substitute for `System.Net.Sockets` namespace subset. It is designed to make it possible for Unity developers to use sockets on Android and iOS platforms without a Pro license. It also includes an automatic patcher tool that allows to convert popular assets (such as **Photon Networking**, **Tasharen Networking**, **UniWeb** and others) in a *single click!*

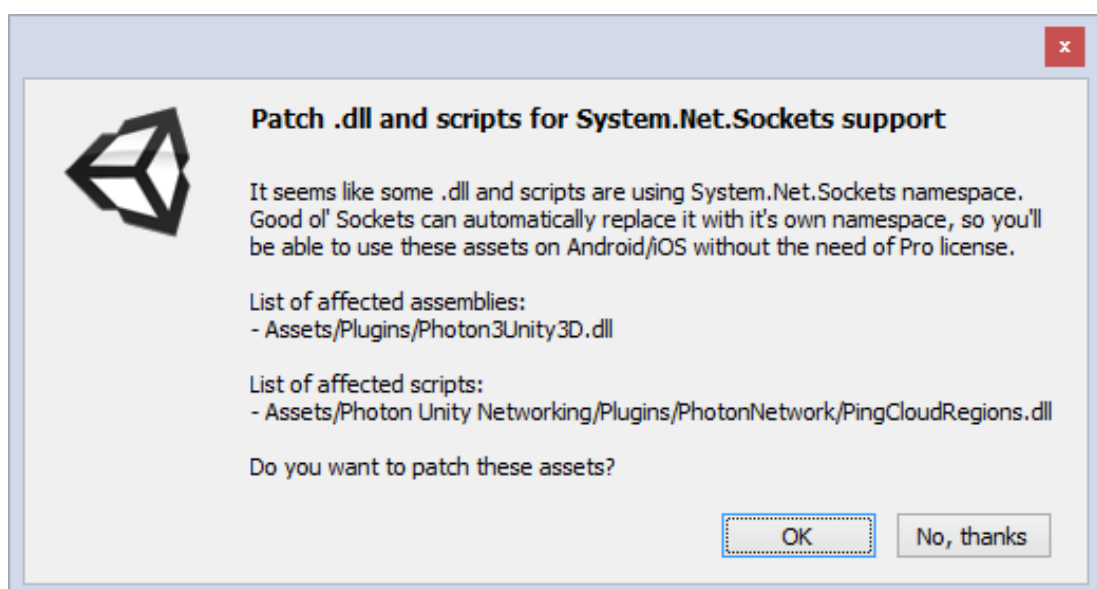
Good ol' Sockets aim to replicate the API of .NET sockets as close as possible. What this means for you is that you can use pretty much any code that uses `System.Net.Sockets`, including MSDN and hundreds of tutorials over the Web. Two simple commented demo scenes are also included.

Note: Good Ol' Sockets are slower than native Unity implementation, and do not implement whole `System.Net.Sockets` and `System.Net` namespaces. However, this won't affect most applications, as sockets are rarely the bottleneck, and the chosen API subset is sufficient for almost any needs.

Plugin is tested in Unity 4.0.1 - 4.3.2. Android and iOS platforms are supported, Pro license is not required.

Integration

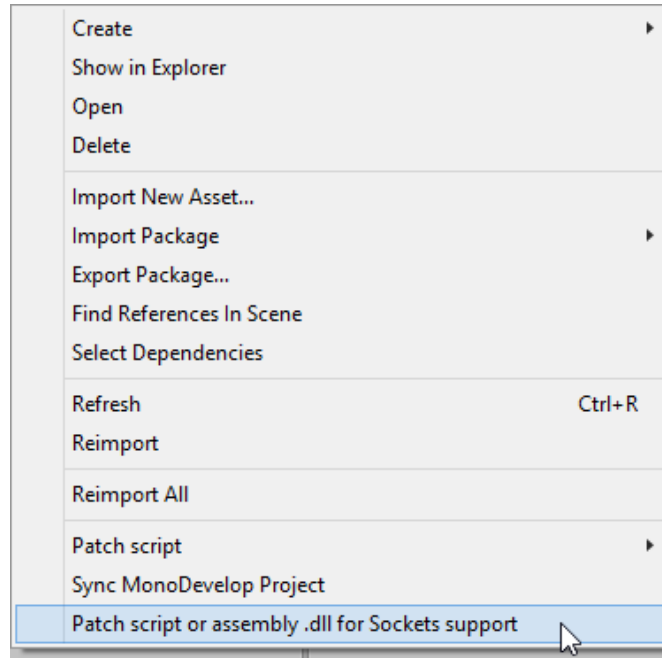
The process of using Good ol' Sockets is as simple as it can be. When you import anything that uses `System.Net.Sockets` namespace, a dialog window will appear, allowing you to replace `System.Net.Sockets` (which is not supported without Pro license) with our own. Click OK, and... *that's it!*



You can also call the automatic patcher manually by using:

Tools → Lost Polygon → Patch System.Net.Sockets usages

Or patch a single file with context menu item:



In case of any problems with automatic patcher, or if you are writing your own socket code, just prefix a namespace usage with “LostPolygon” like this:

C#

```
using System.Net;  
using System.Net.Sockets;
```



```
using LostPolygon.System.Net;  
using LostPolygon.System.Net.Sockets;
```

JavaScript

```
import System.Net;  
import System.Net.Sockets;
```



```
import LostPolygon.System.Net;  
import LostPolygon.System.Net.Sockets;
```

Boo

```
import System.Net  
import System.Net.Sockets
```



```
import LostPolygon.System.Net  
import LostPolygon.System.Net.Sockets
```

Known incompatibilities

- Badumna Network Suite

Implemented System.Net.Sockets counterparts

This is a list of .NET classes, structures and enumerations that are mirrored in Good ol' Sockets. You can use this list as a documentation reference – just Ctrl+Click to open your browser at the corresponding MSDN documentation page.

[System.Net.Sockets.AddressFamily](#)

[System.Net.Sockets.IOControlCode](#)

[System.Net.Sockets.Ipv6MulticastOption](#)

[System.Net.Sockets.IPPacketInformation](#)

[System.Net.Sockets.LingerOption](#)

[System.Net.Sockets.MulticastOption](#)

[System.Net.Sockets.NetworkStream](#)

[System.Net.Sockets.ProtocolFamily](#)

[System.Net.Sockets.ProtocolType](#)

[System.Net.Sockets.SelectMode](#)

[System.Net.Sockets.SendPacketsElement](#)

[System.Net.Sockets.Socket](#)

[System.Net.Sockets.SocketAsyncEventArgs](#)

[System.Net.Sockets.SocketAsyncOperation](#)

[System.Net.Sockets.SocketError](#)

[System.Net.Sockets.SocketException](#)

[System.Net.Sockets.SocketFlags](#)

[System.Net.Sockets.SocketInformation](#)

[System.Net.Sockets.SocketInformationOptions](#)

[System.Net.Sockets.SocketOptionLevel](#)

[System.Net.Sockets.SocketOptionName](#)

[System.Net.Sockets.SocketShutdown](#)

[System.Net.Sockets.SocketType](#)

[System.Net.Sockets.TcpClient](#)

[System.Net.Sockets.TcpListener](#)

[System.Net.Sockets.TransmitFileOptions](#)

[System.Net.Sockets.UdpClient](#)

[System.Net.EndPoint](#)

[System.Net.IPEndPoint](#)

[System.Net.IPHostEntry](#)

[System.Net.IPAddress](#)

[System.Net.Dns](#)

[System.Net.WebRequest](#)

[System.Net.WebResponse](#)
[System.Net.HttpWebResponse](#)
[System.Net.HttpWebRequest](#)
[System.Net.HttpRequestHeader](#)
[System.Net.HttpResponseHeader](#)
[System.Net.DecompressionMethods](#)
[System.Net.SocketAddress](#)
[System.Net.WebHeaderCollection](#)
[System.Net.NetworkInformation.OperationalStatus](#)
[System.Net.NetworkInformation.NetworkInterfaceType](#)
[System.Net.NetworkInformation.NetworkInterface](#)
[System.Net.NetworkInformation.NetworkInterfaceComponent](#)
[System.Net.NetworkInformation.PhysicalAddress](#)
[System.Net.NetworkInformation.Ipv4InterfaceStatistics](#)
[System.Net.NetworkInformation.IPInterfaceProperties](#)
[System.Net.NetworkInformation.UnicastIPAddressInformationCollection](#)
[System.Net.NetworkInformation.MulticastIPAddressInformationCollection](#)
[System.Net.NetworkInformation.MulticastIPAddressInformation](#)
[System.Net.NetworkInformation.GatewayIPAddressInformationCollection](#)
[System.Net.NetworkInformation.GatewayIPAddressInformation](#)
[System.Net.NetworkInformation.IPAddressCollection](#)
[System.Net.NetworkInformation.IPAddressInformationCollection](#)
[System.Net.NetworkInformation.IPAddressInformation](#)
[System.Net.NetworkInformation.UnicastIPAddressInformation](#)
[System.Net.NetworkInformation.DuplicateAddressDetectionState](#)
[System.Net.NetworkInformation.PrefixOrigin](#)
[System.Net.NetworkInformation.SuffixOrigin](#)

Contact

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Skype: serhij.yolkin

Changelog

1.0:

- initial release