Description:

"Uni-SQL" package is a good tool for connecting Unity to the MySQL database.

With this package you can read information from MySQL database and you can add, edit, or delete information in a MySQL database.

How to Read

There are two empty objects named read and write, each with a script applied to it, in the hierarchy panel.

If you select any, you will see the settings for connecting to the database in the inspector panel.

Step01 - You must first define variables for connecting to the database:

```
public string host, database, user, password, charset, query;
```
- For reading the information, you can use a MySql query such as "Select * From Table_Name".
- For adding, editing, and deleting the information, you can use a MySql write query such as "INSERT INTO Table_Name(Column_Name) VALUES('AR');".

step 02 - Use the above variables to create a connection string variable:

```
connectionString = "Server=" + host + ";Database=" + database + ";User=" +
user + ";Password=" + password + ";Charset= "+ charset +";";
```

step 03 - Create a new MySql connection:

```
con = new MySqlConnection(connectionString);
con.Open();
```

step 04 – Create a new MySql Command:

```
cmd = new MySqlCommand(sql, con);
```

step 05 (For Reading) – Create a new MySql Reader:

```
rdr = cmd.ExecuteReader();
```

step 05 (For Writing) – Use "ExecuteNonQuery" method for MySql Command that created:

```
cmd.ExecuteNonQuery();
```

step 06 (For Reading) – use the while loop for read the data:

```
while (rdr.Read())
{
    Debug.Log(rdr[1]+"--"+rdr[0]);
}
```

step 07 – Close the reader and connection:

```
rdr.Close();
con.Close();
```

Note:

If you work in a local system, to connect to the database, be sure to install a windows web development environment such as wamp.