

UPython2 Pro



UPython2 Pro

[Online Documentation](#) | [Discord](#) | [Bug & Features Request](#) |

<https://perfect-sauce-33c.notion.site/UPython2-Pro-c63d2bb387c04d0bab0ce513e7175d6f>

UPython2 Pro includes all the functions of the UPython2 free version. For more details about UPython2 and the foundation of UPython2 Pro, please see here.

<https://perfect-sauce-33c.notion.site/UPython2-7431b13d3f0f4a41aa6fb6e16da782a3>

[? Who needs the Pro version?](#)

[! What is new in Pro?](#)

[🖥️ Installation:](#)

▶ [Please feel free to play the demo.](#)

[Tips:](#)

[Advanced APIs](#)

[Known Issues:](#)

[Unity Asset Store](#)

 [Github:](#)

 [About Me:](#)

? Who needs the Pro version?

Although the free version can already meet most of the needs, if you need advanced features and better performance management, please try the Pro version.

! What is new in Pro?

- **Support persistent connection function.** There is no need to create a new Socket for every call to Python. Avoid the server from exhausting resources because it frequently accepts client connection requests, creates a large number of sockets, and allocates a large number of ports.
- **Asynchronous call.** Allows you to get the results of Python Call directly without using callback functions to get the results. It will make it possible for you to manage your pipeline more smoothly.
- **Supports big file transfer.** Allows you to send a big file from Unity to Python Server-side and save that file onto Python Server File System. This feature gives you the ability to do some Machine Learning things. E.g., capture a screenshot from Unity and send it to Python Server for the object dictation.
- **Automatically manage all sockets without manual management.**


Installation:

Import it to your project.

NOTE: DO NOT forget to download the [Python] folder. You NEED the Python server!!! You can put this folder anywhere. Download it from my Github repo.


quincyhuang/MCMCFrameworks_Public_Repo

MCMCFrameworks_Public_Repo. Contribute to quincyhuang/MCMCFrameworks_Public_Repo development by creating an account on GitHub.

 https://github.com/quincyhuang/MCMCFrameworks_Public_Repo

quincyhuang/
MCMCFrameworks_Publ...

MCMCFrameworks_Public_Repo




1 Contributor

0 Issues

3 Stars

0 Forks



► Please feel free to play the demo.

Tips:

By default, the port of the Big File Channel is **7777**. Please see the Demo/1.SendBigFile for more details.

Enjoy it and good luck. 🧑

Advanced APIs

```
public void Call(string channel, string cmd, UnityAction<string> result)
```

The Call function with the given channel allows establishing a persistent connection with python.

The first time you call this function, the server will automatically create a persistent connection for you, with the channel name as the identifier. This connection will always exist unless the Close() function is called.

When you call this function for the second time, the same channel will be automatically assigned to you, avoiding the server crashing due to creating too many connections.

If the current channel is running or occupied, the new call will be suspended until the channel is available, the new call will automatically continue to execute.

For more details, please see the demo.

You can create multiple channels at the same time. They are independent of each other. Therefore, you can use this feature to design your pipeline flexibly.

```
public void Close(string channel)
```

Close a channel. In most cases, you don't need to call this function.

```
public void ChannelStatus(string channel, UnityAction<string, bool> result)
```

Check the channel's status

```
public async Task<string> ACall(string cmd)
public async Task<string> AChannelCall(string channel, string cmd)
public bool AChannelStatus(string channel)
```

These functions start with "A". They allow you to get the return value directly in the asynchronous function without returning the value through the callback function. This feature may make your pipeline design smoother.

```
public async Task ASendBigFile(string filePath, byte[] sendingBytes)
```

Send a big file to Python Server

Please see the Demo/1.SendBigFile

For more details, please see the demo.

Known Issues:

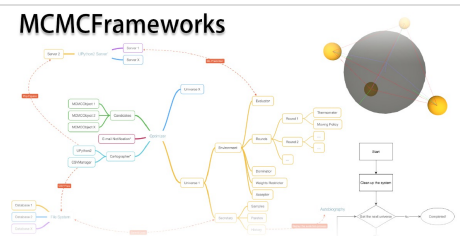
1. When you use XChannelCall() functions, it may get a socket error if the Python Server re-boot for some reason. In that case, use XCall() instead.

Unity Asset Store

Haikun Huang - Asset Store

I create tools.


 <https://assetstore.unity.com/publishers/48420>



Github:

quincyhuang/MCMCFrameworks_Public_Repo

MCMCFrameworks_Public_Repo. Contribute to quincyhuang/MCMCFrameworks_Public_Repo development by creating an account on GitHub.

 https://github.com/quincyhuang/MCMCFrameworks_Public_Repo

quincyhuang/
MCMCFrameworks_Publ...

MCMCFrameworks_Public_Repo



1 Contributor 0 Issues 3 Stars 0 Forks





About Me:

Haikun Huang

Reviewer, IEEE VR 2021 Conference Reviewer, CHI 2021
Reviewer, Editorial 2020 Reviewer, Frontiers 2020 Reviewer,
IEEE VR 2021 Reviewer, ACHI 2020 Reviewer, VRST 2020
<https://quincyhuang.github.io/Webpage/index.html>



Bug Report & Features Request

[quincyhuang/MCMCFrameworks_Public_Repo](#)