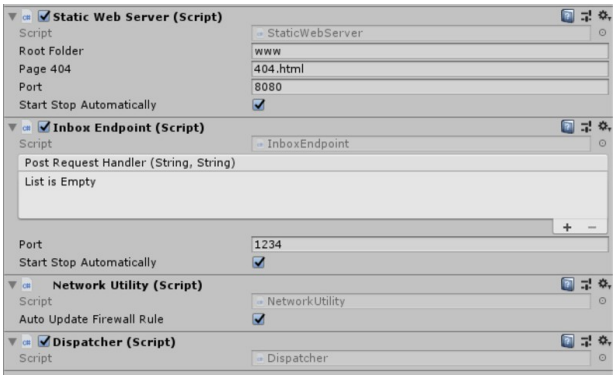
µHTTP – An HTTP-Server for Unity

Getting started

Download this asset package into a new project, open the demo scene (s. next page) and get familiar with all the components of the package, as well as the html files with inline javascript in the “StreamingAssets” folder.

Scripts

The package contains a few easy to use scripts, which are listed below.



Static Web Server

As the name suggest, this script serves files in a specified folder withing “StreamingAssets” in your game to web browsers connecting to the IP of the computer. Use this component to serve images, html documents and scripts to other devices.

Inbox Endpoint

This allows your game to dynamically react to http request by, for example, controlling the player. Look at the GameManager in the example scene to see how you can build and api to handle player input through it.
Example:

```
myInboxEndpoint.postRequestHandler.AddListener((url, msg) => player.doSth(msg));
```

Network Utility

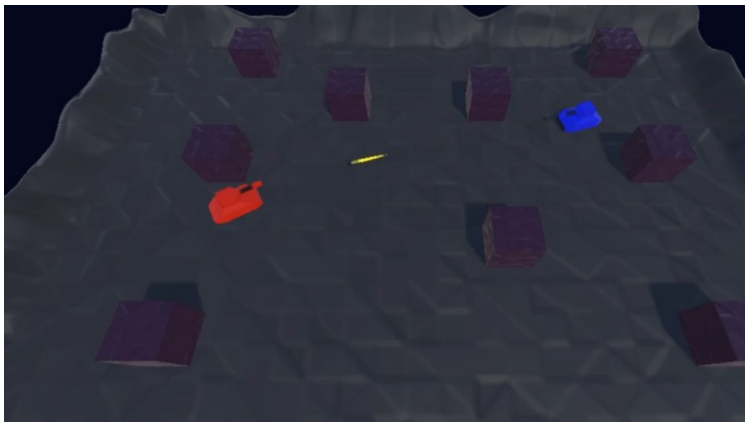
Provides information about the status of the network capability and can request to change the Windows firewall rules. This is necessary for browsers to connect to your game.

Dispatcher

An instance of this script needs to be present in your scene as it is required for concurrency between the game and the web server.

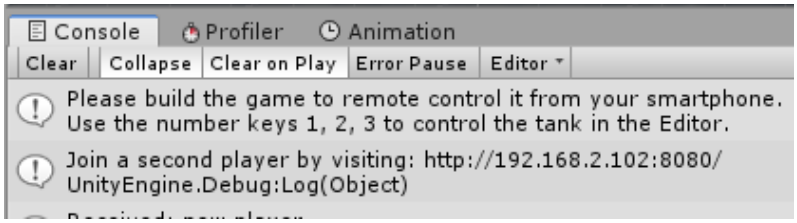
Demo Scene

The demo scene is a simple two player arena game with tanks.



Players join the game on their mobile phone by scanning the qr code displayed before the start of the match.

In order to be able to connect to the pc, a build of the game has to be created, however, it is possible to access the page locally (from pc running the unity editor) using the browser during development.



When the user presses a button on the phone, the java script that is served statically makes an AJAX (HTTP) call containing the command to the pc running the game.
Example:

```
<button onclick="send('FireTankGun')">Fire</button>
```