# **How to read data sent from a non-UNITY application?**

I have a robot that I would like to drive around, sending data over the network as it does so reporting position, compass direction, etc. I would like that data to be read by a UNITY application which will then read that data and model a 3D display of that robot as it drives around. Does anyone know how to do this or at least where to begin? Should I use a library like Beamserver, custom C# socket scripts if that's possible, or does UNITY have this functionality already built in?

Thanks!

you can use sockets and httprequests, both work. You can use Beamserver or build your own with C++Builder(acessing through a DLL on Unity Pro) or Visual Studio, you can get examples on [http://msdn.microsoft.com/en-us/library/cc296248(VS.95).aspx](http://msdn.microsoft.com/en-us/library/cc296248%28VS.95%29.aspx)<http://www.codeproject.com/kb/IP/socketsByBobJanova.aspx>

You can also send and receive through Raknet<http://unity3d.com/support/resources/example-projects/networking-example.html><http://www.unifycommunity.com/wiki/index.php?title=NetworkView_Position_Sync>

hope it helps :]

<https://answers.unity.com/questions/35167/how-to-read-data-sent-from-a-non-unity-application.html>