



Simple HTTP and REST Server

by [Shadow Grove Games](#)

Use this asset to create a REST server within Unity to provide an HTTP API for exchanging data with other tools.

Get started!

1. Move the Simple Events Server Prefab to your scene
2. Create an empty game object and a script
3. In your script, add a method with `HttpListenerContext` as argument

```
1
2  [SimpleEventServerRouting(Constants.HttpMethodGet, "/player/position")]
3  public void GetExample(HttpListenerContext context)
4  {
5      context.Response.JsonResponse(new JObject() {
6          new JProperty("MaxHealth", 10),
7          new JProperty("CurrentHealth", 9),
8      });
9  }
10
11
```

4. Move your created game object with the script to the Events of the Simple Events Server.
5. Select the `GetExample` method and then start the Play Mode.