

r/godot

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12



Posted by u/mastern2k3 1 day ago

Using Nakama server with Godot

Help

Hi everyone,

I just recently started using Godot and I gotta say I'm truly loving it, so keep up the good work!

One of my go-to game backend solutions is the [Nakama](#) server by Heroiclabs. So I wanted to ask if anyone had a successful integration with any of its clients, either C++ or C#.

Thanks in advance!

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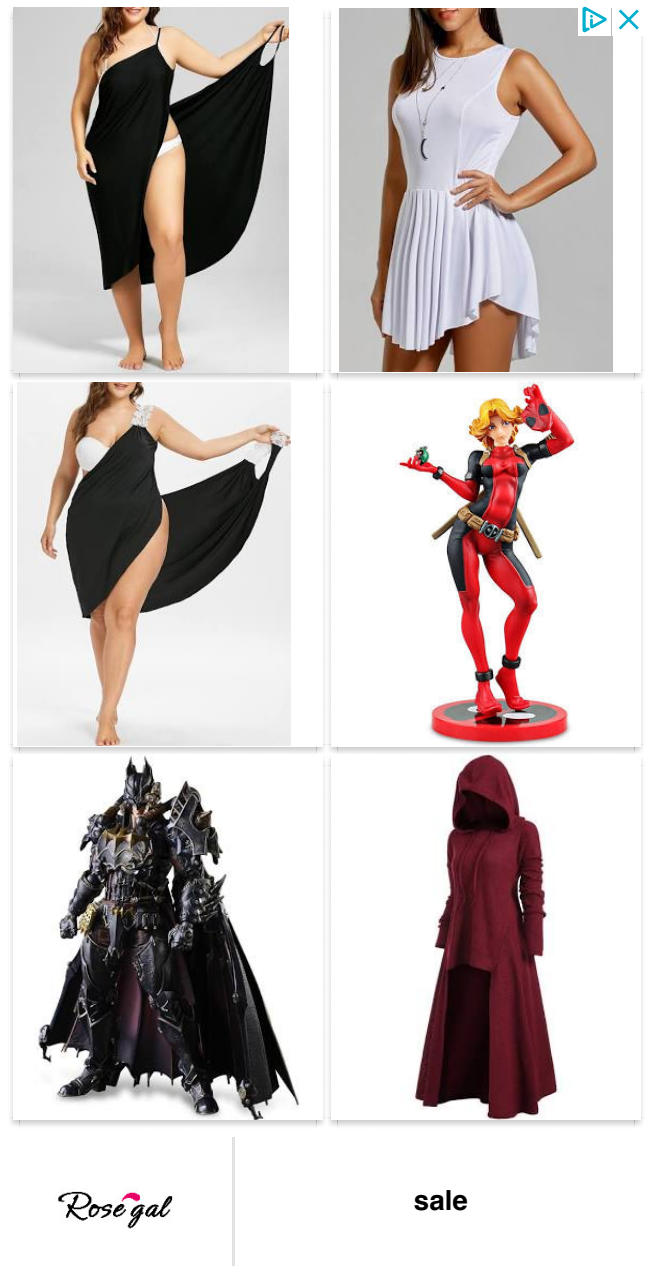
↑ [akarimatsuko](#) 6 points · 1 day ago
↓ I have used it successfully in Godot 3 stable and 3.1 matter with C#. I created a repo for the skeleton project I used at <https://github.com/nazgulsenpai/Nakama.Godot> I decided to use the source as part of the project instead of referencing the DLL so there are no issues across platforms. The Nakama version used is probably outdated, but you could drop in the most recent files and overwrite these (<https://github.com/heroiclabs/nakama-dotnet>)

I worked on a GDScript version of the client for a bit and generated the API with Godobuf but never finished it; I'll pick that back up since someone else has interest.

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↑ [9lacoL](#) 1 point · 1 day ago
↓ You have my interest. I'd like to see a GDScripted version. I gather this is only for server side code and doesn't require the client to have much other than some RPC calls? I'm at work atm so cannot check out your repo.

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↑ mastern2k3 1 point · 1 day ago



I worked on a GDScript version of the client for a bit and generated the API with Godobuf but never finished it; I'll pick that back up since someone else has interest.

Thanks for the response!

What do you mean by GDScript version? write a full client with GDScript? is that possible? they are using gRPC and websockets now.

Would love to contribute!

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↑ mastern2k3 1 point · 1 day ago



I decided to use the source as part of the project instead of referencing the DLL so there are no issues across platforms.

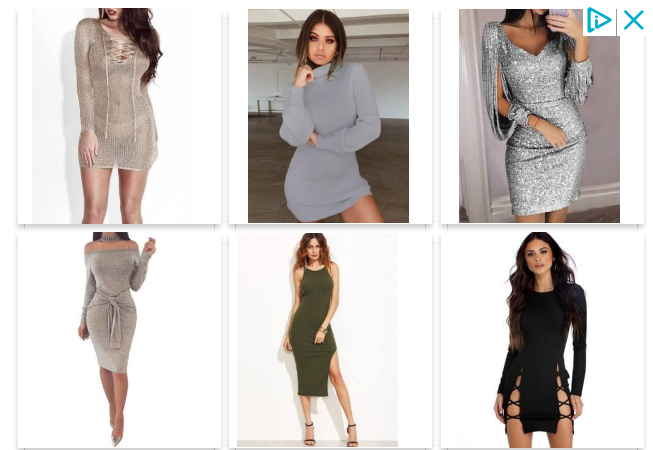
I created a repo doing exactly that after trying to make <https://github.com/nazgulse npai/Nakama.Godot> work without great success, but I'm still having problems.

You can find both my repo and the error haunting it at <https://github.com/mastern2k3/NakamaGodotTest>.

Would love some input!

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↑ [akarimatsuko](#) 1 point · 23 hours ago

↓ It works for me, the only thing I had to do was remove and install the `deniszykov.WebSocketLis` tener NuGet package, but that may even be unrelated to your issue.

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↑ [00jknight](#) 1 point · 19 hours ago

↓ Godobuf

Wow. Godobuf amazes and terrifies me. The fact that it's a (possibly deviant) clone of the ProtoBuf spec leaves me inclined to want to use the native c++ sdk.

I need to learn c++ godot....

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↑ [akarimatsuko](#) 1 point · 18 hours ago

↓ Oh wow! I didn't know they released a generic C++ client finally! The C++ client used to be for UE only. I've got to get my hands dirty with this one

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↑ SoggyBitStudios 1 point · 8 minutes ago

↓ This was my first time coming across Nakama, so I spent the last day reading about and taking a quick look at the source.

It seems very possible, and not too much work to link a GDScript module to their native C++ SDK. I actually might take a crack at this, because I love a number of things about this project (Nakama).

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↑ SoggyBitStudios 1 point · 8 minutes ago

↓ C++ client is here

<https://github.com/heroiclabs/nakama-cpp>

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