



Introduction to ReadyMatch

ReadyMatch is the fastest, easiest way to add multiplayer matchmaking to Unity games on – or across – any platform. Join your players instantly to open matches, connecting up to N players to a designated host.

Be up and running in a matter of minutes. No complex UI to design – just drop in a “Play Now” button and you’re done!

ReadyMatch sits on top of the built-in Unity networking components. In one “Play Now” step, ReadyMatch detects the network configuration of the client and connects to the first available game that matches the player’s network configuration.

To make ReadyMatch integration easy to understand, we have built a multi-player version of the free Unity game AngryBots. You can download it from the FieldKit portal at:

<http://fieldkit.poweredbygamespy.com>

Package Contents

ReadyMatch.cs	<p>One script to rule them all!</p> <p>ReadyMatch is the single component you will need to include somewhere in your scene to make matches between game clients. A popular option is to add the ReadyMatch component to the Main Camera or to a Network Controller prefab that will be present in the scene when matchmaking occurs.</p>
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ReadyMatch Parameters

Matchmaking exposes the following parameters:

Application ID

This is the ID your game receives when registered through the portal. ReadyMatch receives authorization for matchmaking using this as a key.

Use GUI

ReadyMatch contains a basic skinnable UI and button to initiate matchmaking. Setting this value to true indicates that you want to use this GUI.

Min Players



The minimum number of players required to start the game. As soon as this number of players joins, the match starts.

Max Players

The maximum allowable number of players. Players can join the game in progress until this number is hit.

Time To Wait As Server

This is the number of seconds between attempts at joining a match. During this time, the game will create a server and wait for other players to join.

Port

The port this game uses to connect

Master ServerURL

The URL of the matchmaking service. Defaults to the correct GameSpy server.

Player Options

A Hashtable that contains the custom game parameters for your game. Valid Items to place in this Hashtable are:

String

Float

Int

ArrayList

Hashtable

bool

null

For version 1.0, this data is sent and received by ReadyMatch but is not used directly in making matches.



ReadyMatch Functions

Matchmaking also exposes the following public functions.

Join

Called when the player wants to begin matchmaking. When using the included menu, the button calls this function.

GetMatchStatusCode

Returns the following codes for the given conditions

- 2 -- unable to connect to the matchmaking service.
- 1 -- the computer is not connected to a network.
- 0 -- matchmaking has not been started
- 1 -- the application is not yet authorized with this service.
- 2 -- waiting for the connection to be tested
- 3 -- the service is ready to begin matchmaking
- 4 -- matchmaking has started but no match has yet been made
- 5 -- a match has been found, but the game has not yet begun
- 6 -- matchmaking has successfully found a game and has started the match

GetMatchStatus

Returns a string that explains the current status of matchmaking

GetPlayerCount

Returns the number of players currently in the game.