

Project Name: Tape Corps Networking API

Developed in: C# / .NET 3.5

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Original file name: tapecorps_networking.dll

The goal of the Project

Make the networking things easier and faster.

Which programs are valid

You can use this API in Visual Basic, C#, Unity Game Engine and other programs that use .NET Framework 3.5 or higher.

Installation

In Visual Basic and C#

1. Open Visual Studio
2. Click on Project
3. Click on Add Reference
4. Browse
5. Browse...
6. Select the tapecorps_networking.dll
7. Make sure the tapecorps_networking.dll checked in Reference Manager
8. Press OK
9. For C#: Add 'using TapeCorps.Networking;' line into your code.
10. For VB: Add 'Imports TapeCorps.Networking' line into your code.

In Unity Game Engine

1. Create a folder
2. Rename the folder to 'References'
3. Place the 'tapecorps_networking.dll' in it.
4. Open your script with any code editor.
5. Add 'using TapeCorps.Networking;' line into your code.

How to use?

Onager - Projectile

Onager is **Server** and the Projectile is **Client** class.

Creating a Server with Onager

1. Define an Onager variable.

For C#:

```
using TapeCorps.Networking;
namespace ServerTest
{
    class Program
    {
        static void Main(string[] args)
        {
            Onager server = new Onager("127.0.0.1", 600, 10,2);
        }
    }
}
```

For VB:

```
Imports TapeCorps.Networking

Module Module1

    Sub Main()
        Dim server As Onager = New Onager("127.0.0.1", 600, 10, 2)
    End Sub

End Module
```

First parameter is a string for IP Address,

Second parameter is an integer for Port,

Third parameter is an integer for Refresh Rate,

Fourth parameter is an integer for Max Clients.

2. Use the Start() method for start the server.

That's all for the server side. You can now type 'help' command for see all commands.

SaveServer() Method:

Saves all server information, keys and values into the 'parameters.p' file. It will be executed automatically when you close the server with 'exit' command.

Creating a Client with Projectile

1. Define a Projectile variable.

For C#:

```
using TapeCorps.Networking;
namespace ClientTest
{
    class Program
    {
        static void Main(string[] args)
        {
            Projectile client = new Projectile("127.0.0.1",600,true);
        }
    }
}
```

For VB:

```
Imports TapeCorps.Networking

Module Module1

    Sub Main()
        Dim client As Projectile = New Projectile("127.0.0.1", 600, True)
    End Sub

End Module
```

1. Use the Connect() method for connect to the server which created with Onager.

First parameter is for IP Address.

Second parameter is for Port.

Third parameter is if the client is running in a Visual Studio (.NET) Console Application. This boolean lets you execute command in console window. Type 'help' for all valid commands.

ExecuteCommand(string command) method:

For execute a command with client to server, use ExecuteCommand(string command) method. This method needs one parameter for the command. Returns a response from server as string.

Setting and Getting a value from server:

's' for SET and 'g' for GET.

Set Usage: s|{KEY}|{VALUE}

Sets value of a key.

Example: s|position|1;1;5

Example 2: s|name|Alex

Get Usage: g|{KEY}

Returns the value of a key.

Example: g|position

Example 2: g|name

WARNING: Keys and Values cannot contain '|' or '=' characters.

For support:

E-Mail: support@tapecorps.com

Web Site: <https://www.tapecorps.com>

Instagram: @tapecorps

Twitter: @tapecorps

Facebook: @tapecorps

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