

MySQL Improver was created by DarkLoftGames

MySQL Improver include 2 features:

The first is a library that contains all the function required to connect to a MySQL database. The second is an extension for the editor that use the library for make a MySQL client.

The library is totally commented and use it is very easy.

Include in your script the namespace like "using MySQL.Improver" Now you have access to the 4 main classes.

MySQLShared: It give access to the connection used by library and you can test the connection. MySQLSync: It give access to all the main method synchronous. MySQLAsyncEvent & MySQLAsyncCallBack: It give access to all the main method asynchronous.

The library was test on Standalone, and Android, if you have compiler error make sure that set "Api compatibility level" to ".NET 2.0" and not to "Subset".

It should work on all platforms that supports "Api Compatibility Level .NET 2.0" (Web Player doesn't support it).

For "not PRO" platform that doesn't support System.Net.Sockets you can patch and bring to work, MySQL Improver, with Good ol' Sockets.

For more info you can see the examples_scene.

The editor extension is accessible by the new context menu
Tools/MySQL/Connect to database MySQL.

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