Unity Easy WebSocket Documentation
Asset version 1.0.0

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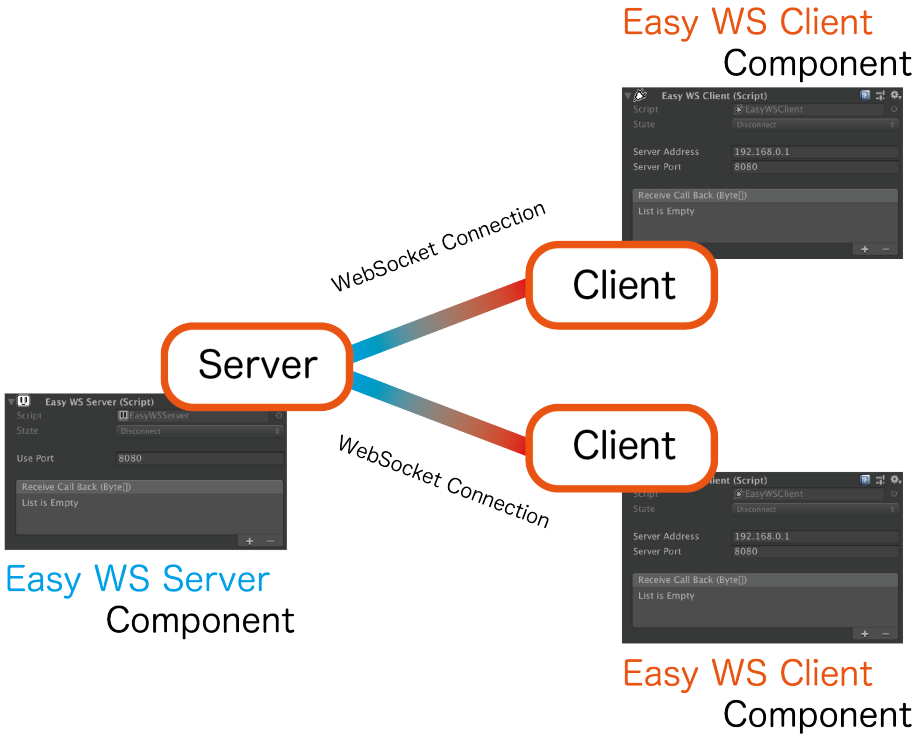
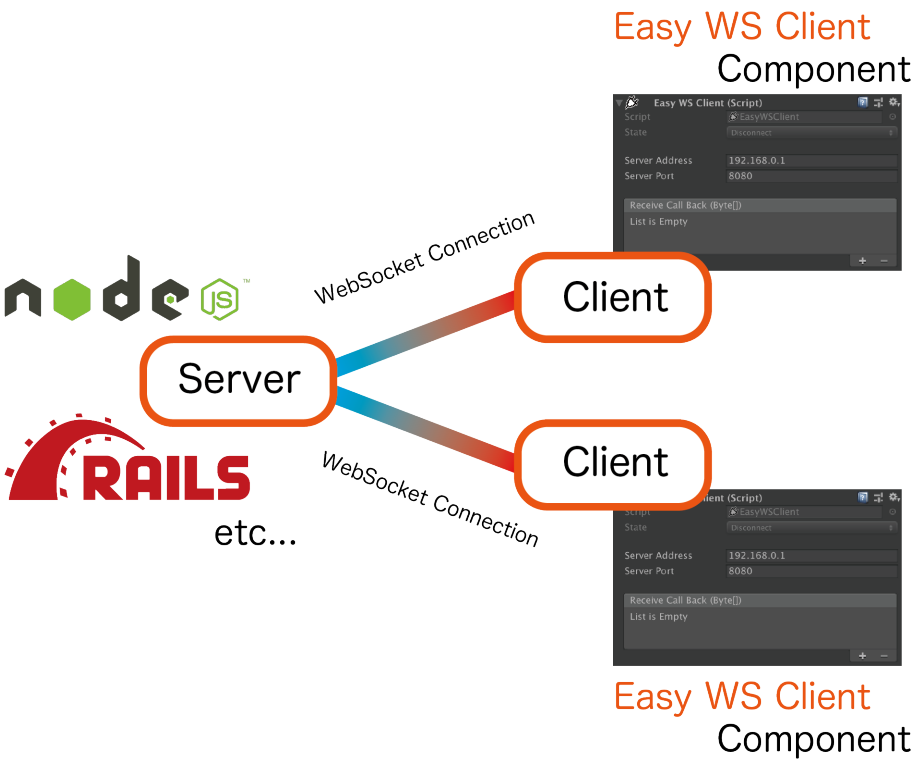
1 What is “Unity Easy WebSocket”

By adding one component of WebSocket communication on Unity, it is possible to operate It is an asset that makes it possible. By using this asset, applications that support network synchronization You can reduce the development cost when developing with Unity.

By using the EasyWSServer component, WebSocketServer is launched, It works as WebSocketClient by using the EasyWSClient component. In addition, because it uses WebSocket, it can connect with node.js, Ruby on Rails, etc.





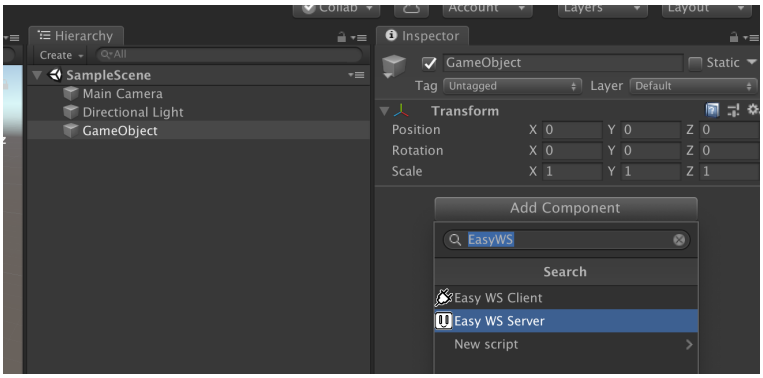
2 Operating environment

- Unity2018.3.1f1 and more

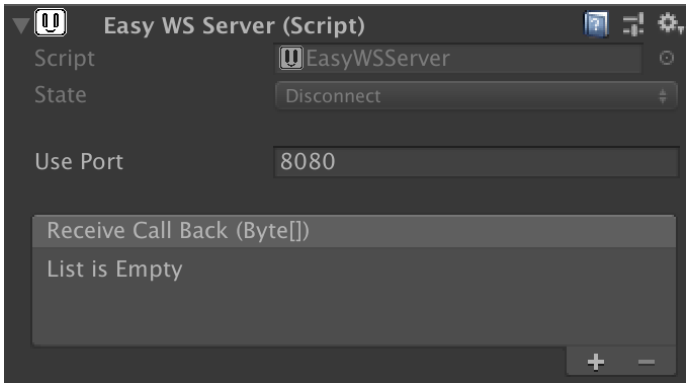
3 Instration

(1) Import EasyWebSocket from UnityAssetStore into Unity project.

(2) Add EasyWSServer component to GameObject
Add EasyWSServer component to the project you want to have server function.
(!)This component is unnecessary if you only operate as a client.



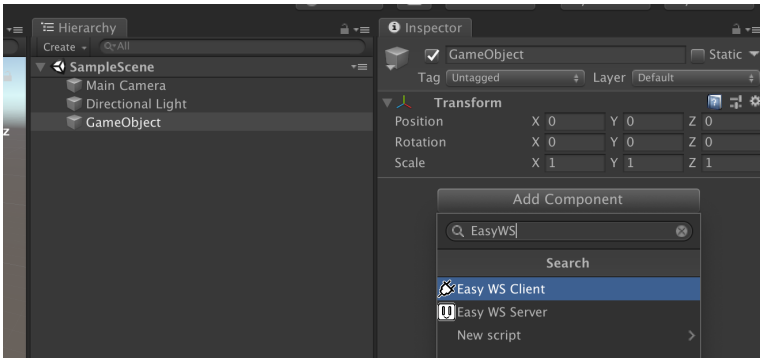
(3) EasyWSServer component configuration
Server configuration can be done from the inspector of this component.



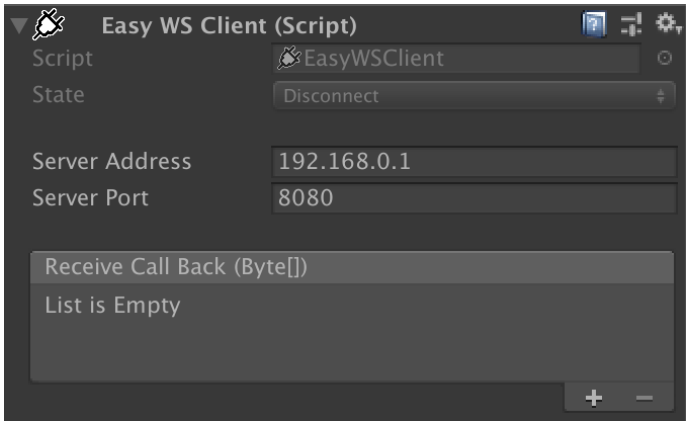
Use Port :
Server listener port number

Receive Call Back :
Register the method you want to execute when a message arrives at the server. Argument is Byte [] type, The received message is entered.

(4) Add EasyWSClient component to GameObject
Add the EasyWSClient component to the project you want the client function to have. * This component is unnecessary if you only operate as a server.



(5) EasyWSClient Component Settings Client configuration can be done from the inspector of this component.



Server Address :
Server address. Input example: 192.168.100.1

Server Port :
Server listener port number

Receive Call Back :
Register the method you want to execute when the message arrives at the client. Argument is Byte [] type, Received messages are entered.

4 Start servers and clients, stop and send messages

nmxi_EasyWebSocket/Scenes/Demo Starting servers and clients in the scene There are samples of. Looking at the GameObject named "Master" in the Demo scene It might be easy to understand.

(1) Start and stop WebSocket server in EasyWSServer component
After setting port number, from Public method
StartWebSocketServer()
e.g GetComponent<EasyWSServer>.StartWebSocketServer();
The WebSocket server is started by calling.

In addition, you can stop the server by calling the following Public method.
StopWebSocketServer()
e.g GetComponent<EasyWSServer>.StopWebSocketServer();

(2) Start and stop WebSocket client in EasyWSClient component
After setting the port number and address, from a script etc. Public method
StartWebSocketClient()
e.g GetComponent<EasyWSClient>().StartWebSocketClient();
WebSocket client will be launched by calling.

In addition, you can stop the client by calling the following Public method.
StopWebSocketClient()
e.g GetComponent<EasyWSClient>.StopWebSocketClient();

(3) Sending a message from the server to the client uses the following method. Currently, only broadcasting is possible.
BroadCastMessage(Byte[] variable)
e.g
GetComponent<EasyWSServer>()
.BroadCastMessage(System.Text.Encoding.GetEncoding("Shift_JIS").GetBytes(_sendText));

(4) Sending a message from the client to the server uses the following method.
SendMessage(Byte[] variable)
e.g
GetComponent<EasyWSClient>()
.SendMessage(System.Text.Encoding.GetEncoding("Shift_JIS").GetBytes(_sendText));

5 Update history

- v1.0.0 (2019/1/27) — First release

6 Contact

If you have any questions, please contact me.

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7 License

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