Mobile Network Framework Example Tutorial

If you want MNF detail information, see "MNF_GuideLine" documents.
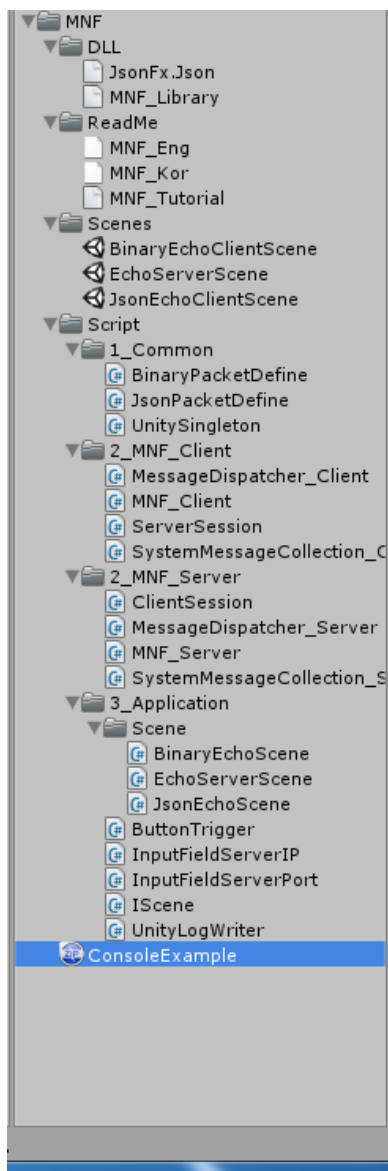
[Console Example]
> Console Example is solution.
> Solution has that 8 projects.
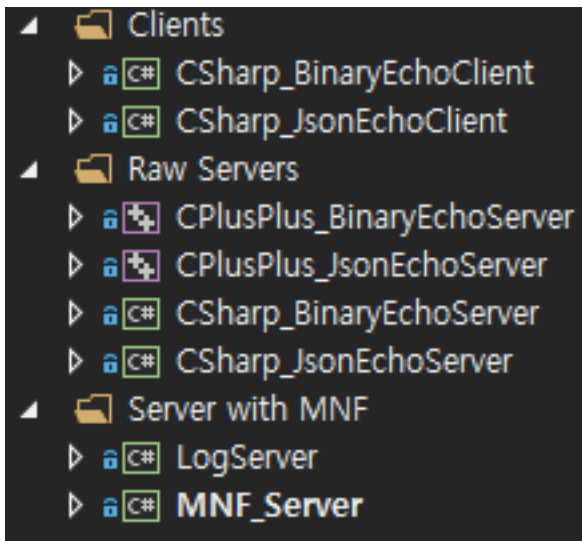
Step. 1
Decompress console example to the other folder.
ex) C:\Unity3dProject\MNF_Colsole

Step. 2
Rebuild console example with vs2015.

Step. 3
[Clients]
>> **Note** : Echo client includes log client with ILogWriter, Session.
>> CSharp_BinaryEchoClient : C# native client with MNF binray protocol.
>> CSharp_JsonEchoClient : C# native client with MNF Json protocol.

[Raw Servers]
>> CPlusPlus_BinaryEchoServer : C++ native server with binary protocol.
>> CPlusPlus_JsonEchoServer : C++ native server with json protocol.
>> CSharp_BinaryEchoServer : C# native server with binary protocol.
>> CSharp_JsonEchoServer : C# native server with json protocol.
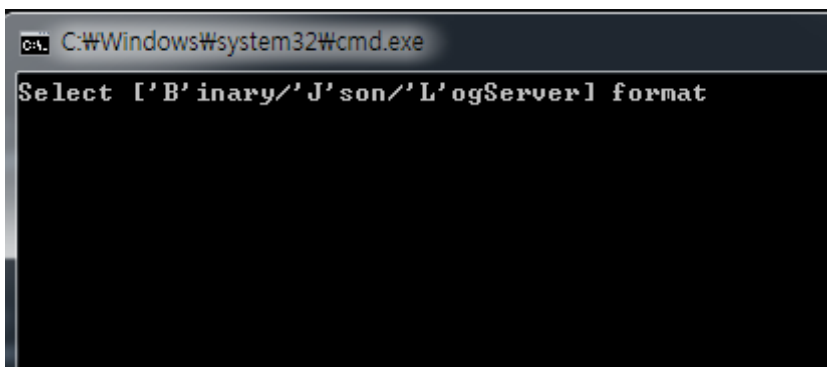
[Server with MNF]
>> LogServer : C# native server with MNF binary/json protocol.
>> MNF_Server : C# native server with MNF binary/json protocol.

Step. 4
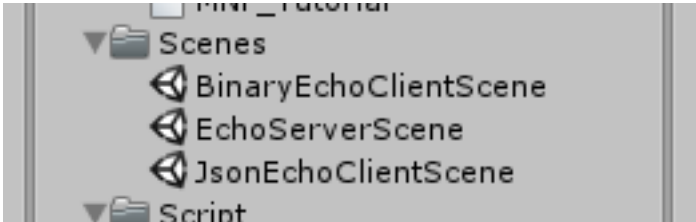run MNF server with 'b'inary, default ip/port.
if you want to start server with Json protocol, input 'j'.
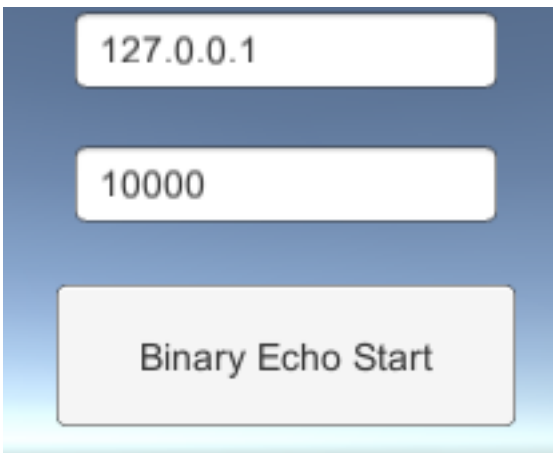if you want to start Log Server, input 'l'. But MNF_Server doesn't include DB process feature.

[Unity3d Example]

> Unity3d example with MNF.
> Server with MNF.
> Client with MNF.
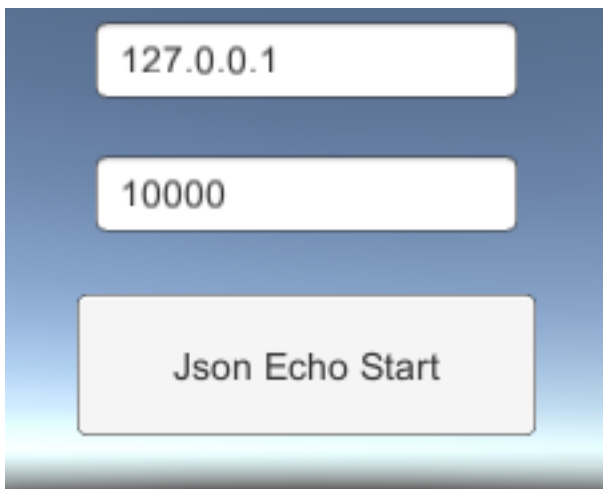

[Binary Echo Client Scene]

step. 1
run unity3d editor with MNF.

step. 2
select **BinaryEchoClientScene.**

step. 3
run **BinaryEchoClientScene.**

step. 4
click "**Binary Echo Start**" button.
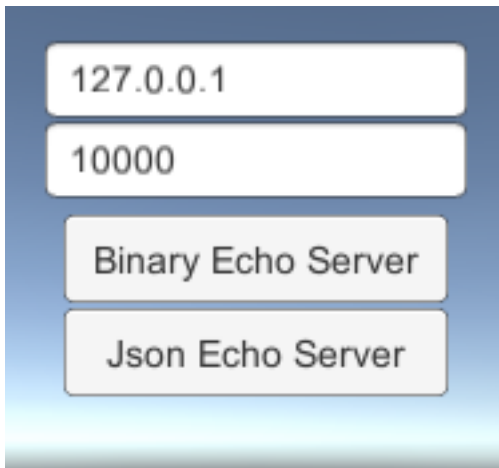
[Json Echo Client Scene]

step. 1
run unity3d editor with MNF.

step. 2
select **JsonEchoClientScene.**

step. 3
run **JsonEchoClientScene.**

step. 4
click "**Json Echo Start**" button.

[Binary / Json Echo Server]

step. 1
run unity3d editor with MNF.

step. 2
select EchoServerScene.

step. 3
run EchoServerScene.

step. 4
click "Binary Echo Server" or "Json Echo Server" button

step. 5
open Console Example.

step. 6
run program in Clients folder (CSharp_BinaryEchoClient / CSharp_JsonEchoClient)