**Unity3D教程：学习Socket(一)**

Posted on 2013年07月23日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b) /被围观 29 次

这个例子是用Socket的TCP协议做的，当然也可以用UDP和TCPListener来做。没用到多线程，其实就是为了看看里面的一些函数而已。

Server.cs:

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 | **using** System.Net; |
| 04 | **using** System.IO; |
| 05 | **using** System.Net.Sockets; |
| 06 | **using** System.Text; |
| 07 |  |
| 08 | **public** **class** Server : MonoBehaviour { |
| 09 |  |
| 10 | **void** Start () { |
| 11 | OpenServer(); |
| 12 | } |
| 13 |  |
| 14 | **void** OpenServer() |
| 15 | { |
| 16 | IPAddress ipAdr = IPAddress.Parse("10.56.03.32"); |
| 17 | IPEndPoint ipEp = new IPEndPoint(ipAdr , 1234); |
| 18 | Socket serverScoket = new Socket(AddressFamily.InterNetwork,SocketType.Stream,ProtocolType.Tcp); |
| 19 | serverScoket.Bind (ipEp); |
| 20 | serverScoket.Listen(20); |
| 21 | **while**(**true**) |
| 22 | { *//Unity3D教程手册：www.unitymanual.com* |
| 23 | Socket client = serverScoket.Accept(); |
| 24 | **byte**[] request = new **byte**[512]; |
| 25 | **int** bytesRead = client.Receive(request); |
| 26 | **string** input = Encoding.UTF8.GetString(request,0,bytesRead); |
| 27 | print("server request:"+input); |
| 28 | **string** output = "连接服务器成功~~~~"; |
| 29 | **byte**[] concent = Encoding.UTF8.GetBytes(output); |
| 30 | client.Send(concent); |
| 31 | client.Shutdown(SocketShutdown.Both); |
| 32 | client.Close(); |
| 33 | } |
| 34 | } |
| 35 | } |

Client.cs:

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 | **using** System.Text; |
| 04 | **using** System.Net; |
| 05 | **using** System.Net.Sockets; |
| 06 | **using** System.IO; |
| 07 |  |
| 08 |  |
| 09 | **public** **class** Client : MonoBehaviour { |
| 10 |  |
| 11 | **void** Start () { |
| 12 | ConncetServer(); |
| 13 | } |
| 14 |  |
| 15 | **void** ConncetServer() |
| 16 | { |
| 17 | IPAddress ipAdr = IPAddress.Parse("10.56.03.32"); |
| 18 | IPEndPoint ipEp = new IPEndPoint(ipAdr , 1234); |
| 19 | Socket clientScoket = new Socket(AddressFamily.InterNetwork,SocketType.Stream,ProtocolType.Tcp); |
| 20 | clientScoket.Connect(ipEp); |
| 21 | **string** output = "客户端请求连接~~~"; |
| 22 | **byte**[] concent = Encoding.UTF8.GetBytes(output); |
| 23 | clientScoket.Send(concent); *//Unity3D教程手册：www.unitymanual.com* |
| 24 | **byte**[] response = new **byte**[1024]; |
| 25 | **int** bytesRead = clientScoket.Receive(response); |
| 26 | **string** input = Encoding.UTF8.GetString(response,0,bytesRead); |
| 27 | print("Client request:"+input); |
| 28 | clientScoket.Shutdown(SocketShutdown.Both); |
| 29 | clientScoket.Close(); |
| 30 | } |
| 31 | } |

服务端：

1）.用Socket()获得一个Socket描述

2）.用Bind()j将Socket绑定到一个网络地址（一般都是本机的IP地址）

3）.用Listen()开始在某个端口监听

4）.Accept()等待客户连接，如果客户端调用Connect()函数连接服务器时Accept()会获得该客户端（Socket）。

5）.Receive()接收数据

6）.Send()发送数据

客户端：

1）.用Socket()获取一个Socket描述

2）.Connect()连接到远程主机

3）.Send()发送数据

4）.Receive()接收数据