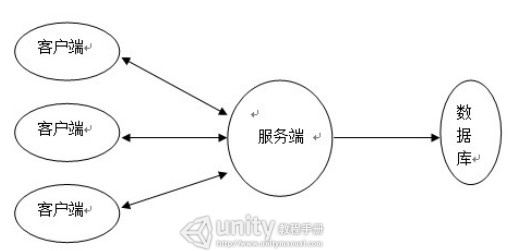
**Unity3D教程：用socket来操作sqlserver**

Posted on 2013年07月08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 62 次

Unity操作Sql server，也用到了底层通信的东西，局域网测试是通过了的，OnGUI里面的UI在服务端不大好弄，我这里没有用到多线程，用到了数组。思路如下：

[](http://www.unitymanual.com/wp-content/uploads/2013/07/QQ截图20130708112242.jpg)

Unity3D教程：用socket来操作sqlserver

1.安装好sqlserver还需要一些dll文件，unity本身里面就有的，在路径E:\Unity\Editor\Data\Mono\lib\mono\2.0下有I18N.dll,I18N.CJK.dll和I18N.West.dll,以及System.Data.dll。

2.那就是建表咯，这个就不多说了啊。

3.服务端连接数据库。

连接数据库：

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

|  |  |
| --- | --- |
| 1 | con = new SqlConnection("Data Source=WANGXF;User ID=sa;Password=sa;database=data1"); |
| 2 |  |
| 3 | con.Open(); |

查找读取数据库：

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

|  |  |
| --- | --- |
| 1 | SqlDataReader **Select**(**string** content){ |
| 2 |  |
| 3 | SqlCommand cmd=new SqlCommand(content,con); |
| 4 |  |
| 5 | SqlDataReader reader = cmd.ExecuteReader(); |
| 6 |  |
| 7 | **return** reader; |
| 8 |  |
| 9 | } |

修改，增加：

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

|  |  |
| --- | --- |
| 1 | **void** Reset(**string** content){ |
| 2 |  |
| 3 | SqlCommand cmd =new SqlCommand(content,con); |
| 4 |  |
| 5 | cmd.ExecuteNonQuery(); |
| 6 |  |
| 7 | } |

4.客户端和服务端

服务端：

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

|  |  |
| --- | --- |
| 01 | **using** System.Net; |
| 02 | **using** System; |
| 03 |  |
| 04 | **public** **class** Sender{ |
| 05 |  |
| 06 | NetworkStream stream; |
| 07 |  |
| 08 | */\*服务器端开启监听\*/* |
| 09 | **public** TcpListener open(){ |
| 10 |  |
| 11 | TcpListener server=**null**; |
| 12 |  |
| 13 | **string** ip="192.168.1.103"; |
| 14 |  |
| 15 | **int** iport=5561; |
| 16 |  |
| 17 | IPAddress address=IPAddress.Parse(ip); |
| 18 |  |
| 19 | server=new TcpListener(address,iport); |
| 20 |  |
| 21 | server.Start(); |
| 22 |  |
| 23 | **return** server; |
| 24 |  |
| 25 | } |
| 26 | */\*添加正在向服务端发送请求的客户端\*/* |
| 27 | **public** TcpClient addClient(TcpListener server){ |
| 28 |  |
| 29 | TcpClient client=**null**; |
| 30 |  |
| 31 | **if**(server.Pending()){ |
| 32 |  |
| 33 | client = server.AcceptTcpClient(); |
| 34 |  |
| 35 | } |
| 36 | **return** client; |
| 37 | } |
| 38 | */\*向客户端发送消息\*/* |
| 39 | **public** **void** send(ArrayList clients,**string** data) { |
| 40 |  |
| 41 | **byte**[] msg = System.Text.Encoding.UTF8.GetBytes(data); |
| 42 |  |
| 43 | **for**(**int** i=0;i<clients.Count;i++){ |
| 44 |  |
| 45 | stream = (clients[i] **as** TcpClient).GetStream(); |
| 46 |  |
| 47 | stream.Write(msg,0,msg.Length); |
| 48 |  |
| 49 | } |
| 50 | *//Unity3D教程：www.unitymanual.com* |
| 51 | } |
| 52 | */\*接收客户端的消息\*/* |
| 53 | **public** **string** receive (ArrayList clients) { |
| 54 |  |
| 55 | **Byte**[] bytes = new **Byte**[4096]; |
| 56 |  |
| 57 | **string** data=""; |
| 58 |  |
| 59 | **int** i=0; |
| 60 |  |
| 61 | **for**(**int** j=0;j<clients.Count;j++){ |
| 62 |  |
| 63 | **if**((clients[j] **as** TcpClient).Available!=0){ |
| 64 |  |
| 65 | stream = (clients[j] **as** TcpClient).GetStream(); |
| 66 |  |
| 67 | **if**((i = stream.Read(bytes,0, bytes.Length))!=0) |
| 68 | { |
| 69 | data = System.Text.Encoding.UTF8.GetString(bytes, 0, i); |
| 70 | } |
| 71 | *//Unity3D教程：www.unitymanual.com* |
| 72 | **if**(data.Contains("Exit")){ |
| 73 |  |
| 74 | (clients[j] **as** TcpClient).Close(); |
| 75 |  |
| 76 | clients.RemoveAt(j); |
| 77 | } |
| 78 |  |
| 79 | } |
| 80 | } |
| 81 |  |
| 82 | **return** data; |
| 83 | } |
| 84 |  |
| 85 | } |

客户端：

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 | **using** System.Net.Sockets; |
| 04 | **using** System.Net; |
| 05 | **using** System.Text; |
| 06 | **using** System.IO; |
| 07 | **using** System; |
| 08 |  |
| 09 | **public** **class** Receiver{ |
| 10 |  |
| 11 | */\*连接服务器端\*/* |
| 12 | **public** **void** connect(TcpClient client) |
| 13 | { |
| 14 | **string** ip="192.168.1.103"; |
| 15 |  |
| 16 | **int** iport=5561; |
| 17 |  |
| 18 | client.Connect(ip, iport); |
| 19 | } |
| 20 |  |
| 21 | */\*接收服务器端消息\*/* |
| 22 | **public** **string** receive (TcpClient client) |
| 23 | { |
| 24 | **string** data=""; |
| 25 |  |
| 26 | **int** i=0; |
| 27 |  |
| 28 | **Byte**[] bytes = new **Byte**[4096]; |
| 29 |  |
| 30 | NetworkStream stream = client.GetStream(); |
| 31 |  |
| 32 | **if**(client.Available!=0){ |
| 33 |  |
| 34 | *//Unity3D教程：www.unitymanual.com* |
| 35 | **if**((i = stream.Read(bytes,0, bytes.Length))!=0) |
| 36 | { |
| 37 | data = System.Text.Encoding.UTF8.GetString(bytes, 0, i); |
| 38 | } |
| 39 |  |
| 40 | } |
| 41 |  |
| 42 | **return** data; |
| 43 |  |
| 44 | } |
| 45 | */\*向服务器端发送消息\*/* |
| 46 | **public** **void** send(TcpClient client,**string** data) |
| 47 | { |
| 48 | NetworkStream stream = client.GetStream(); |
| 49 |  |
| 50 | **byte**[] msg = System.Text.Encoding.UTF8.GetBytes(data); |
| 51 |  |
| 52 | stream.Write(msg,0,msg.Length); |
| 53 | } |
| 54 | } |