**Unity与注册登录服务器交互原理及code**

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主要用到了unity内置的WWW类和WWWForm类，运用WWWForm.AddField(String fieldName, String value)方法通过post的表单提交方式把表单参数传递给服务器端的逻辑业务层。

客户端的demo效果图:

[](http://www.unitymanual.com/wp-content/uploads/2013/07/1111.jpg)

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imei是手机的唯一识别id，用imei表示可能不恰当.

客户端代码：

using UnityEngine;　　using System.Collections;　　using System.Text.RegularExpressions;　　public class Client : MonoBehaviour　　{　　WWW www;　　WWWForm form;　　string url;　　string username\_label = “username:”;　　string username\_input = “”;　　string password\_label = “password:”;　　string password\_input = “”;　　string password\_label = “password:”;　　string password\_input = “”;　　string email\_label = “email:”;　　string email\_input = “”;　　string callback\_label = “result:”;　　string callback\_label = “”;　　void OnStart()　　{　　}　　void OnGUI()　　{　　GUI.Label(new Rect(, , , ), username\_label);　　username\_input = GUI.TextField(new Rect(, , , ), username\_input);　　GUI.Label(new Rect(, , , ), password\_label);　　password\_input = GUI.TextField(new Rect(, , , ), password\_input);　　GUI.Label(new Rect(, , , ), password\_label);　　password\_input = GUI.TextField(new Rect(, , , ), password\_input);　　GUI.Label(new Rect(, , , ), email\_label);　　email\_input = GUI.TextField(new Rect(, , , ), email\_input);　　GUI.Label(new Rect(, , , ), callback\_label);　　callback\_label = GUI.TextField(new Rect(, , , ), callback\_label);　　if (GUI.Button(new Rect(, , , ), “Login”))　　{　　form = new WWWForm();　　form.AddField(“name”, username\_input);　　form.AddField(“password”, password\_input);　　string url = “http://...:/ddt/UserLogin.jsp”;　　www = new WWW(url, form);　　StartCoroutine(WaitForRequestUserNameLogin(www));　　}　　if (GUI.Button(new Rect(, , , ), “Register”))　　{　　form = new WWWForm();　　//form.AddField(“id”, “phone\_id\_str”);　　form.AddField(“id”, SystemInfo.deviceUniqueIdentifier);　　form.AddField(“name”, username\_input);　　form.AddField(“password”, password\_input);　　form.AddField(“retry\_password”, password\_input);　　form.AddField(“email”, email\_input);　　url = “http://...:/ddt/registerUser.jsp”;　　www = new WWW(url, form);　　StartCoroutine(WaitForRequestRegister(www));　　}　　if (GUI.Button(new Rect(, , , ), “non-reg to play”))　　{　　form = new WWWForm();　　form.AddField(“id”, SystemInfo.deviceUniqueIdentifier);　　//form.AddField(“name”, username\_input);　　//form.AddField(“password”, password\_input);　　//form.AddField(“retry\_password”, password\_input);　　//form.AddField(“email”, email\_input);　　url = “http://...:/ddt/NonRegPlay.jsp”;　　www = new WWW(url, form);　　StartCoroutine(WaitForRequestPhoneIdLogin(www));　　}　　if (GUI.Button(new Rect(, , , ), “Check UserName”))　　{　　//Unity3D教程手册：www.unitymanual.com　　form = new WWWForm();　　form.AddField(“name”, username\_input);　　Debug.Log(“username\_input....” + username\_input);　　url = “http://...:/ddt/CheckUserIsExist.jsp”;　　www = new WWW(url, form);　　StartCoroutine(WaitForRequestCheck(www));　　}　　if (GUI.Button(new Rect(, , , ), “IMEI”))　　{　　callback\_label = SystemInfo.deviceUniqueIdentifier;　　}　　}　　IEnumerator WaitForRequestUserNameLogin(WWW www)　　{　　yield return www;　　if (www.error != null)　　Debug.Log(“fail to request...” + www.error);　　else　　{　　if (www.isDone)　　{　　string ex = @“([\S\s\t]\*?)”;　　Match m = Regex.Match(www.data, ex);　　if (m.Success)　　{　　string result = m.Value;　　result = result.Substring(result.IndexOf(“>”) + , result.LastIndexOf(“”) - ).Trim();　　if (result == “success”)　　{　　callback\_label = “登录成功”;　　}　　else if (result == “empty”)　　{　　//Unity3D教程手册：www.unitymanual.com　　callback\_label = “用户名或密码为空”;　　}　　else if (result == “fail”)　　{　　callback\_label = “找不到指定用户”;　　}　　else　　{　　callback\_label = “未知错误”;　　}　　}　　}　　}　　}　　IEnumerator WaitForRequestRegister(WWW www)　　{　　yield return www;　　if (www.error != null)　　Debug.Log(“fail to request...” + www.error);　　else　　{　　if (www.isDone)　　{　　string ex = @“([\S\s\t]\*?)”;　　Match m = Regex.Match(www.data, ex);　　if (m.Success)　　{　　string result = m.Value;　　result = result.Substring(result.IndexOf(“>”) + , result.LastIndexOf(“”) - ).Trim();　　if (result == “success”)　　{　　callback\_label = “注册成功”;　　}　　else if (result == “empty”)　　{　　callback\_label = “用户名或密码为空”;　　}　　else if (result == “equals”)　　{　　callback\_label = “两次输入密码不一致”;　　}　　else if (result == “fail”)　　{　　callback\_label = “更新数据库失败”;　　}　　else　　{　　callback\_label = “未知错误”;　　}　　}　　}　　}　　}　　IEnumerator WaitForRequestCheck(WWW www)　　{　　yield return www;　　if (www.error != null)　　Debug.Log(“fail to request...” + www.error);　　else　　{　　if (www.isDone)　　{　　Debug.Log(“data-->” + www.data);　　string ex = @“([\S\s\t]\*?)”;　　Match m = Regex.Match(www.data, ex);　　if (m.Success)　　{　　string result = m.Value;　　result = result.Substring(result.IndexOf(“>”) + , result.LastIndexOf(“”) - ).Trim();　　if (result == “empty”)　　{　　callback\_label = “用户名为空”;　　}　　else if (result == “nothing”)　　{　　callback\_label = “用户名不存在,可以注册”;　　}　　else if (result == “exist”)　　{　　callback\_label = “用户名已存在”;　　}　　else　　{　　callback\_label = “未知错误”;　　}　　}　　}　　}　　}　　IEnumerator WaitForRequestPhoneIdLogin(WWW www)　　{　　yield return www;　　if (www.error != null)　　Debug.Log(“fail to request...” + www.error);　　else　　{　　if (www.isDone)　　{　　string ex = @“([\S\s\t]\*?)”;　　Match m = Regex.Match(www.data, ex);　　if (m.Success)　　{　　string result = m.Value;　　result = result.Substring(result.IndexOf(“>”) + , result.LastIndexOf(“”) - ).Trim();　　if (result == “ok”)　　{　　callback\_label = “手机ID登录成功”;　　}　　else if (result == “error”)　　{　　callback\_label = “手机ID登录成功”;　　}　　else　　{　　callback\_label = “未知错误”;　　}　　}　　}　　}　　}　　}

服务器端注册逻辑：

<% String id = request.getParameter("id"); String username = request.getParameter("name"); String password = request.getParameter("password"); String retry\_password = request.getParameter("retry\_password"); String email = request.getParameter("email"); user.processRegisterUserRequest(id, username, password, retry\_password, email, request, response);