

一、Parameter Settings

Port: Socket port

IP: The IP address of the connection

Listen: The socket connection number

Msg Length: The length of the message

```
/*  
Set the configuration information  
*/  
void SetIni()  
{  
    clientSocket.ini.IP = "10.0.0.251";           //The IP address of the connection  
    clientSocket.ini.port = 12100;               //Socket port  
    clientSocket.ini.MessageLength = 1024;       //The length of the message  
    clientSocket.ini.Listen = 100;              //The socket connection number  
}
```

二、Client Settings

2.1: To load and initialize the client

```
JT_SocketClient clientSocket;
protected void Awake()
{
    clientSocket = this.GetComponent<JT_SocketClient>();
    clientSocket = (clientSocket == null) ? gameObject.AddComponent<JT_SocketClient>() : clientSocket;
    JT_SocketClient.OnReceiveClientMsgMessage += OnReceiveMsg;
}

void Start () {
    SetIni();
}

/*
Set the configuration information
*/
void SetIni()
{
    clientSocket.ini.IP = "10.0.0.251";           //The IP address of the connection
    clientSocket.ini.port = 12100;              //Socket port
    clientSocket.ini.MessageLength = 1024;      //The length of the message
    clientSocket.ini.Listen = 100;             //The socket connection number
}
```

2.2: Receive the server information

```
void Start () {
    JT_SocketClient.OnReceiveClientMsgMessage += OnReceiveMsg;
}

public void OnReceiveMsg (SocketetMsg rMessage) //Receive Server Message
{
    if (rMessage == null)
        return;
    switch (rMessage.code)
    {
        case 0:
            Debug.Log(rMessage.msg);
            break;

        case 1000:
            Debug.Log("Client Connection success");
            //JT_SocketClient.instance.AsyncSend("to Server"); //send message to Server
            break;

        case 1001:
            Debug.Log("Server Connection refused");
            break;

        case 1002:
            Debug.Log("Client Connection Disconnect");
            break;
    }
}
```

2.3: Connection to the server

```
clientSocket.AsyncConnect(); //Connection to the server
```

2.3: Send a message to the server

```
clientSocket.AsyncSend("send message to Server");
```

三、Server Settings

3.1: To load and initialize the server

```
protected void Awake()
{
    serverSocket = this.GetComponent<JT_SocketServer>();
    serverSocket = (serverSocket == null) ? gameObject.AddComponent<JT_SocketServer>() : serverSocket;
    JT_SocketServer.OnReceiveMsgMessage += OnReceiveMsg;
}

void Start () {
    SetIni();
}

/*
Set the configuration information
*/
void SetIni()
{
    serverSocket.ini.IP = "10.0.0.150";           //The IP address of the connection
    serverSocket.ini.port = 12100;              //Socket port
    serverSocket.ini.MessageLength = 1024;      //The length of the message
    serverSocket.ini.Listen = 100;              //The socket connection number
}
}
```

3.2: Receive the client information

```
void Start () {
    JT_SocketServer.OnReceiveMsgMessage += OnReceiveMsg;
}

public void OnReceiveMsg (SocketetMsg rMessage) //Receive Client Message
{
    if (rMessage == null)
        return;

    switch (rMessage.code)
    {
    case 0:
        Debug.Log("Messages are received " + rMessage.msg);
        break;

    case 1000:
        m_client.Add(rMessage.socket); //The new client has connected successfully
        Debug.Log(string.Format("The new client {0} has connected successfully ", rMessage.socket.RemoteEndPoint));
        break;

    case 1001:
        Debug.Log(string.Format("Client {0} Connection Disconnect", rMessage.socket.RemoteEndPoint));
        break;
    }
}
}
```

3.3: Send a message to the client

```
serverSocket.AsyncSend(m_client[0], "to single Client");
```

3.4: Send a message to all client

```
serverSocket.AsyncSend("to All Client");
```

四、 Client status code

code	state
0	Messages are received
1000	Client Connection success
1001	Server Connection refused
1002	Client Connection Disconnect

五、 Server status code

code	state
0	Messages are received
1000	The new client has connected successfully
1001	Client Connection Disconnect

六、 The configuration file

6.1: Name of the server configuration file

6.2: The client configuration file name

Server_Conf.ini

Client_Conf.ini



```
[SocketServer]
IP=10.0.0.251
PORT=12100
Listen=100
MessageLength=1024
```

七、 Support

Please feel free to send your bug reports, feedback, suggestions, questions or feature requests to:

xbjxbh@gmail.com