

# WebSocket

## Extension: WebSocket

What started as an UDP server turned out to be a WebSocket server. Flash in a flashplayer will not connect to an UDP server. In modern browsers you can use the WebSocket protocol to make a Socket connection to a server.

The extension could be used together with the other multiplayer extensions to maintain user/player IDs, RoomIDs.

That is why this extension is stripped from all that extra control that you might need.



This block will let you know if there is a socket connection to the server.



Connect to the server.

Address:

Do not use http or any other protocol in front!

So use : mazeland.net or 149.210.227.113 as the input for the address.

Port:

( > 1000 )

User defined. But you need to allow the port from your router/gateway.

AppID:

This extension is part of a server that is running a database where the allowed Application IDs are stored. If you use the extension with your own server you can omit it by using a dummy value.

PlayerID:

Generate your own (random) number to uniquely identify your

Echo:

When ON the client will receive its own data. This can be helpful when you want to react to the data the way the other clients will react on the input of the client.



Data:

Usually you send a text-string containing data from the player. Like:  
userid.positionx.positiony.score

AppID:


The code to indicate what game you run.

RoomID:

If you only have one room just use a dummy value like 0 or 1.

Level:

This can be specific data to identify your level. For instance you have a difficulty setting with which you want to match the players..

A screenshot of a log entry from a WebSocket connection. The text is "WebSocket: receive message AppID: text RoomID: 0 Level: text". The fields "AppID:", "RoomID:", and "Level:" are in a light blue font, while the values "text", "0", and "text" are in a dark blue font. The entire log entry is enclosed in a thin blue border.

WebSocket: receive message AppID: text RoomID: 0 Level: text

This block returns the text last received. It doesn't actually connect to the server but supplies the internal data from a list you can regard as a Stack.

It will only return the data that match the RoomID and Level.

Some Installation Notes:

- Your .swf file needs to be running on a non-httpS location. Use the a.html file that comes with the extension as a reference.
- The port you use on the WebSocket protocol needs to be forwarded to the (virtual) machine running the PHP/MySQL where the server `php -f testwebsocket.php` is running.
- Put the PHP files on the webserver where you host your server.
- If you do not want to check the AppID on your own server you can remove the mysql lines to check for the appid.
- Run the server: `php -f testwebsock.php`
- Default port : 9000 (you can change this in the testwebsock.php at the bottom)