Integrating a Cloud Service

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@EpicCog

- FHttpModule

- IHttpRequest

- IHttpResponse

UNREAL
ENGINE

FHttpModule

- Module for generic HTTP management
- Performs ticking & lifetime management

IHttpRequest

- Abstract interface to a platform specific request object
- Contains
  - URL
  - Verb (GET, PUT, POST, DELETE)
  - Headers
  - Payload
- Asynchronous submission to end point

IHttpResponse

- Abstract interface to a platform specific response object

- Created upon request completion

- Contains any headers & payload data

TJsonReader/TJsonWriter

- Base template classes for parsing/creating JSON payloads
- Generally not used directly

OnlineJsonSerializer

- Macro based serialization for native types without reflection

- Facebook account serialization:

```
BEGIN_ONLINE_JSON_SERIALIZER
        ONLINE_JSON_SERIALIZE("id", UserId);
        ONLINE_JSON_SERIALIZE("username", UserName);
        ONLINE_JSON_SERIALIZE("name", RealName);
        ONLINE_JSON_SERIALIZE("gender", Gender);
        ONLINE_JSON_SERIALIZE("locale", Locale);
END_ONLINE_JSON_SERIALIZER
```

FJsonObjectConverter

- Used to serialize JSON to/from a UObject

- Uses UObject reflection system

- Easiest to use

Example Usage

- Create HTTP request
- Create JSON from UObject
- Set URL, Verb, Payload
- Delegate fired when request complete
- Check status code
- Parse payload
- Sample forthcoming*

Questions?

Documentation, Tutorials, and Help at:

- AnswerHub: http://answers.unrealengine.com
- Engine Documentation: http://docs.unrealengine.com
- Official Forums: http://forums.unrealengine.com
- Community Wiki: http://wiki.unrealengine.com
- YouTube Videos: http://www.youtube.com/user/UnrealDevelopmentKit
- Community IRC: #unrealengine on FreeNode

Unreal Engine 4 Roadmap

- lmgtfy.com/?q=Unreal+engine+Trello+