

# Forum:[Hack Forums](#)

Thread: [\[Unity\] Listen to non unity clients??](#)

**severos** - November 18, 2016, 12:42 am

I'd like to know if it's possible to make unity take commands from an external network device (mobile for example) that's not using unity.

Like having a mobile app to send data that's not built using unity, and consuming it later inside unity on another device.

**BahNahNah** - November 18, 2016, 12:49 am

Yeah, just use the .net socket class.

You can communicate between any languages that have networking capability as long as you use the same protocols.

**severos** - November 18, 2016, 12:51 am

(Nov 18, 2016 01:49 AM)BahNahNah Wrote: [\[CITE\]](#) Yeah, just use the .net socket class.

You can communicate between basically any languages.

wouldn't that cause blocking in the game it self??

**clrlslwi** - November 18, 2016, 12:52 am

(Nov 18, 2016 01:51 AM)severos Wrote: [\[CITE\]](#) wouldn't that cause blocking in the game it self??

.NET comes with non-blocking sockets if you're referring to reading. So no, no it would not.

**severos** - November 18, 2016, 12:53 am

(Nov 18, 2016 01:52 AM)Demmonic Wrote: [\[CITE\]](#) .NET comes with non-blocking sockets if you're referring to reading. So no, no it would not.

Cool, amazed that I got the answer here faster than I did on the official forums XD

**severos** - November 18, 2016, 1:08 am

(Nov 18, 2016 02:05 AM)Yani Wrote: [\[CITE\]](#) Afaik Unity is just a big .NET framework, so you should be able to find anything you need by broadening your search to .NET as well.

Problem is that Unity doesn't run the latest .NET version, can't remember the exact version they're running but it's a relatively old one.

**clrlslwi** - November 18, 2016, 1:11 am

(Nov 18, 2016 02:08 AM)severos Wrote: [\[CITE\]](#) Problem is that Unity doesn't run the latest .NET version, can't remember the exact version they're running but it's a relatively old one.

Unity uses mono, and it's .NET 3.5. It's important to remember mono, because there are internal differences that may make some code not run properly. Chances are you won't run into any issues though.