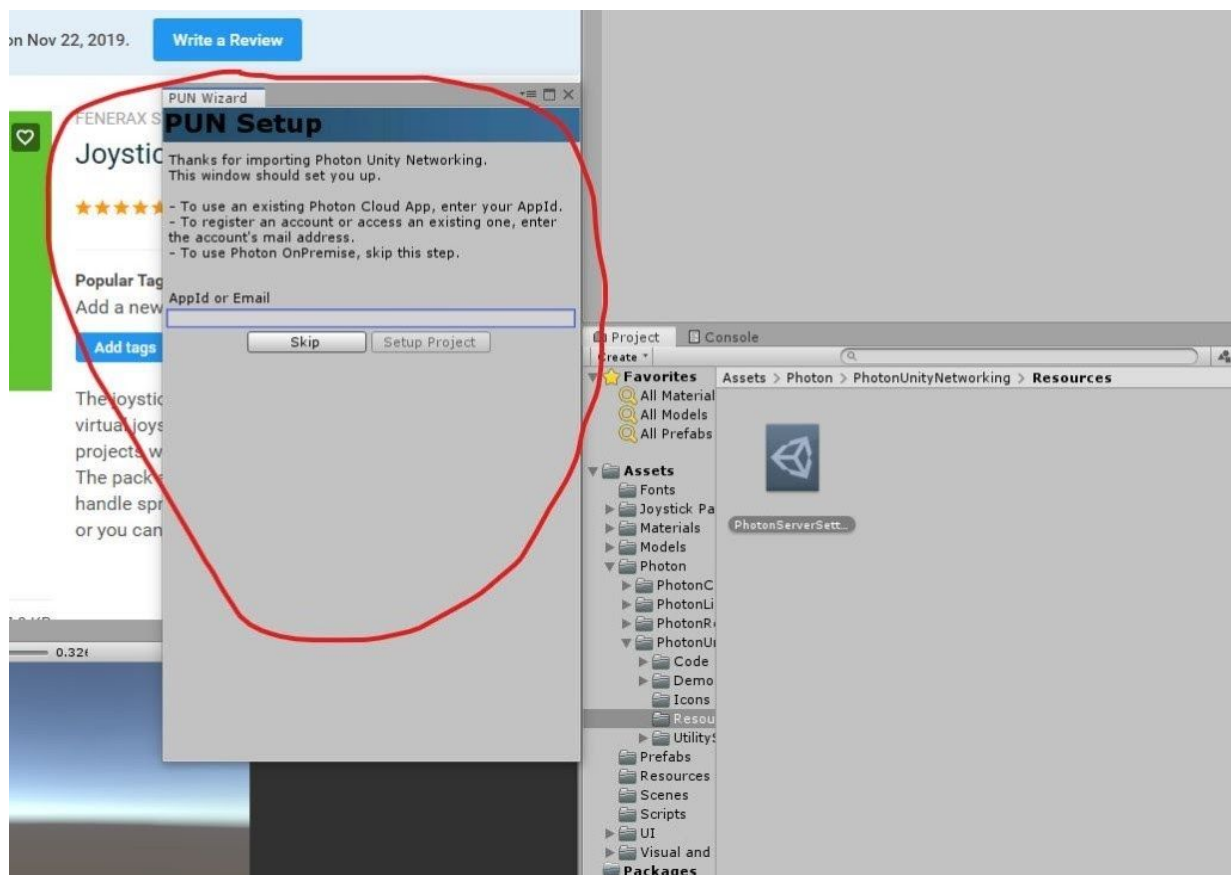# How to Setup the Asset

1. After importing the asset, open the Asset Store and search for PUN 2.

2. Download and import free version of PUN 2 asset.

3. Locate the Pun Wizard under Assets> Photon > Photon Unity Networking > Resources.



4. Go to https://www.photonengine.com/

5. Sign in OR Sign up if you don't have an account.

## Sign In

I'm not a robot

reCAPTCHA
Privacy - Terms

SIGN IN

Don't have an account?
Create one ...

6. Create a new cloud application with Photon Pun type.

## Create a New Application

The application defaults to the **Free Plan**.
You can change the plan at any time.

Photon Type *
Photon PUN

Name *
MultiplayerARSetup

Description
Short description, 1024 chars max.

Url
http://enter.your-url.here/

CREATE   or go back to the application list.

PUN                          20 CCU

MultiplayerARSetup

App ID ████████████████████2f35bb
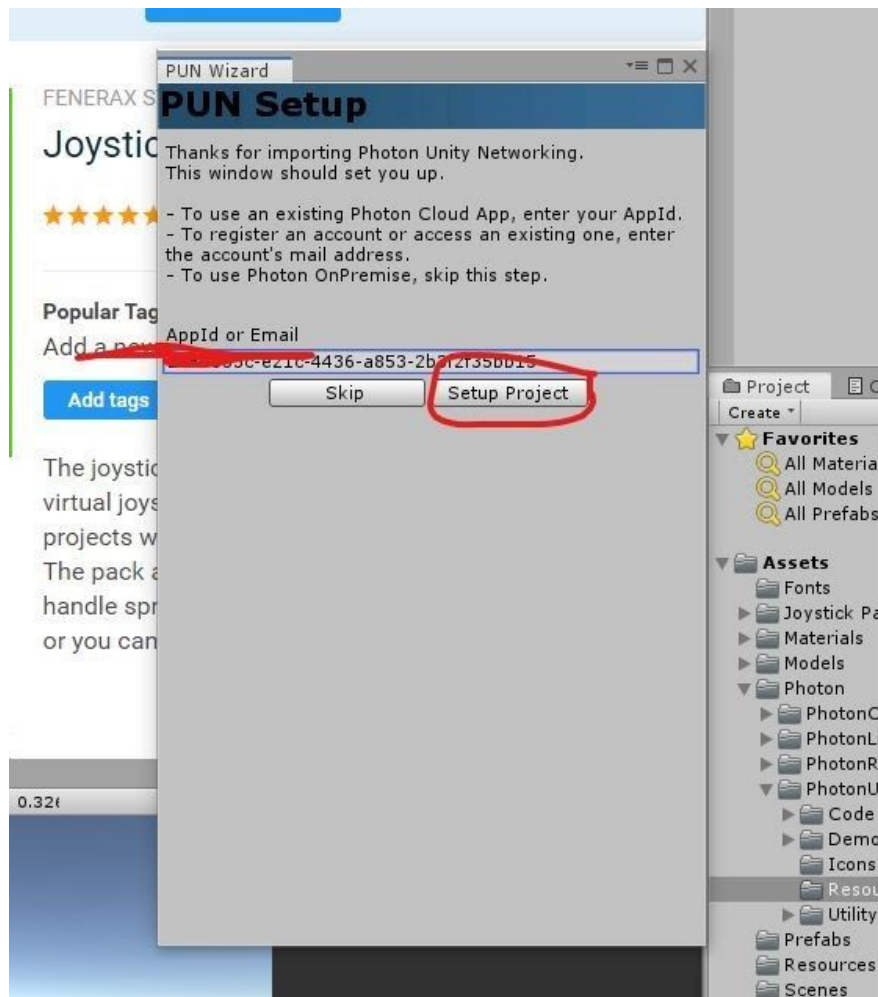
Peak CCU
0

Traffic used
0%

ANALYZE    MANAGE    -/+ CCU    ADD COUPON

# 13. Copy appID and Paste it here and click on Setup.
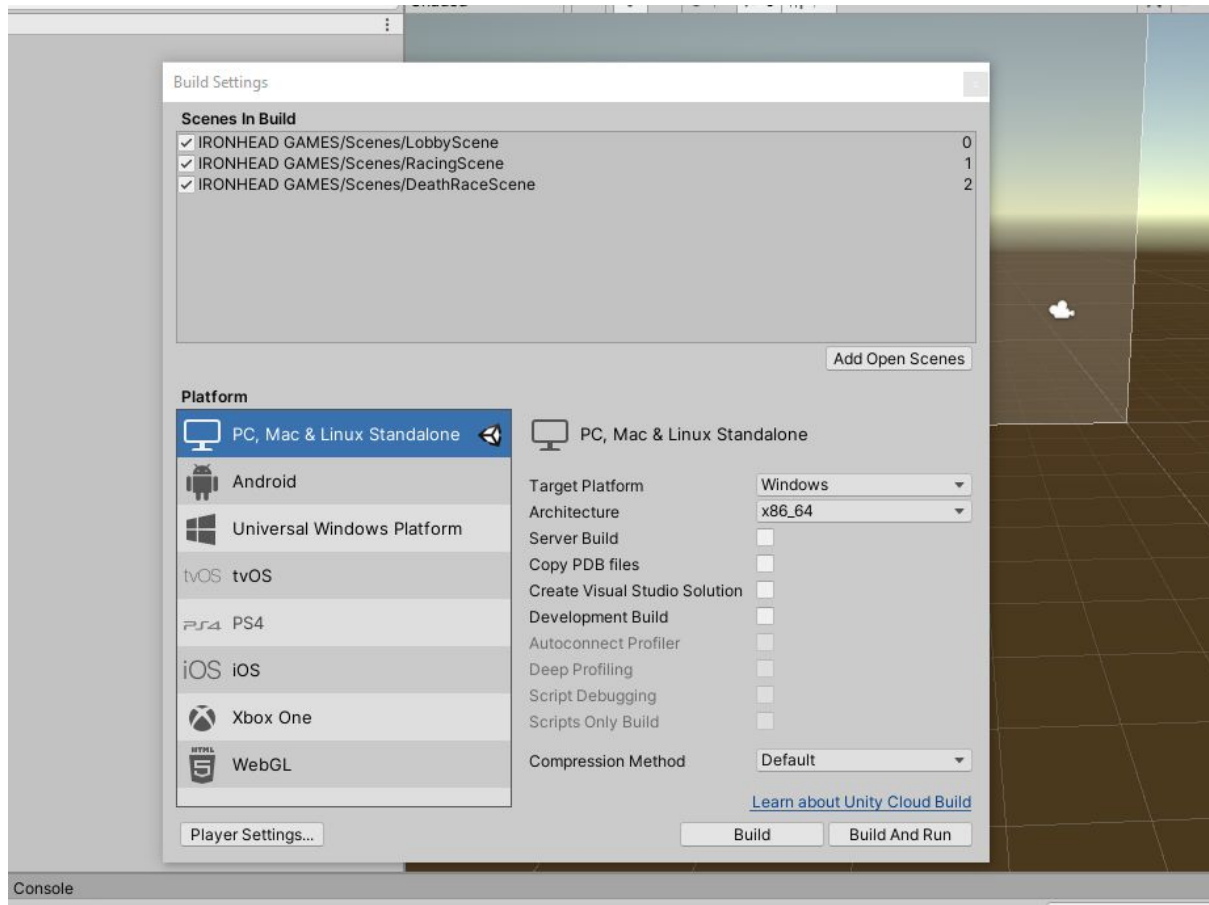
## 15. Open LobbyScene and Import TextMeshPro.
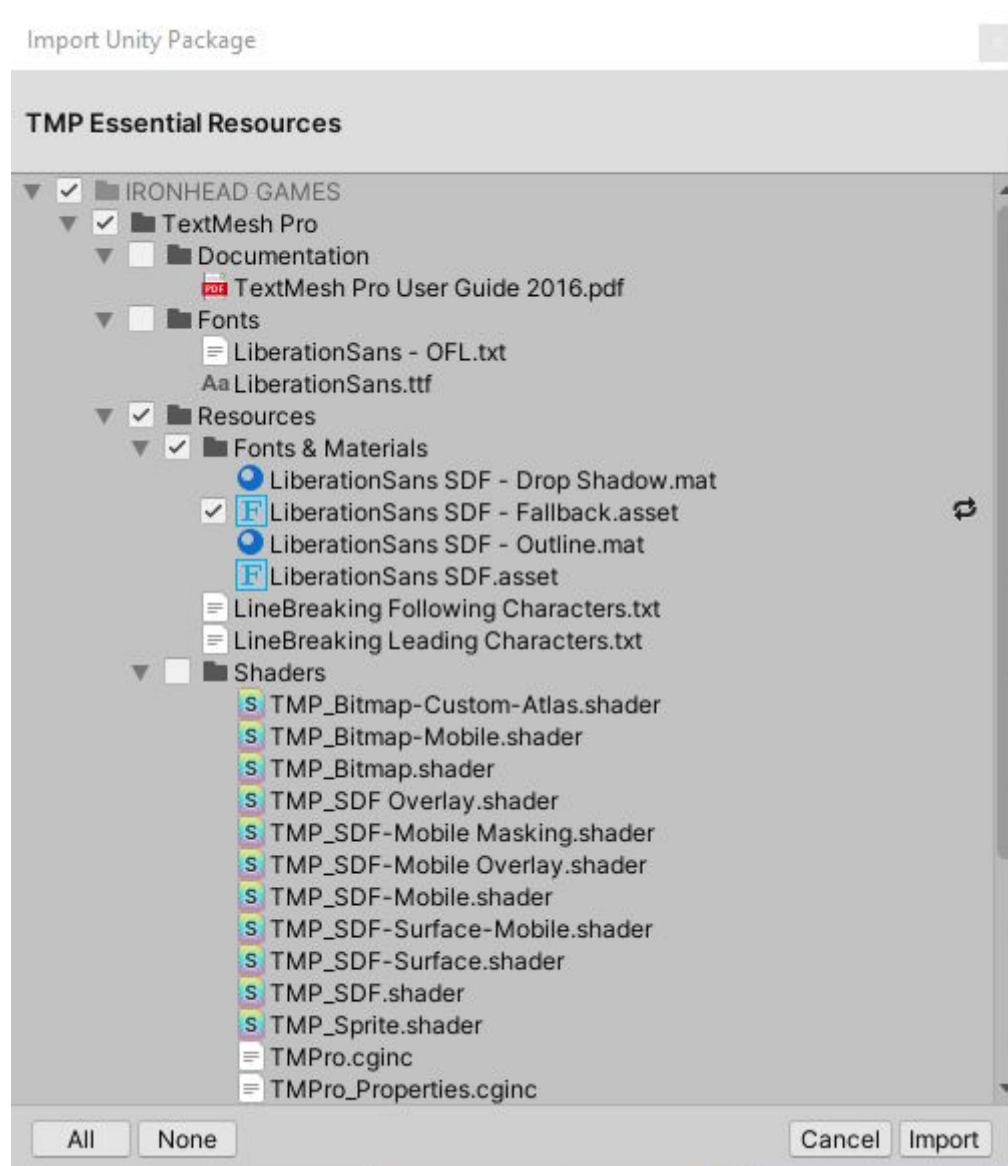
16. Open File> Build Settings. Add the following scenes to Scenes in Build.



18. Open LobbyScene and hit the play! Then, enjoy it!

**Also, this asset targets the Standalone Build! If you want to test with a different platform, you must implement Platform-specific input codes such as adding mobile joystick for Android builds.

✓ IRONHEAD GAMES/Scenes/LobbyScene                                    0
✓ IRONHEAD GAMES/Scenes/RacingScene                                   1
✓ IRONHEAD GAMES/Scenes/DeathRaceScene                                2

                                                          Add Open Scenes

**Platform**

| PC, Mac & Linux Standalone | ◀ |       PC, Mac & Linux Standalone |

| Android |

| Universal Windows Platform |

tvOS **tvOS**

PS4 **PS4**

iOS **iOS**

| Xbox One |

HTML **WebGL**

| Player Settings... |

Target Platform                    | Windows        ▼ |
Architecture                       | x86_64         ▼ |
Server Build                       ☐
Copy PDB files                     ☐
Create Visual Studio Solution      ☐
Development Build                  ☐
Autoconnect Profiler               ☐
Deep Profiling                     ☐
Script Debugging                   ☐
Scripts Only Build                 ☐

Compression Method                 | Default         ▼ |

                          Learn about Unity Cloud Build

                 | Build |   | Build And Run |