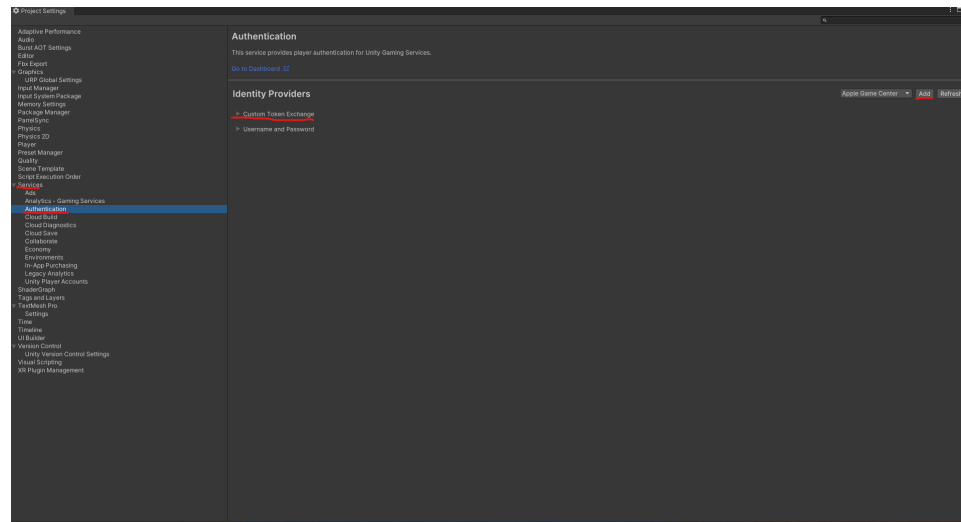
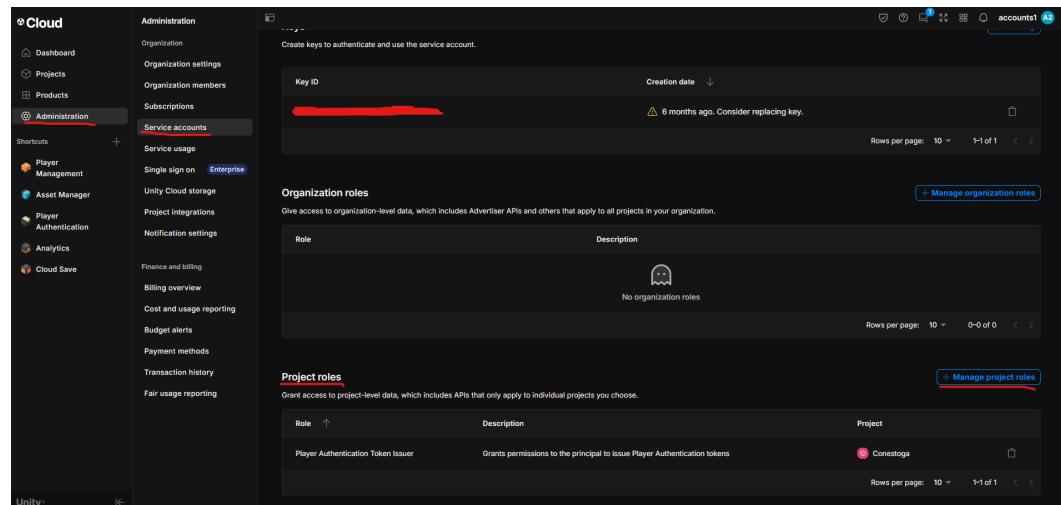


Setting Up Unity Game Services for Custom ID Authentication

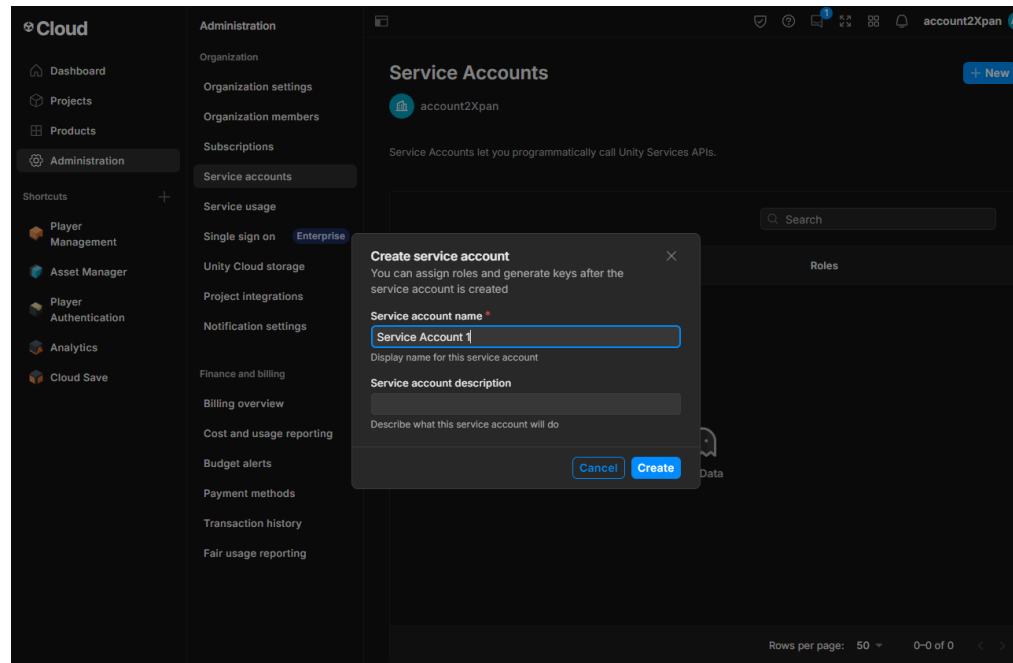
1. Add **Custom ID** as an ID provider for Unity:
 - a. In the Unity Editor menu, go to **Edit** > Project Settings..., then select Services > Authentication from the navigation menu.
 - b. Set ID Providers to Custom, then select Add.



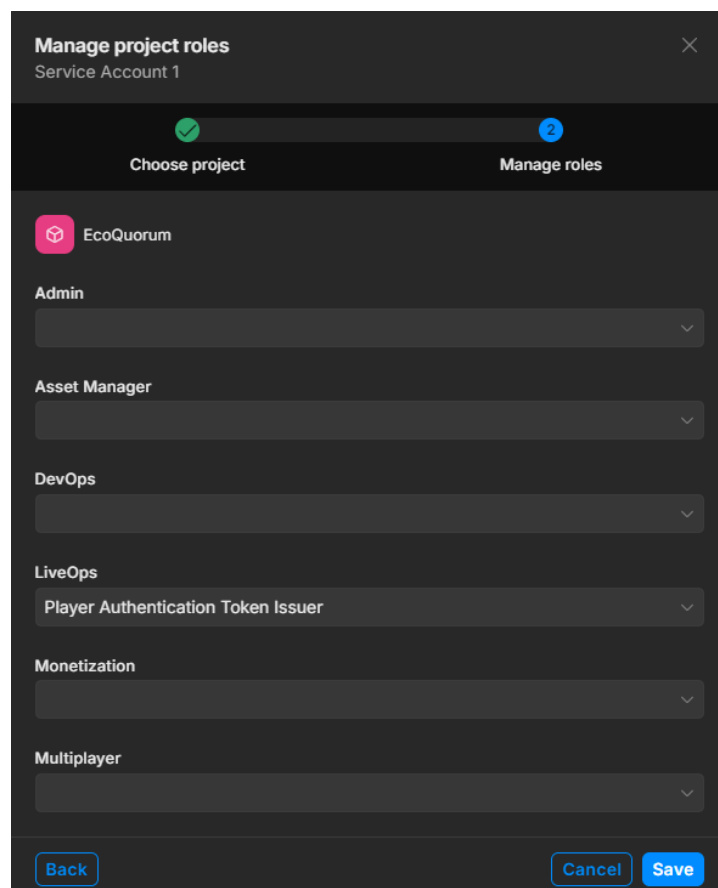
- c.
2. [Create a Service Account](#) and add project role [Player Authentication Token Issuer](#)



a.

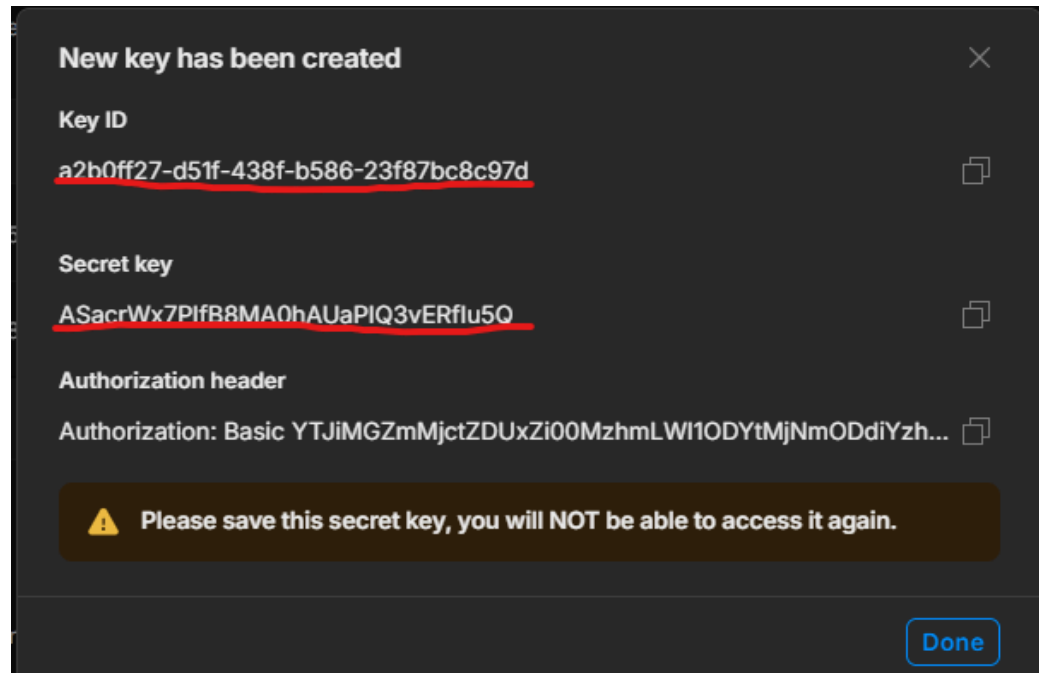


b.



c.

3. In the **Service accounts** page, click on the **Add Key** button on the **Keys** section and save then **Key ID** and **Secret Key**.



a.

4. Open the **Unity project** in the **Unity Editor** and open **LTIAuthentication.cs** located in **Assets -> Scripts**.
5. Update **keyId** and **keySecret** variables.

```

1 using System;
2 using System.Text;
3 using System.Collections;
4 using System.Threading.Tasks;
5 using UnityEngine;
6 using UnityEngine.Networking;
7 using Unity.Services.Authentication;
8 using Unity.Services.Core;
9 using UnityEngine.SceneManagement;
10
11 [System.Serializable]
12 public class CustomIDData
13 {
14     public string externalId;
15     public bool signInOnly;
16 }
17
18 public class LTIAuthentication : MonoBehaviour
19 {
20     public event Action OnSignInSuccess;
21     public TMPro.TextMeshProUGUI errorMessageText;
22
23     private static string keyId = "2a23cf50-f97c-4e35-8be7-401a2fe4951b";
24     private static string keySecret = "z1V5aWxVRT17M30Xy7URWxjL8qVSLiVD";

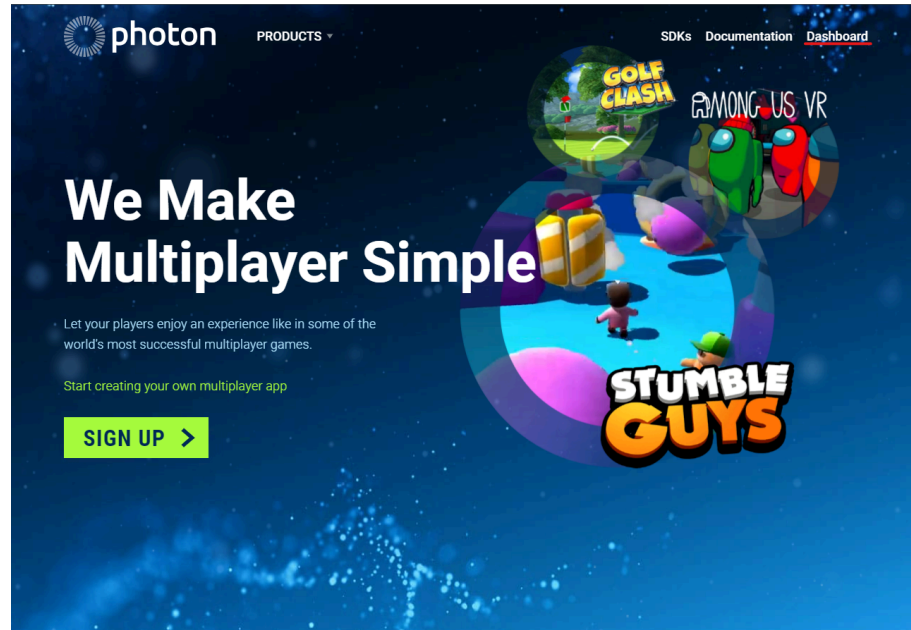
```

a.

6. Update the **environmentId**. Your environmentId can be found in the **Unity Game Service Dashboard** through your browser. Go to **Projects->Environments** and copy the production environment ID. Paste the ID in **LTIAuthentication.cs**.

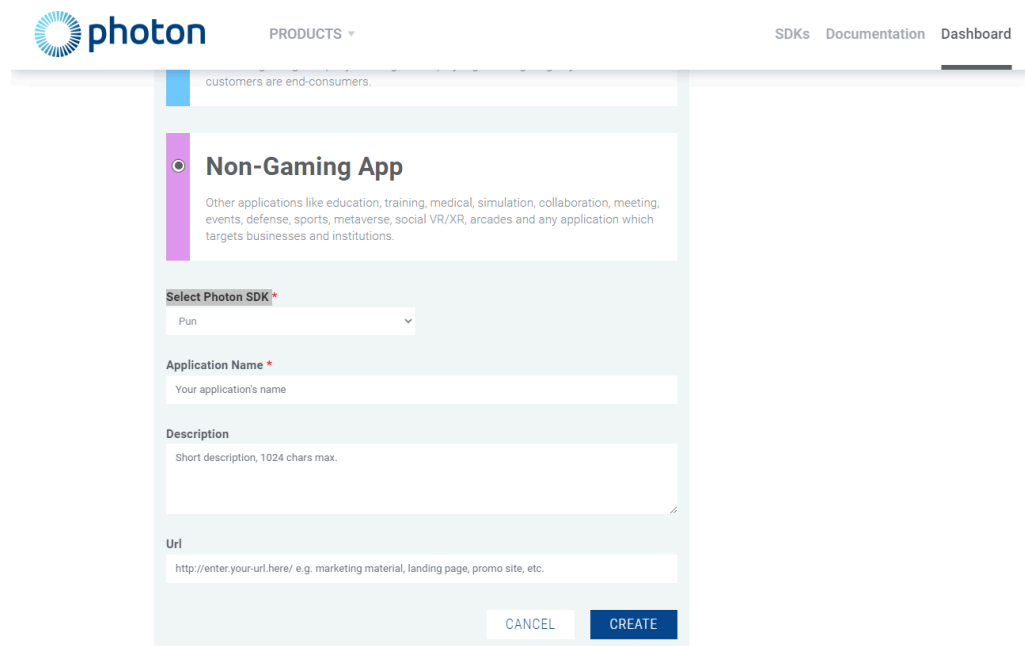
Setting Up Photon

1. Create an account with [Photon](#).
2. Login and go to Dashboard.



a.

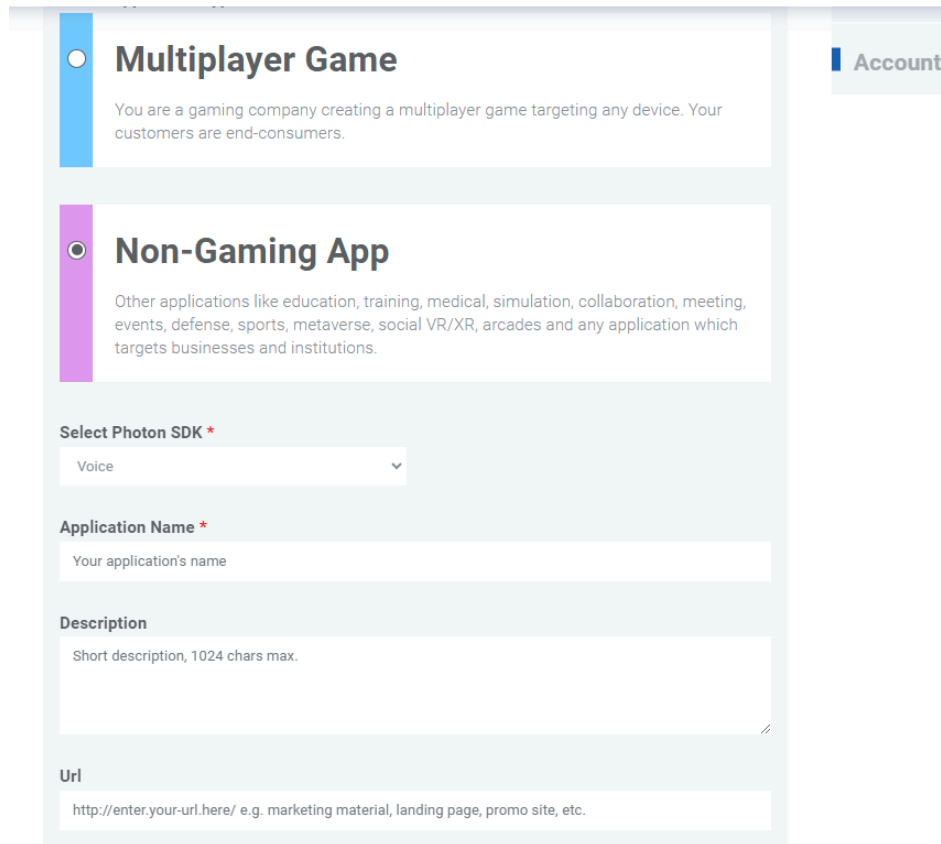
3. Click on Create New App.
4. Select Non-Gaming App
5. Under **Select Photon SDK** select **PUN**.

The image displays the 'Create New App' form on the Photon dashboard. The form is titled 'Non-Gaming App' and includes a description: 'Other applications like education, training, medical, simulation, collaboration, meeting, events, defense, sports, metaverse, social VR/XR, arcades and any application which targets businesses and institutions.' Below the title, there's a 'Select Photon SDK' dropdown menu with 'Pun' selected. Further down are input fields for 'Application Name' (placeholder: 'Your application's name'), 'Description' (placeholder: 'Short description, 1024 chars max.'), and 'Url' (placeholder: 'http://enter-your-url.here/ e.g. marketing material, landing page, promo site, etc.'). At the bottom right of the form are two buttons: 'CANCEL' and 'CREATE'.

a.

6. Create an **application name**.
7. Click on **Create**

8. Create Two more apps. One should use the **Chat Photon SDK** and the other should use the **Voice Photon SDK**.



This screenshot shows the Photon app creation form. The 'Non-Gaming App' option is selected. The 'Select Photon SDK' dropdown is set to 'Voice'. The form includes fields for 'Application Name', 'Description', and 'Url'. The 'Account' link is visible in the top right corner.

Multiplayer Game

You are a gaming company creating a multiplayer game targeting any device. Your customers are end-consumers.

Non-Gaming App

Other applications like education, training, medical, simulation, collaboration, meeting, events, defense, sports, metaverse, social VR/XR, arcades and any application which targets businesses and institutions.

Select Photon SDK *

Voice

Application Name *

Your application's name

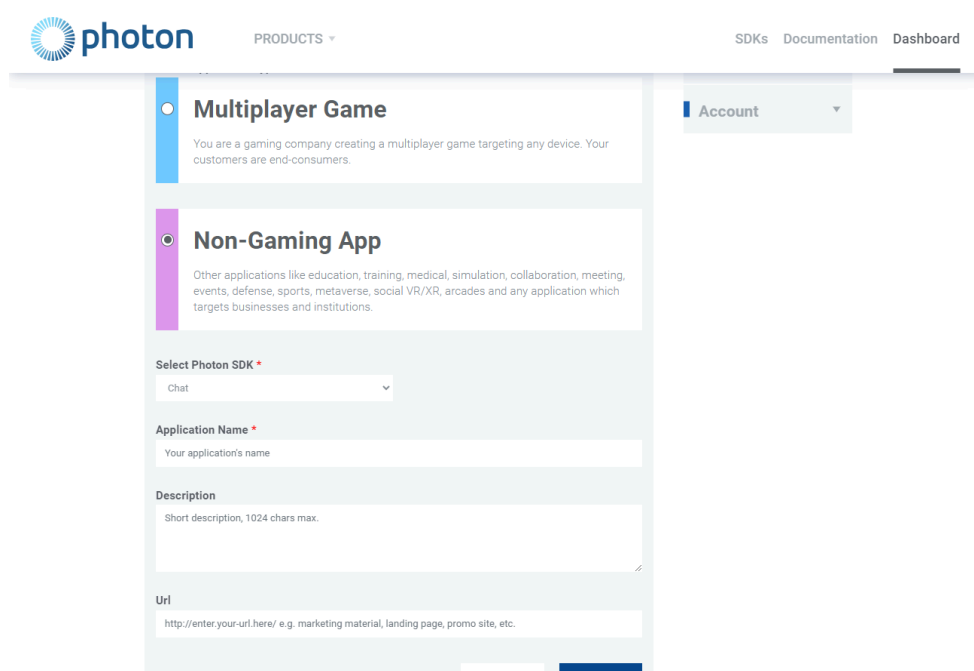
Description

Short description, 1024 chars max.

Url

http://enter-your-url.here/ e.g. marketing material, landing page, promo site, etc.

a.



This screenshot shows the Photon app creation form with the 'Chat' SDK selected. The 'Non-Gaming App' option is selected. The form includes fields for 'Application Name', 'Description', and 'Url'. The 'Account' link is visible in the top right corner. The 'CREATE' button is highlighted in blue at the bottom right.

Multiplayer Game

You are a gaming company creating a multiplayer game targeting any device. Your customers are end-consumers.

Non-Gaming App

Other applications like education, training, medical, simulation, collaboration, meeting, events, defense, sports, metaverse, social VR/XR, arcades and any application which targets businesses and institutions.

Select Photon SDK *

Chat

Application Name *

Your application's name

Description

Short description, 1024 chars max.

Url

http://enter-your-url.here/ e.g. marketing material, landing page, promo site, etc.

CANCEL CREATE

b.

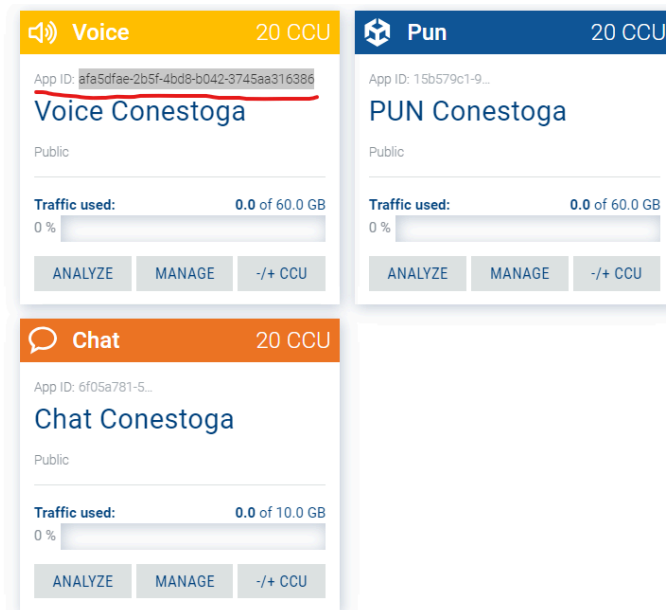
9. Once that is done you should see 3 apps. Each app has an App ID that you can click on and copy.



a.

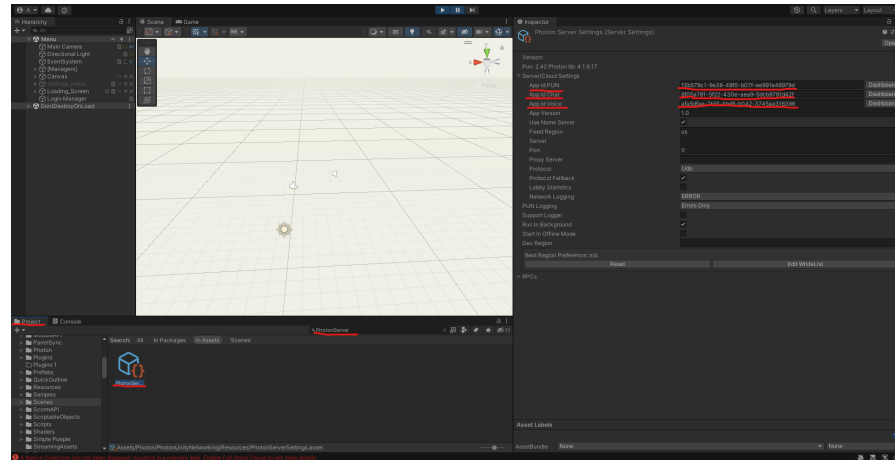
10. Go to the Unity Project and under the Project tab, search “**PhotonServerSettings**” and you’ll see 3 different **App ID’s**.

11. **Copy the App ID’s from Photon** and update the **App ID’s in Unity**.



a.

b.



Test the Build

1. Go To **File -> Build Settings** and click on Build to build the project. Once this is built update the files in **DLX Server ->public->conestoga-build** with the new files created from this build.
2. Test the build.