

Getting Started

This page takes you through the basics of setting up your project with PurrNet.

In order to get started using PurrNet, it doesn't require a lot of effort. You simply need to set up a [network manager](#), and you're ready to go.

So first, make sure to get PurrNet from the asset store [here](#).

1. After you have PurrNet in your project, simply create a new Object in your scene and call it something like "Networking" or "Network Manager".
2. To this object, you first add the "[Network Manager](#)" component of PurrNet.
3. You will now be prompted to select your [Network Rules](#) of preference.

And that's it! Try it now! Start your Unity editor and watch the network manager light up with both the server and client. This means that you are now running as [Host](#).

Previous
[Installation/Setup](#)

Next
[Setting up a player](#)

Last updated 9 days ago

