

QuickStart Wizard Menu

What to expect

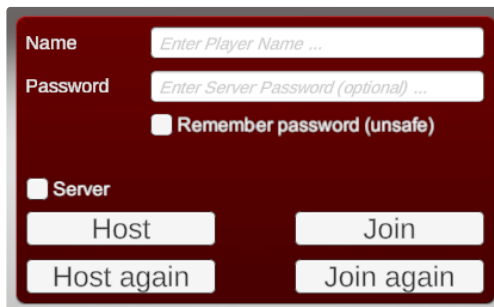
The Netcode wizard menu let's you make all choices at runtime: serve, host, join, port and address/hostname, password protection, player name and remembers all settings.

- ✓ My goal was to establish a working menu system for developers to jump right into multiplayer game mechanic exploration rather than the <ffs> gruntwork.

At the same time, a designer/artist can start with GUI styling right away. Double-Timesaver! 😊

What it looks like

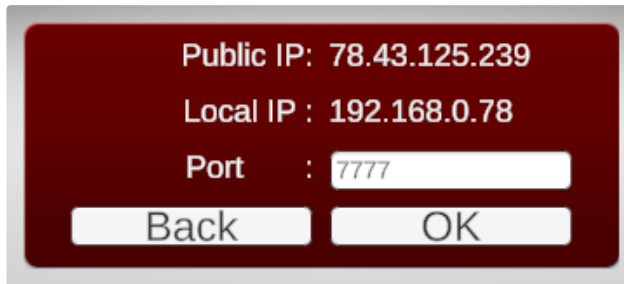
QuickStart Menu

The QuickStart Menu is a dark red rectangular window. It contains two text input fields: 'Name' with placeholder text 'Enter Player Name ...' and 'Password' with placeholder text 'Enter Server Password (optional) ...'. Below the password field is a checkbox labeled 'Remember password (unsafe)'. At the bottom left is a checkbox labeled 'Server'. Below these are four buttons arranged in a 2x2 grid: 'Host', 'Join', 'Host again', and 'Join again'.

Enter the player's name and the password (if any). If the Server/Host enters a password, client's have to enter the same. Password is transmitted as salted hash via Connection payload.

- ✓ **Tip:** By choosing the "again" options you can Serve, Host or Join again using the last settings for faster repeated testing. Which you'll do often!

Host Menu

The Host Menu is a dark red rectangular window. It displays 'Public IP: 78.43.125.239' and 'Local IP : 192.168.0.78'. Below this, it shows 'Port : 7777' next to a text input field. At the bottom are two buttons: 'Back' and 'OK'.

The host gets to see its public and local IP addresses. Clients connecting on the local network use the host's local IP - everyone else needs to use the public IP!

- ⓘ **Note:** the host will likely have to [set up port forwarding](#) for the given port on the internet router and/or the OS.

Join Menu

The Join Menu is a dark red rectangular window. It contains two text input fields: 'Host Address:' with placeholder text '127.0.0.1' and 'Port : 7777'. Below these are two buttons: 'Back' and 'OK'.

Clients enter the server port and IP address or hostname.

- ⓘ **Note:** Clients may have to [allow UDP port traffic in & out](#) in their firewall settings.

Connecting ...

The Connecting ... screen is a dark red rectangular window with the text 'Connecting ...' in a large, white, sans-serif font.

Clients should see this message for a short time. If the connection is rejected or times out the client returns to the Join menu. Heroic wizards don't leave you hanging in there forever. 😊

Connected

If connection succeeds a short-lived banner tells you so.



A player capsule with NetworkRigidBody physics spawns for every connected client. This is to keep things simple.

Later examples use an animated, rigged player character with fast-paced controls (Input System, Cinemachine).