

// Por favor fijarse en el nombre de la clase y de su archivo

```
using Photon.Pun;
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class MultiNet : MonoBehaviourPunCallbacks
{
    public Button conectarButton;
    public Button unirButton;
    public Text log;
    public Text contarSala;
    public int conteoJugador;

    public byte maxPlayerSala = 4;

    public void Conectar() {
        if (!PhotonNetwork.IsConnected) {
            if (PhotonNetwork.ConnectUsingSettings())
            {
                log.text += "\nConectado al Servidor";
            }
            else {
                log.text += "\nConexion fallida al Servidor";
            }
        }
    }
    public override void OnConnectedToMaster()
    {
        conectarButton.interactable = false;
        unirButton.interactable = true;
    }
    public void Unir() {
        if (!PhotonNetwork.JoinRandomRoom()) {
            log.text += "\nFalla al conectarse a la sala";
        }
    }
    public override void OnJoinRandomFailed(short returnCode, string message)
    {
        log.text += "\n No se unio a la sala, creando una...";
        if (PhotonNetwork.CreateRoom(null, new Photon.Realtime.RoomOptions() {
            MaxPlayers = maxPlayerSala }))
        {
            log.text += "\nSala creada";
        }
        else {
            log.text += "\nFalla al crea la sala";
        }
    }
    public override void OnJoinedRoom()
    {
        log.text += "\nUnido a la sala";
        unirButton.interactable = false;
    }
    private void FixedUpdate()
    {

```

```
        if (PhotonNetwork.CurrentRoom != null)
            conteoJugador = PhotonNetwork.CurrentRoom.PlayerCount;
        contarSala.text = conteoJugador + "/" + maxPlayerSala;
    }
}
```