STP MP Setup Docs

This doc is only for showing how to set up STP MP assets in unity, for a better documentation visit [here](). We highly recommend using that!
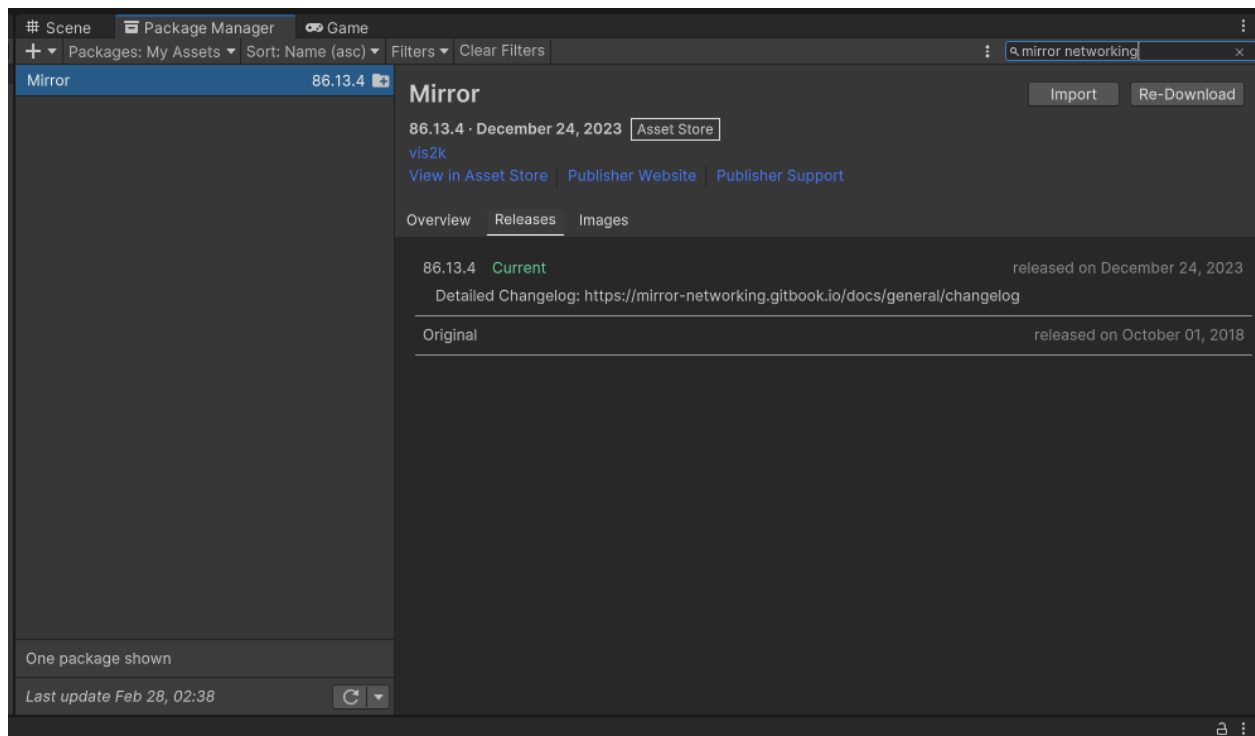
Importing Asset

Important : Follow the docs step by step.

Mirror Setup

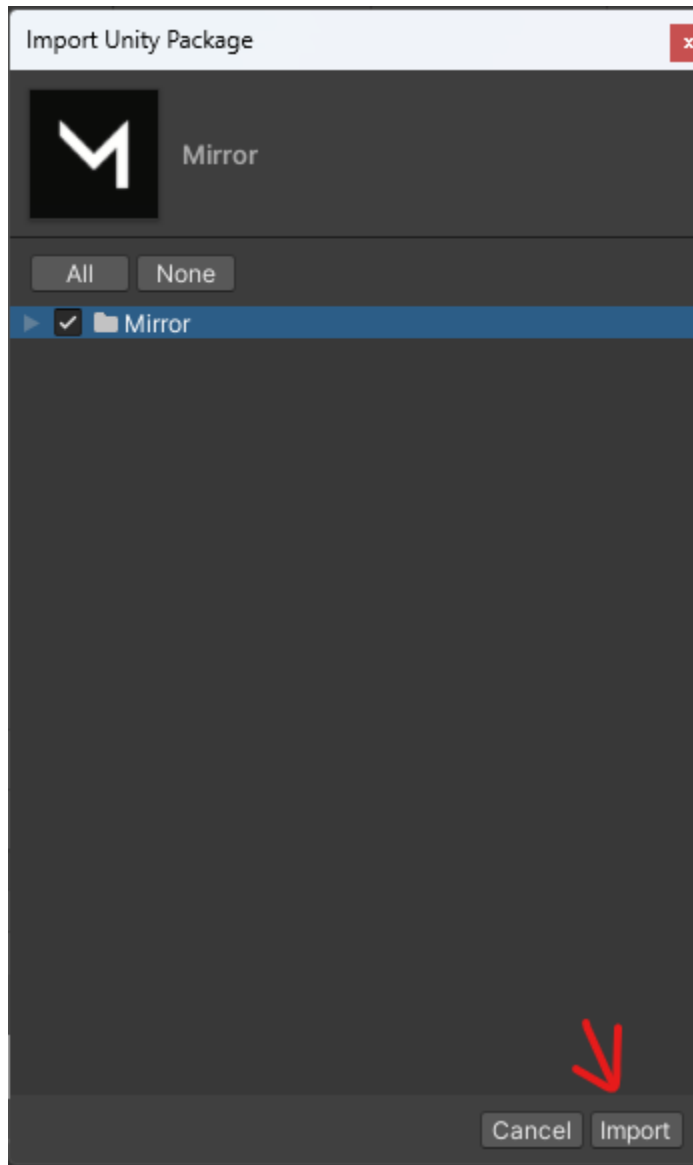STP MP uses the Free networking solution Mirror. You can download this asset from the Unity Asset store

Downloading the Mirror SDK for Unity

Please go to [Unity Asset Store]() and to your assets. Please note that STP MP was created with Mirror 86.13.4 SDK. If you encounter errors related to Mirror/Networking, please try downloading the 86.13.4 Mirror SDK instead of the latest version. If you are still facing errors, please reach out to us on Discord.
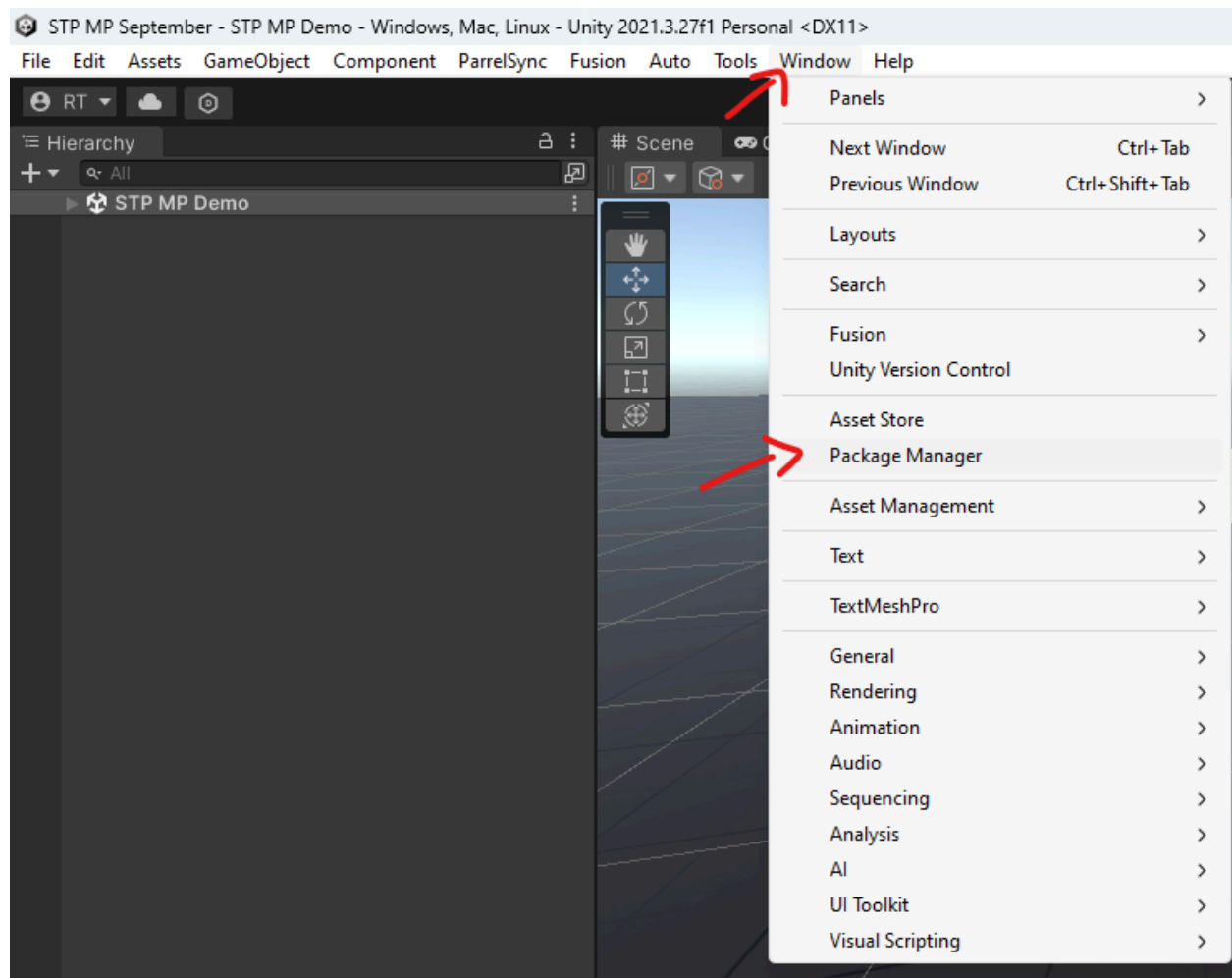
Importing the SDK

Importing the Mirror SDK is a straightforward process. Simply to package manager, -> My Assets -> Search for Mirror import it.
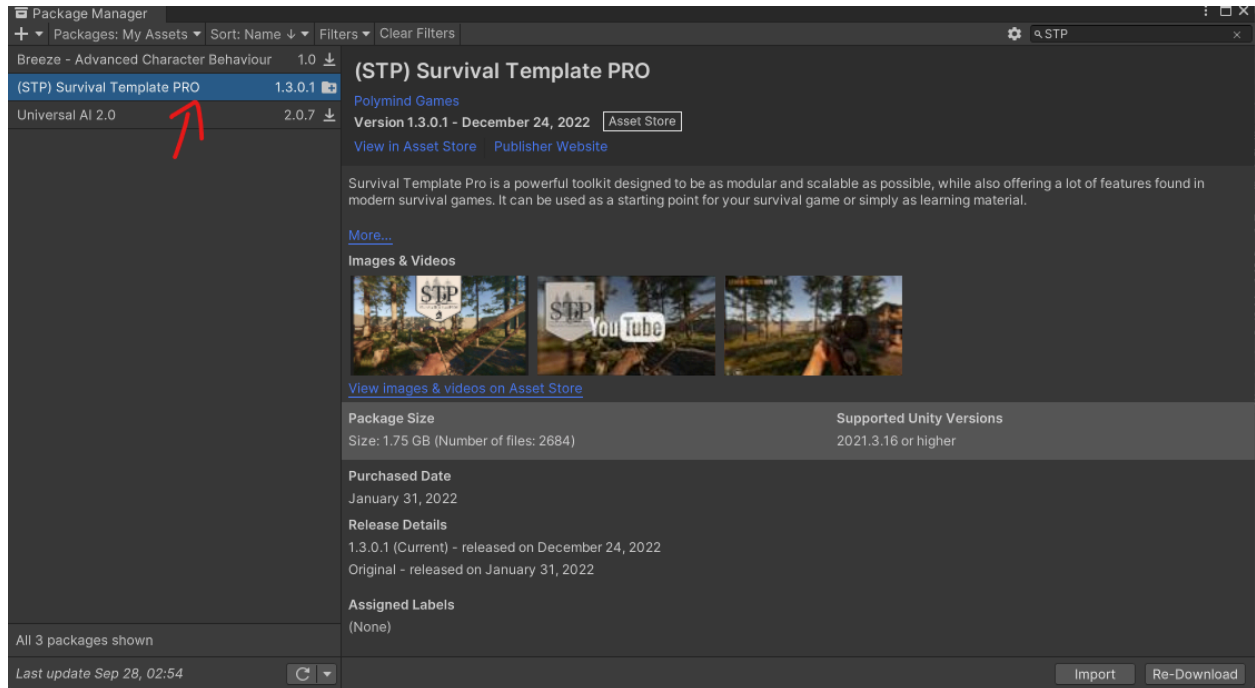
STP MP Setup

Importing the STP Asset

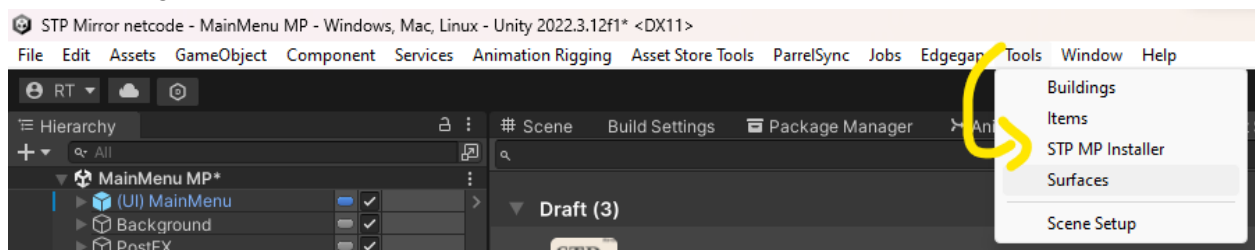In Unity, navigate to Window -> Package Manager. (As shown above)

Go to My Assets and search for STP. (As shown above) Download and press Import (Right bottom) Wait for import.

Importing the STP MP Asset

Same process as above, but instead search for STP MP and press import.

Installing the STP MP Package

Please navigate to Tools -> STP MP Installer

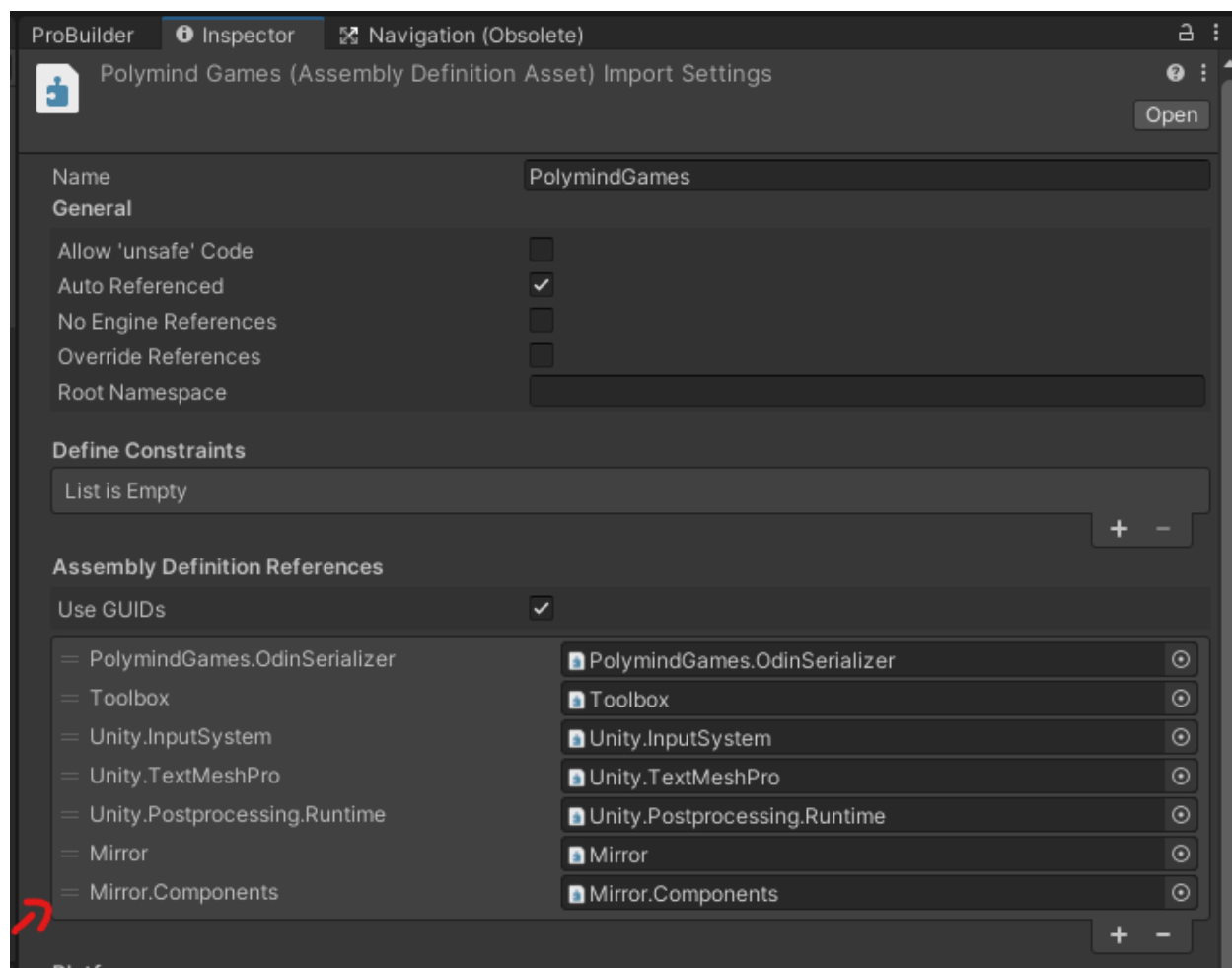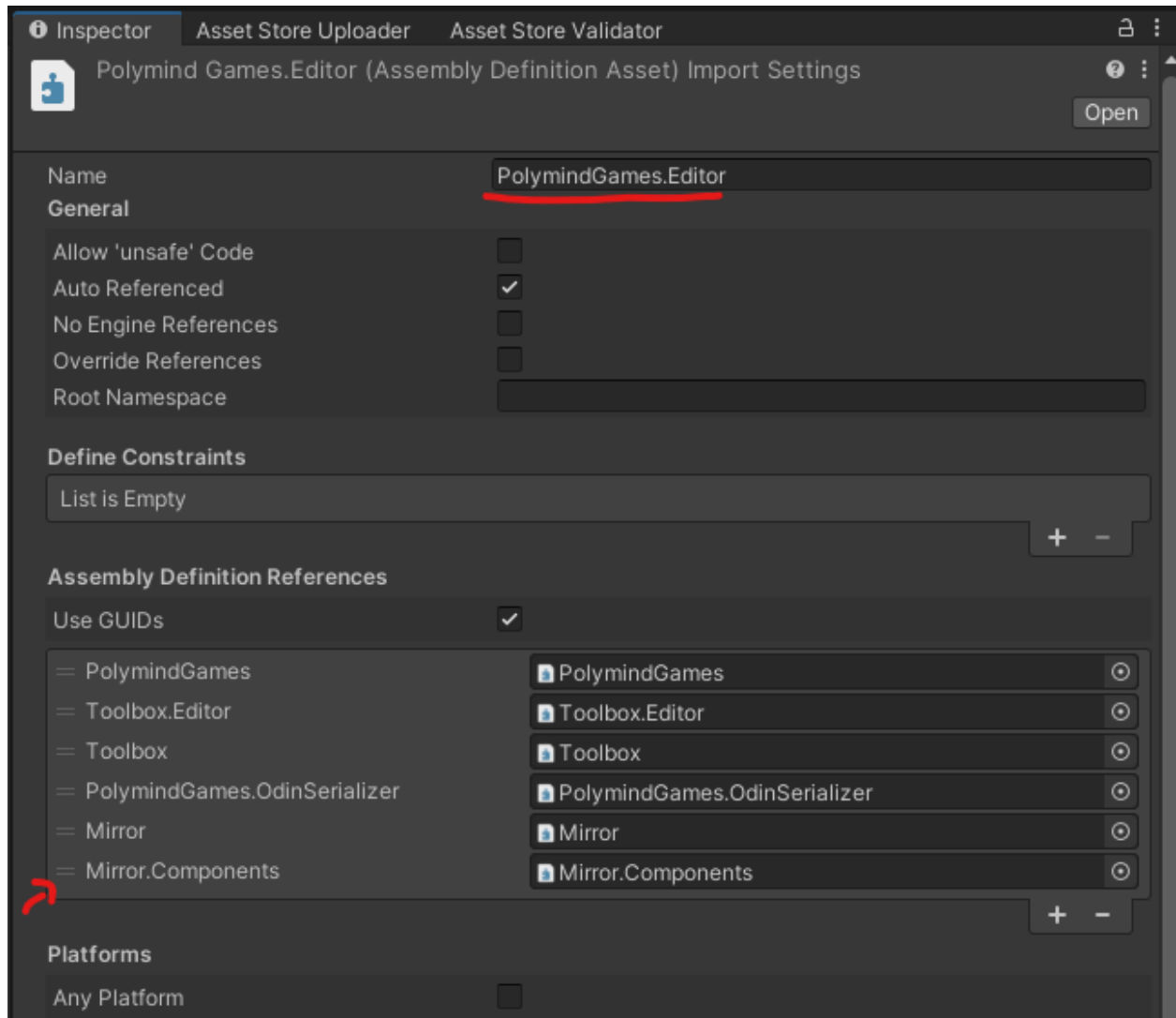Press STP MP (first option as shown in the image below) and press install.

Adding Dlls References (Important)

Locate these 2 files
- Assets/PolymindGames/PolymindFPSController/Code/Runtime/PolymindGames.asmdef
- Assets/PolymindGames/PolymindFPSController/Code/Editor/PolymindGames.Editor.asmdef

Assign Mirror dll and Mirror.Component dll as shown in the images below.

Polymind Games (Assembly Definition Asset) Import Settings   ❓ ⋮

Open

Name	PolymindGames

General

Allow 'unsafe' Code	☐
Auto Referenced	☑
No Engine References	☐
Override References	☐
Root Namespace	

Define Constraints

List is Empty

＋ －

Assembly Definition References

Use GUIDs	☑

= PolymindGames.OdinSerializer	📄 PolymindGames.OdinSerializer	◉
= Toolbox	📄 Toolbox	◉
= Unity.InputSystem	📄 Unity.InputSystem	◉
= Unity.TextMeshPro	📄 Unity.TextMeshPro	◉
= Unity.Postprocessing.Runtime	📄 Unity.Postprocessing.Runtime	◉
= Mirror	📄 Mirror	◉
= Mirror.Components	📄 Mirror.Components	◉

＋ －

Platforms

Testing Demo Scene

Please navigate to XWizardGames -> STP MP -> Scenes -> Showcase MP
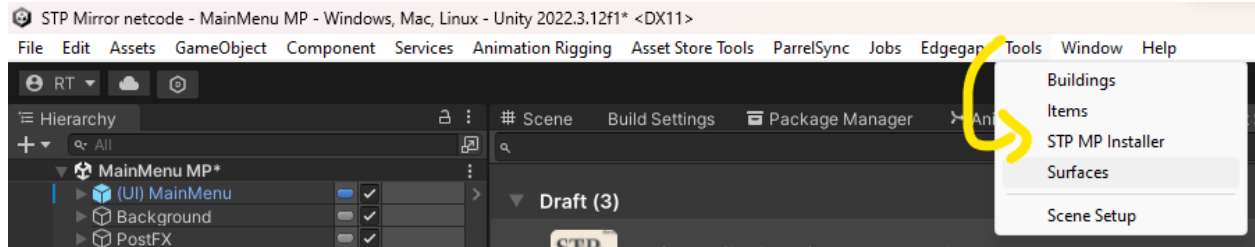Press Play.
Press Host (server + client)
The game will start and you can join the game from a client build by pressing the client button.

Installing Relay , Vivox, Lobby for using the main menu
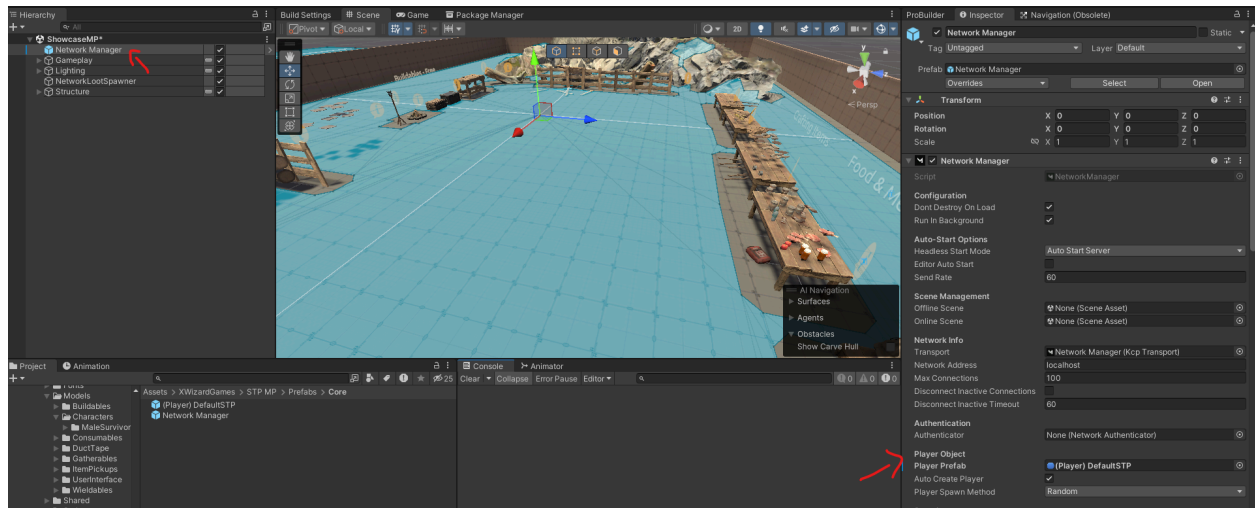
If you want to use any of these services , navigate to Tools -> STP MP Installer

Click on your preferred addon and press install.

Troubleshoots

If the game is not starting make sure you have (Player) DefaultSTP prefab assigned in NetworkManager

As stated above please follow [this](#) link for better docs.