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Photon Module 2

> ⚠️ **Having troubles?** Join our channel in Game Creator's **Discord server** for realtime discussions.

This is a module made for **Game Creator** that seamlessly integrates **Photon Unity Networking** and allows you to have networking in your game with just few clicks and without writing a single line of code.

▶ Photon 2 for Game Creator 2 - Testing with multiple fake players

Watch on ▶ YouTube
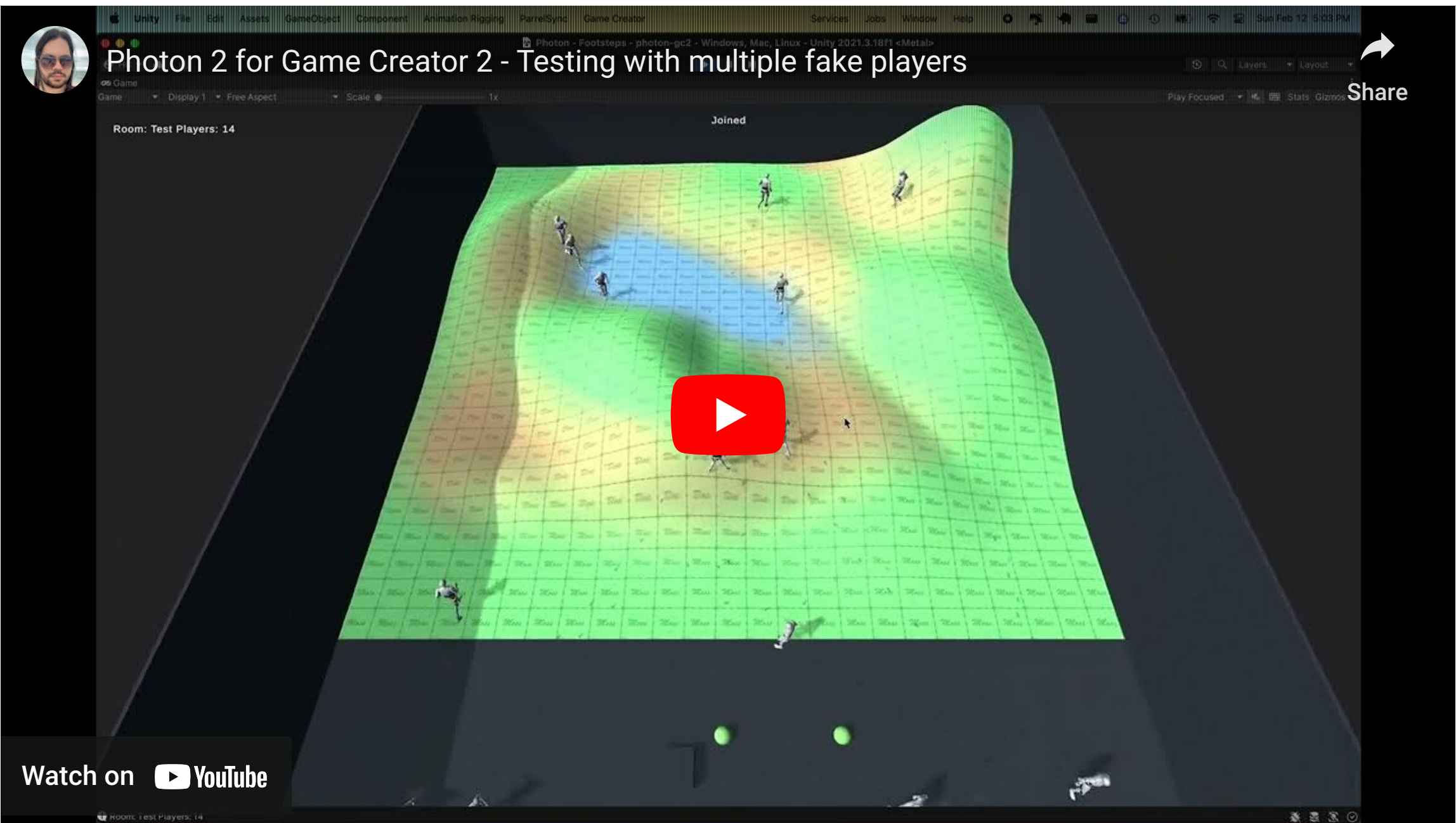
> ℹ️ To learn more about **Photon Unity Networking** head out to their **website**.

> ✅ Try the **Demo** now!

Key features

- Complete **Character's synchronization** (Position, rotation, speed, jump etc.)
- Full control of **Player Properties** and **Room Properties** via actions.
- **Synchronize Actions** with a single click.
- Character **Attachments** synchronization.
- Cached prefab list editor, easily add prefabs for Network instantiation.
- Item **pickup system**. Useful for power-ups or Game Creator's **Inventory** or **Quest** module.
- Packed with **Actions** and **Conditions** that can be used on any other Game Creator module.
- Built-in editor **debugging tools** to see connection status, player properties, room properties and more.

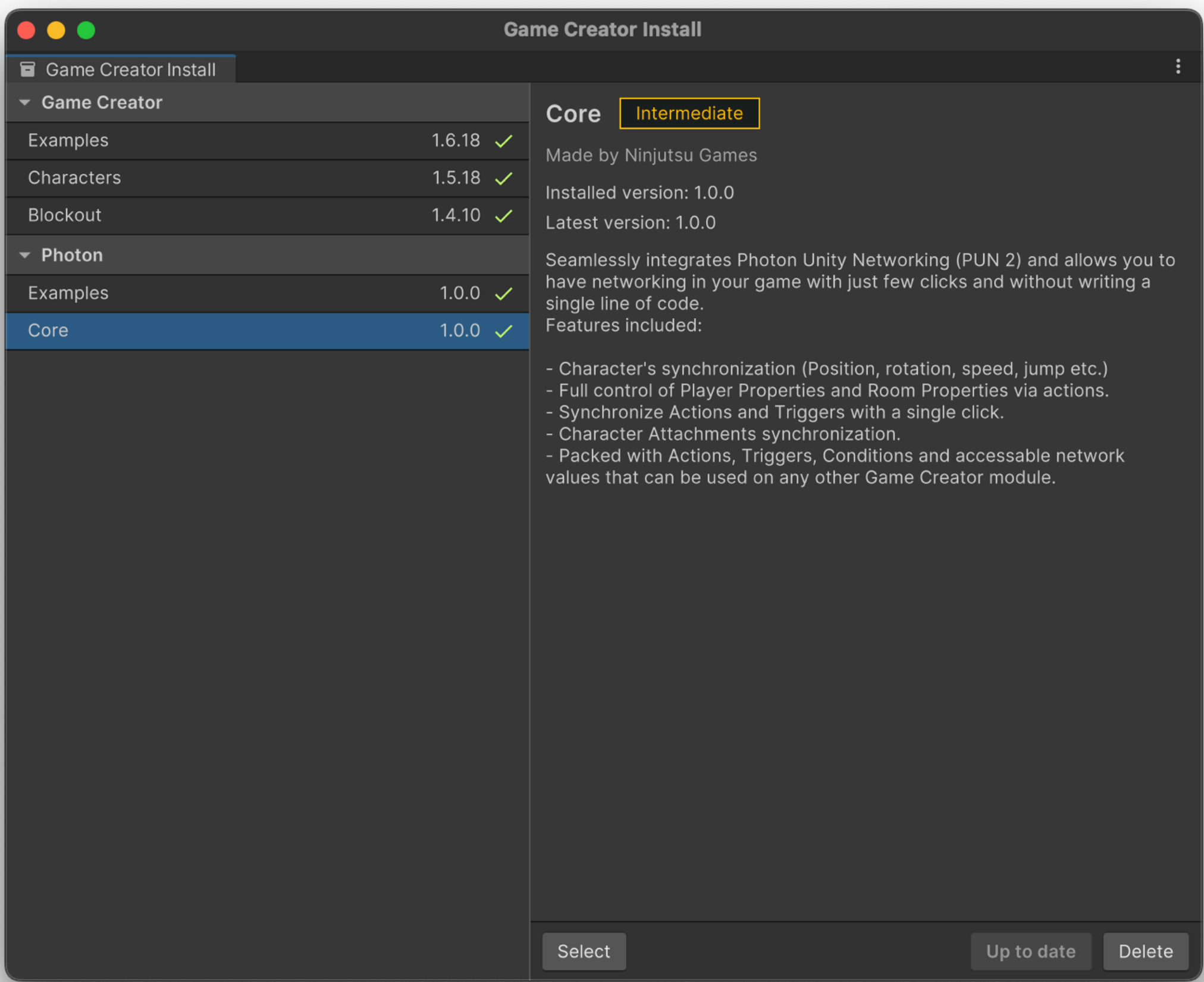> ✅ All actions and conditions are compatible with other Game Creator modules.

Setup

You can get **Photon Unity Networking** from **here**.

Download the package from the **Unity Asset Store**.
You'll first need to have Game Creator 2 and Photon Unity Networking 2 installed.

Then, bring up the *Game Creator Install Window* select the Photon Core package and install it.

> ⚠️ This module requires **Game Creator 2** and **Photon Unity Network 2** and won't work without it. Don't attempt to extract the package inside the Plugins/ folder as it will throw some errors.

Last modified 3m ago