首页 (/) /

(/users/402881/bekiryanik.html)

个问题，截止 bekiryanik (/users/402881/bekiryanik.html) · 2015年03月01日 22:13 · **multiplayer (/topics/multiplayer.html)** **synchronization (/topics/synchronization.html)** **google play games (/topics/google-play-games.html)** **crossplatform (/topics/crossplatform.html)**

How to Synchronize Play Services Real-Time Multiplayer

Hello,

I have a cross platform real-time multiplayer project. I have synchronization problem between iOS and Android devices. There is no huge differences but, there is a little bit differences and this causes problems in the game. The game should proceed on both platform at the same time. How can i solve this synchronization problem? I searched it on the Internet and i couldn't find enough information.

0

☆

评论 · 💬 隐藏 7

(/users/402881/bekiryanik.html) bekiryanik (/users/402881/bekiryanik.html) · 2015年03月01日 23:16 (/comments/913424/view.html) 0

Yes, they all connect to the same server which is server of Google Play Game Services. Game proceeds as this; for instance when the game is started, both characters(one of them is connected from android device and the other one is connected from iOS device) starts running automatically and it seems that the character which is on Android device, goes in front of the other character which runs in iOS device. Both of the characters speed is the same but their position is different in the game. They should go in the same line. I need to do something like; 3-2-1 and Go and both device should take the signal from the server(this is just an example of a way to solve this problem but i don't know how to do that) and starts running according to this signal.

About lag; actually there is no lag. Just a little bit difference of working of the game and i need to synchronize game to solve this.

Thank you so much!

(/users/543015/rastacre.html) Rastacre (/users/543015/rastacre.html) · 2015年08月17日 22:08 (/comments/1030807/view.html) 0

Hi There,

I was wondering if you managed to find a solution to this issue.

I'm working on a similar setup (3-2-1-GO) and depending on network speeds the various players end up having various degrees of lag.

Any pointer?

Cheers Cre

(/users/402881/bekiryanik.html) bekiryanik (/users/402881/bekiryanik.html) · 2015年08月18日 06:41 (/comments/1031006/view.html) 1

Hi Rastacre,

I couldn't find any solution because i hold over that project after this issue. But if i find any solution to this, i will try to explain that in here.

(/users/543015/rastacre.html) Rastacre (/users/543015/rastacre.html) · 2015年08月18日 08:15 (/comments/1031078/view.html) 0

Hey Bekiryanik,

thanks for your reply.

I started tinkering with this problem and I came up with an idea, but still didn't have a chance to implement it.

So the idea is:

- when all the participants connect the one that initiate the game sends out a packet with the game settings for the current game

- when the other players receive the packet they all send back a ready state packet telling the host they are ready to go.

- On receive the host sends back its own ready packet and once everyone is on the ready state the game starts

All the packets must be sent as reliable here to make sure they arrive and they also arrive in sequence.

There is one issue with this: when the hosts sends the last ready packet, the hosts itself knows it is ready to go (and all the participants) but we don't know if and when the other participants will receive the ready packets themselves... so this might sync the participants but still have the host starting the game earlier.

Anyway I'll try to come up with something more concrete and I'll let you know if I find a solution.

Cheers

Rastacre (/user/rastacre.html) · 2015年08月18日 08:49 (/comments/1031097/view.html) 1

I found something:

http://www.raywenderlich.com/89724/creating-cross-platform-multiplayer-game-unity-part-4 (http://www.raywenderlich.com/89724/creating-cross-platform-multiplayer-game-unity-part-4)

this is part 4 of a whole tutorial based on the Google Play Games services. It's pretty good, loads of solutions to various problems.

Somewhere at toward the end there's a section called:

Synchronizing Game Start

Which has a much more complex, but better solution that the one I came up with... :)

Hope this helps.

Cheers

显示更多的评论

0条回复·添加您的回复

排序**：** 👍 (/questions/912962/how-to-synchronize-play-services-real-time-multipl.html?sort=votes)

⊙ (/questions/912962/how-to-synchronize-play-services-real-time-multipl.html?sort=newest)

↺ (/questions/912962/how-to-synchronize-play-services-real-time-multipl.html?sort=oldest)

您的解答

(/static/markdown/help.html)

填入详细说明......

提示： 您可以通过键入 @username 通知用户关于这篇文章

发表解答

Welcome to Unity Answers

The best place to ask and answer questions about development with Unity.

To help users post good questions and use the site effectively we have posted a user guide. (http://answers.unity3d.com/page/userguide.html)

If you are a new user, check out our FAQ (/page/faq.html) for more information.

If you are a moderator, see our Moderator Guidelines (/page/modguide.html) page.

We are making improvements to UA, see the list of changes (/page/changes.html).

For troubleshooting (http://answers.unity3d.com/page/troubleshooting.html) common problems with Unity 5.x Editor (including Win 10).

关注此问题

🔊 解答 (/feed/912962/answers.rss)　　🔊 解答及评论 (/feed/912962/comments-and-answers.rss)

3人关注此问题。

相关问题

How to state synchronize the rotation of one axis? (/questions/61771/how-to-state-synchronize-the-rotation-of-one-axis.html) 1 解答

How to make randomly generated floats the same across multiplayer? (GPGS) (/questions/1118078/how-to-make-randomly-generated-floats-the-same-acr.html) 1 解答

how to synchronize other player actions in multiplayer environment using photon multiplayer ? (/questions/1064430/how-to-synchronize-other-player-actions-in-multipl.html) 3 解答

Team Leaderboard using Google Play Services (/questions/1099984/team-leaderboard-using-google-play-services.html) 0 解答

Synchronizing parented objects' position and rotation & handling player collision (/questions/631750/synchronizing-parented-objects-position-and-rotati.html) 0 解答