

Thank you for using Advanced Instance Manager!

Advanced Instance Manager is a plugin that allows you to test multiplayer games in Unity with ease.

Contact:

Want to get into contact with us? Report issues?\

[Github issues\](#)

[support@lazy.solutions\](mailto:support@lazy.solutions)

discord.gg/pnRn6zeFEJ

Note: We accept bug reports and offer help on all three channels. Which one you wish to use, is up to your preference!

Guides:

[Quick Start](#) - An introductory guide to using Advanced Instance Manager\

[Instance Manager Window](#) - A guide that describes how to use the instance manager window

API:

Core:\

[InstanceManager](#) - The core of the API\

[UnityInstance](#) - The model for secondary instances\

[Layout](#) - The model for window layouts

Utility:\

[ActionUtility](#) - Provides functions for running tasks\

[CommandUtility](#) - Provides functions for running commands in the terminal\

[CrossProcessEventUtility](#) - Provides the ability to send 'events' to secondary instances and back\

[GUIExt](#) - Provides a few extensions for ImGui\

[InstanceUtility](#) - Provides functions for working with UnityInstance\

[ProgressUtility](#) - Provides functions for running tasks that should report indeterminate progress in editor\

[WindowLayoutUtility](#) - Provides functionality for working window layouts for the editor