

# Photon PUN2 Enter Exit with Realistic Car Controller V3.53

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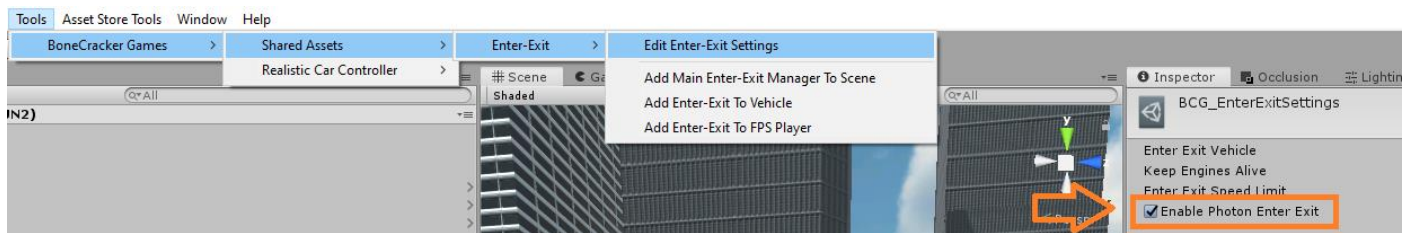
## Importing Packages

First, download and import [Photon2](#). Pass your [AppID](#) to Photon setup (expalined below), and then import [“RCC\\_PhotonNecessaryScripts”](#) in **Scripts/Photon** folder. Now you can test the Photon demo scene.

There should be a new scene named [“RCC City Enter Exit FPS \(Photon PUN2\)”](#) in **Demo Scenes** folder after importing the integration package. Same scene with regular Photon PUN2 city scene. Only difference is, this scene has [“BCG\\_PhotonManagerEnterExit”](#) instead of [“RCC\\_PhotonManager”](#) with script.

## Known Bug

There is an option named [“Enable Photon Enter Exit”](#) button in **Enter Exit Settings**. This button needs to be refreshed. Disable it and re-enable it. This process will add [“BCG\\_ENTEREXITPHOTON”](#) scripting symbol into your **Build Settings**. Disabling it again will remove this scripting symbol from your **Build Settings**.



I would recommend you to read **Realistic Car Controller V3.4 Photon PUN2 Integration** documentation before reading this.

Once we connect to lobby with [“BCG\\_PhotonManagerEnterExit”](#), automatic room join/create will be initiated. After creating / joining random room, [“Spawn Player”](#) button will be visible. This button is only visible when we are in active room. This button will instantiate **BCG\_FPSPPlayer** with [“PhotonView”](#) component attached to it.

Each vehicle on the scene has [“RCC\\_PhotonNetwork”](#), [“BCG\\_PhotonNetwork”](#) scripts. When FPS Player enters the vehicle, [“BCG\\_PhotonManagerEnterExit”](#) will request ownership of the vehicle to the FPS Player. When FPS Player exits the vehicle, [“BCG\\_PhotonManagerEnterExit”](#) will transfer ownership to 0. That means, owner of the vehicle is null.