Installation

Before you import **Photon Multiplayer Template (For Game Creator 2)** into your project, we need to configure it, follow this steps in order to get everything up and running:

1. **Install Game Creator 2** and **Photon PUN 2**. For installation instructions on those two assets please refer to their respective documentation.
2. Install the latest version of Unity Visual Scripting and Text Mesh Pro from the Unity package manager.
3. Once everything installed go to Edit>Project Settings>Visual Scripting and add the following nodes to the node library:

Then add the following type options:

4. With everything now installed and configured now proceed to install the **Photon Multiplayer Template (For Game Creator 2)** asset.
5. Everything should be installed now!

Quick Start Guide:

Now that everything is installed go to the demo scene located in Novacorp Studios>Scenes>Example Scene and run the demo scene provided allows users to do the following:

1. Join or Create Random Rooms (a random room is created in case none exists)

2. Create a new room (allowing users to set the room name before creating it)
3. Join a room (joins an existing room by entering the room name)

Once inside a room, game users should be able to see other players within the same room using game creator 2 character.

The demo scene will sync character animations and transform.