

How to Use

In order to use Connect Photon you need to add the [PUN 2 - Free](#) package from the Unity Asset Store. You also need an account on the [Photon Engine website](#) and create an application and set it up in Unity. There are several tutorials on YouTube that show you how to do it. Try searching for “PUN2 setup”.

You also need the TextMeshPro package. Get it from Window->Package Manager then select packages:Unity Registry and search for TextMeshPro. TextMeshPro has an issue that can mess up text elements from imported packages but it's easy to fix:

Solution A) In any scene in the hierarchy, create a newTextMeshPro element by right-clicking UI->Text TextMeshPro. If it's the first time using TextMeshPro in the project you will get a popup called TMP Importer. You need to import the TMP Essentials. If you want to use the font that I've used you also need to import the TMP Examples and Extras.

Solution B) Go to Window->TextMeshPro-> Import TMP Essentials and Window->TextMeshPro-> Import TMP Examples and Extras

Step 1 - Set up

1. Add the PUN 2 - Free package and set up the application in Unity.
2. Make sure you have the TextMeshPro package installed and that TMP Essentials is installed.
3. Add the Connect Photon package.

Step 2 - Test it

1. Connect Photon has an example scene called “ConnectPhotonListings” with server/room listing. If you want to test the setup you need to go to File -> Build Settings and set the “ConnectPhotonListings” scene to index 0 and “PongPhoton” scene to index 1.
2. Build for your desired platform and run the build.
3. Run an instance of the game and wait for the game to connect to the Photon server.
4. Select a username and server name. Select a game mode (there is one, called “Pong”, in the example scene. Select the max players. Click the “Create” button
5. Run a second instance. Wait until the game has connected to the Photon Server and join the room.

6. Pick a team from the drop-down and click ready.
7. Once all players in the room have connected the room owner can start the game.

What next?

I recommend duplicating the “ConnectPhotonListings” scene and modify it to fit your needs. The scene called “PhotonPong ” has examples of how to spawn players into the game on their own unique spawn points.

Regions

Go to Window->Photon Unity Networking ->PUN Wizard and click “Locate PhotonServerSetting”. Set the “Dev Region” to the server of your choice while developing the game. Find the right token [here](#) (e.g. “au” for Australia)