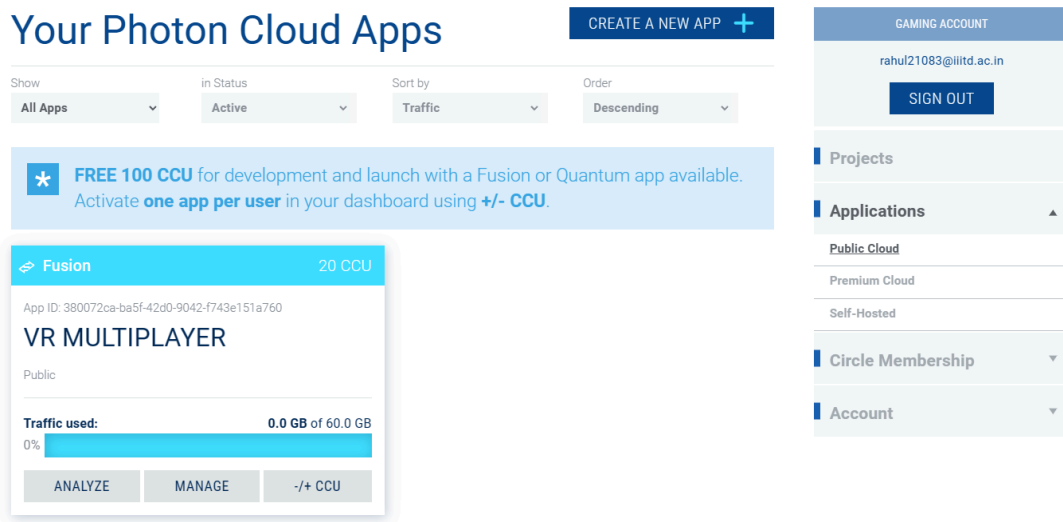# STEPS WE FOLLOWED FOR COLAB VR - PHOTON FUSION

Step 1: Download and Import Photon Fusion SDK

1. Downloaded the Photon Fusion SDK from the Photon engine website.
2. Imported the SDK into our Unity project.
3. Created a new app on the Photon dashboard and pasted the app ID into the Photon Fusion Hub window.
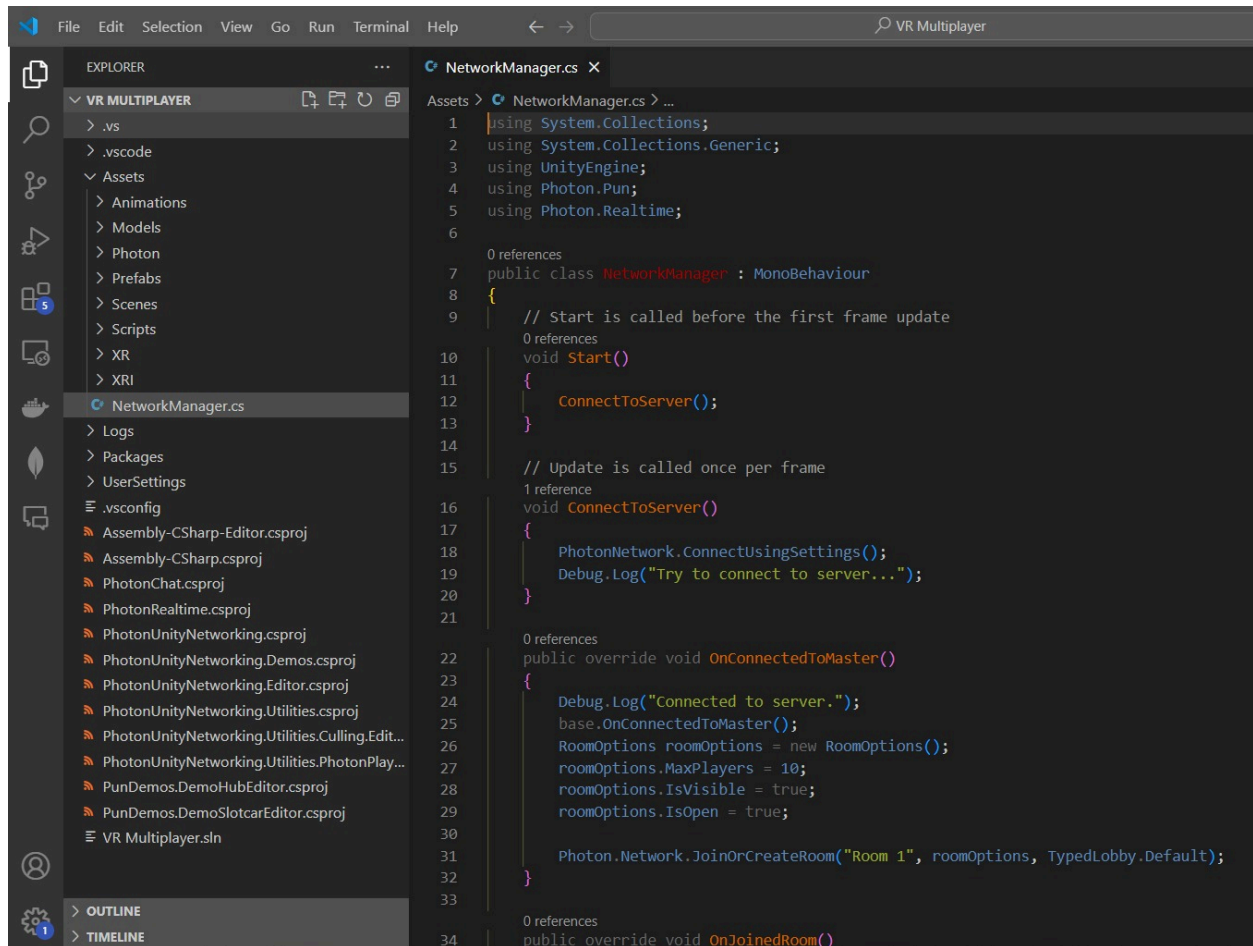

Step 2: Scene Setup

1. Imported a large room prefab into the scene.
2. Created a canvas for creating or joining rooms.
3. Added necessary scripts for multiplayer functionality.

Step 3: Adding Components

1. Added Connection Manager and Network Manager components.
2. Created a runner prefab with Network Runner and Network Transform components.
3. Added a player prefab with Network Object and Network Transform components.
4. Included a Network Rig component and converted the runner prefab into a prefab.

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Photon.Pun;
using Photon.Realtime;

public class NetworkManager : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        ConnectToServer();
    }

    // Update is called once per frame
    void ConnectToServer()
    {
        PhotonNetwork.ConnectUsingSettings();
        Debug.Log("Try to connect to server...");
    }

    public override void OnConnectedToMaster()
    {
        Debug.Log("Connected to server.");
        base.OnConnectedToMaster();
        RoomOptions roomOptions = new RoomOptions();
        roomOptions.MaxPlayers = 10;
        roomOptions.IsVisible = true;
        roomOptions.IsOpen = true;

        Photon.Network.JoinOrCreateRoom("Room 1", roomOptions, TypedLobby.Default);
    }

    public override void OnJoinedRoom()
```

Step 4: Scene Adjustment

1. Renamed the scene and disabled unnecessary UI and interaction components.
2. Added a box collider to the floor.
3. Added a Hardware Rig component with player transform, head transform, left-hand transform, and right-hand transform.\
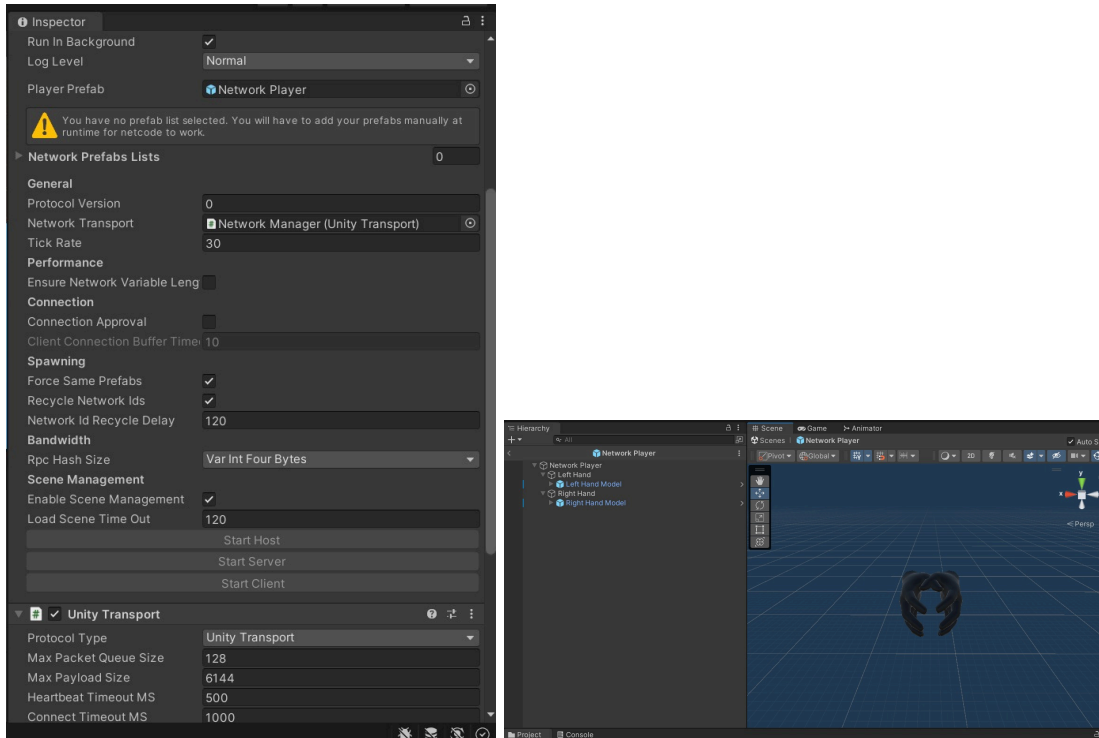
Step 5: Testing the App

While running the unity project we ran into the below error- signaling towards the package no longer existing, which **renders this method unusable for now**

Unity Package Manager Error

An error occurred while resolving packages:
  One or more packages could not be added to the local file system:
    com.meta.xr.mrutilitykit: Cannot download the package. Your account does not grant permission to use the package. Please visit the Asset Store to acquire the package and add it to your account:
      Access to
'https://download.packages.unity.com/com.meta.xr.mrutilitykit/-/com.meta.xr.mrutilitykit-63.0.0.tgz'
was denied
    com.meta.xr.sdk.all: Cannot download the package. Your account does no...

(For the full error message, see the editor log file located at [C:/Users/Ajith Rahul/AppData/Local/Unity/Editor/Editor.log])
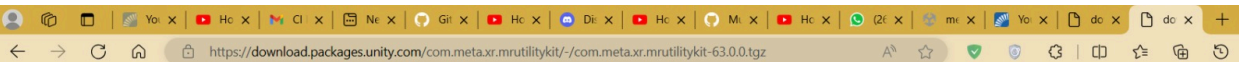
Click on Retry to relaunch Unity and reopen your project.

Click on Continue to launch Unity. Some or all packages may not be imported which may cause compilation errors.

| Retry | Quit | Continue |

---

https://download.packages.unity.com/com.meta.xr.mrutilitykit/-/com.meta.xr.mrutilitykit-63.0.0.tgz

```
1 {
2     "error": "Authentication is required to download the com.meta.xr.mrutilitykit package"
3 }
```