

MultiLan and MultiOnline integration

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1. Introduction

This documentation explains you how make MultiLan and MultiOnline work together.

This documentation explain only which modifications you have to do for make the two packages work together. Your two packages was provided with their specific and complete documentation which explain how install them.

Note1 : You must have bought the two packages for follow it.

Note 2 : This documentation is for MultiLan V3 and MultiOnline V3. If one of your package is older, download the new version.

2. Installation

The first step is to install your two packages on your project.

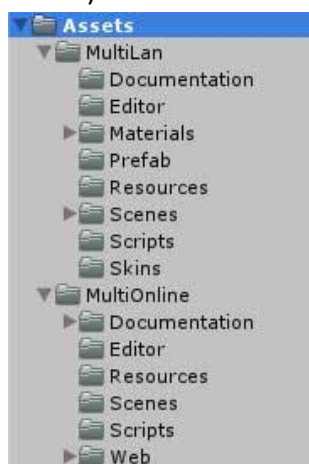
If you have bought first MultiLan first, install MultiOnline on your current project. Else, if you have bought first MultiOnline, install MultiLan.

The materials, scenes and prefab are exactly the same on the two packages, and many scripts are the same too.

The scripts specific to MultiLan begin with the lettres "ML" and the scripts specific to MultiOnline begin with the letters "MO". The scripts common for both packages begin with "M".

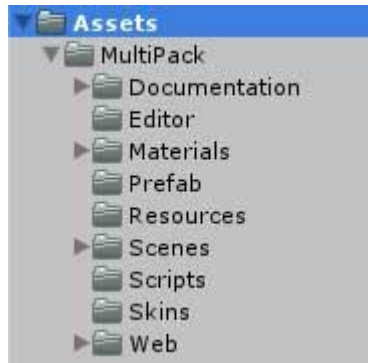
Caution: when you'll import your second package, Unity will automatically replace the scripts/scenes/prefab which of you first package by those coming with the new package.

For example, here we had installed MultiLan first, so MultiOnline folder contains only 6 folders with only his specific components, but the elements of MultiLan which begin by the lettres "ML" have been replaces MultiOnline components (even these which are in MultiLan folder).



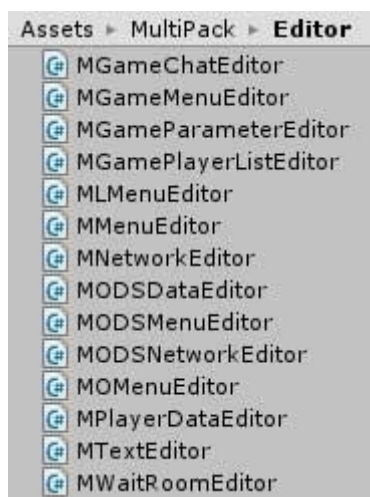
So be careful, if you have modified the scripts of your first asset, since your modified scripts be will replace by those of the new asset.

You can create a new folder where you put together all the components of the two packages, and delete the two folder "MultiLan" and "MultiOnline":

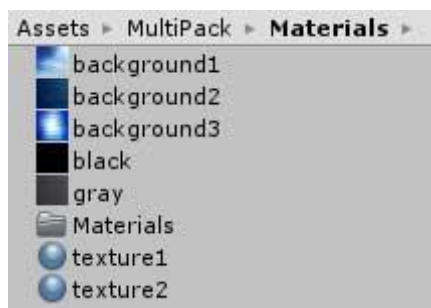


After that, the content of your different folders must be this one :

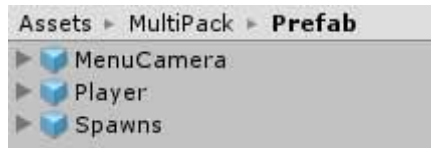
Editor folder :



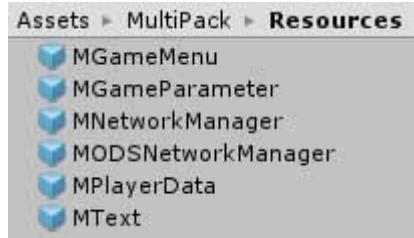
Materials folder :



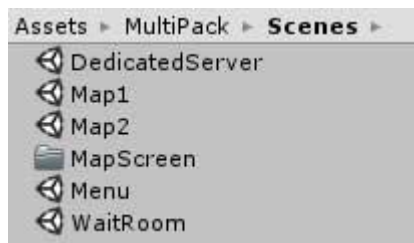
Prefabs folder :



Resources folder :



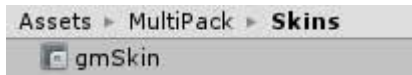
Scenes folder :



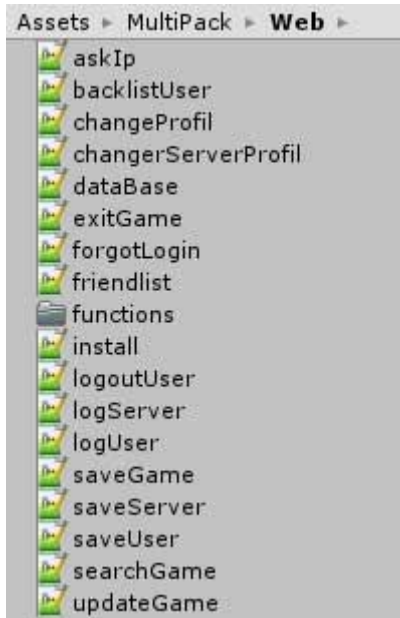
Scripts folder :



Skins folder :



Web folder (if you had already install MultiOnline, you probably have deleted this folder):



Important : if your first asset was MultiLan, you must read the MultiOnline documentation to install your database and website before continue this documentation, else the online games will not work.

3. Delete comments in scripts

Now, go on your *MMenu.cs* script.

Some lines are in comments in order to make the packages able to work alone.

You must delete the symbols which put these lines in comments (`//` or `/*` and `*/`), like that :

Line 18 and 21 :

```
17 | // USE IT ONLY IF YOU HAVE MULTILAN :
18 | private MMenu menuLan;
19 |
20 | // USE IF ONLY IF YOU HAVE MULTIONLINE :
21 | private MMenu menuOnline;
```

Lines 138 to 140, 144 to 146 and lines 152 to 159, 162 to 169 :

```
135 public void DisplaySubMenu() {
136     // USE IF ONLY IF YOU HAVE MULTILAN ;
137     // Display lan menu
138     if(menuLan != null && useLan){
139         menuLan.DisplayMenu();
140     }
141
142     // USE IF ONLY IF YOU HAVE MULTIONLINE ;
143     // Display online menu
144     if(menuOnline != null && useOnline){
145         menuOnline.DisplayMenu();
146     }
147 } //DisplaySubMenu
148
149 private void DefineUsedMenu() {
150     // USE IT ONLY IF YOU HAVE MULTILAN ;
151     // Search if we've got the MLMenu script
152     try{
153         menuLan = this.GetComponent<MLMenu>();
154         if(menuLan != null && menuLan.enabled != false){
155             // If we have it ;
156             useLan = true; // Put useLan on true
157             menuButtonNumber+=2;
158         }
159     } catch (NullReferenceException){}
160     // USE IF ONLY IF YOU HAVE MULTIONLINE ;
161     // Search if we've got the MOMenu script
162     try{
163         menuOnline = this.GetComponent<MOMenu>();
164         if(menuOnline != null && menuOnline.enabled != false){
165             // If we have it ;
166             useOnline = true; // Put useOnline on true
167             menuButtonNumber+=2;
168         }
169     } catch (NullReferenceException){}
170 } //DefineUsedMenu
```

Lines 198 to 200 :

```
196 public void LanGetNetworkGames(bool arg) {
197     // USE IT ONLY IF YOU HAVE MULTILAN
198     if(useLan && menuLan != null){
199         menuLan.GetNetworkGames(arg);
200     }
201 } //LanGetNetworkGames
```

On *MPlayerData.cs* script and do exactly the same thing.

Remove the comments lines:

- 33

- 36

- 53 and 54

- And all the comments which are on the functions lines 89 to 192.

You script must look like that :

```
85 // OnApplicationQuit : call when player exit the game and logout the player
86 void OnApplicationQuit() {
87     // Logout the player on the web Server
88     // And make he quit the games where he is registered
89     if(isOnline){
90         MServer server = new MServer();
91         StartCoroutine(server.ExitGame(this.GetComponent<MPlayerData>(), true));
92     }
93 }
94
95 // Logout: put the player as logout in the web server and in the current session
96 public void Logout(){
97     if(isOnline){
98         MServer server = new MServer();
99         StartCoroutine(server.LogOut(this.GetComponent<MPlayerData>()));
100         isLogin = false;
101         isOnline = false;
102         loginKey = "";
103     }
104 } //Logout
105
106 // ExitGame : call when the client want to exit game
107 public void ExitGame(){
108     isInGame = false;
109     if(isOnline){
110         MServer server = new MServer();
111         StartCoroutine(server.ExitGame(this.GetComponent<MPlayerData>(), false));
112     }
113 }
114
115 // RefreshGameStatus : call when the game status change
116 public void RefreshGameStatus(int gameId, string gameStatus){
117     if(isOnline){
118         MServer server = new MServer();
119         StartCoroutine(server.RefreshGameStatus(this.GetComponent<MPlayerData>(), gameId, gameStatus));
120     }
121 }
122
123 // RefreshGameMap : call when the game map change
124 public void RefreshGameMap(int gameId, string gameMap){
125     if(isOnline){
126         MServer server = new MServer();
127         StartCoroutine(server.RefreshGameMap(this.GetComponent<MPlayerData>(), gameId, gameMap));
128     }
129 }
```


On *MWaitroom.cs*, remove the comment line 131 to 143:

```
130 // USE IF ONLY IF YOU HAVE MULTIONLINE :
131 if((networkSrc.gameInfo.isOnline || networkSrc.gameInfo.isOnDedicatedServer) && p
132     if(networkSrc.playerList[i].id != playerDataSrc.id){ // And the current playe
133         // Display button to add in friendslist
134         if(!MOFriend.IsInList(playerDataSrc.friendList, networkSrc.playerList[i].
135             if(GUI.Button(new Rect(buttonSizeX, sizeY+text.margin/2, buttonExculd
136                 networkSrc.AskFriend(networkSrc.playerList[i]));
137         }
138     } else {
139         GUI.Label(new Rect(buttonSizeX, sizeY+text.margin/2, buttonExculdeSiz
140     }
141 }
142 buttonSizeX-= (buttonExculdeSizeX+text.margin/2);
143 }
144 //---
```

On *MGamePlayerList.cs*, remove the comment line 56 to 67:

```
55 // USE IF ONLY IF YOU HAVE MULTIONLINE :
56 if(menuSrc.networkSrc.playerDataSrc.useFriendlist){
57     if(menuSrc.networkSrc.playerList[i].gameId != menuSrc.networkSrc.playerDataSrc.gameId && menu
58
59     if(!MOFriend.IsInList(menuSrc.networkSrc.playerDataSrc.friendList, menuSrc.networkSrc.pla
60         if(GUI.Button(new Rect(165,sizeY+6,20, 20), "+")){
61             menuSrc.networkSrc.AskFriend(menuSrc.networkSrc.playerList[i]);
62         }
63     } else {
64         GUI.Label(new Rect(165,sizeY+6,20, 20), " +");
65     }
66 }
67 }
68 //---
```


On *MNetwork.cs*, remove the comments which are line 367 to 404:

```
365 // USE IF ONLY IF YOU HAVE MULTIONLINE ;
366 public void AskFriend(MUser player){
367     isFriendPlayer = true;
368     friendPlayer = player; // Save the player to add in friendlist
369 }//AskFriend
370
371 public void SendFriendAsk(){
372     isFriendPlayer = false;
373     if(Network.isServer){
374         networkView.RPC ("GetFriendAsk", SearchNetworkPlayer(friendPlaye
375     } else {
376         networkView.RPC("SendQueryToFriendList", RPCMode.Server, friendl
377     }
378 }//SendFriendAsk
379
380
381 public void FriendAskAnswer(bool isOk){
382     if(isOk){
383         playerDataSrc.friendList.Add(new MOFriend(friendAskPlayer.id));
384     }
385     if(Network.isServer){
386         networkView.RPC ("GetFriendAnswer", SearchNetworkPlayer(friendA:
387     } else{
388         networkView.RPC("SendAnswerToFriendList", RPCMode.Server, friend
389     }
390 }
391 friendAskPlayer = null;
392 isFriendAsk = false;
393 }//FriendAskAnswer
394
395 public void SaveFriend(bool isOk){
396     if(isOk){
397         isFriendAskYes = true;
398         isFriendAskNo = false;
399         playerDataSrc.AddInFriendlist(friendPlayer.id);
400     } else {
401         isFriendAskNo = true;
402         isFriendAskYes = false;
403     }
404 }//FriendAskAnswer
405 //---
```

On *MTextEditor.cs* (in Editor folder), remove the comments which are line 19 to 40:

```
19     private string showMOMenuTxt=openTxt;
20     public bool showMOMenu;
21     public bool showMOMenuL;
22     public bool showMOMenuP;
23     public bool showMOMenuF;
24     public bool showMOMenuB;
25     public bool showMOMenuG;
26     public bool showMOMenuGM;
27
28     private string showDSMenuTxt=openTxt;
29     public bool showDSMenu;
30     public bool showDSMenuL;
31     public bool showDSMenuP;
32     public bool showDSMenuC;
33     public bool showDSMenuG;
34
35     private string showMLMenuTxt=openTxt;
36     public bool showMLMenu;
37     public bool showMLMenuP;
38     public bool showMLMenuGM;
39     public bool showMLMenuGIP;
40     public bool showMLMenuGC;
41
```

And in the same ways, delete the comments line 170 to 524.

For finish, open *MLMenu.cs* script, and put the URL of your page *askIp.php* on the line 22 :

```
13     /***** IP SERVICE *****/
14     /* IF YOU USE ONLY MULTILAN :
15      * URL of the ip service, use in GetPublicAddress(), you can use an other web
16      * but in this case, you probably have to change some things on the GetPublic.
17      *
18      * The best thing to do (if you have a web hosting) is to create your own ip :
19      * using only this simple PHP code : <?php echo $ SERVER['REMOTE ADDR']; ?>
20      * if you to that, go on the GetPublicAddress() function at line 581 to read :
21      * */
22     public string ipService ="Put here the URL of your page askIp.php";
```

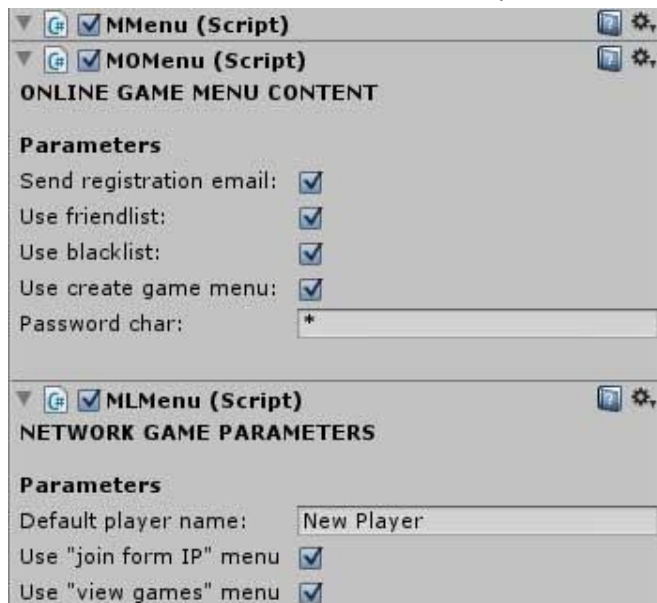
In this way the script will use your own IP web service to get the player public IP.

4. Create the double menu

Now open the "Menu" scene and click on the "Menu" GameObject. On this object, you must have currently two different script attached : either you have *MMenu* and *MLMenu*, or either you have *MMenu* and *MOMenu*.

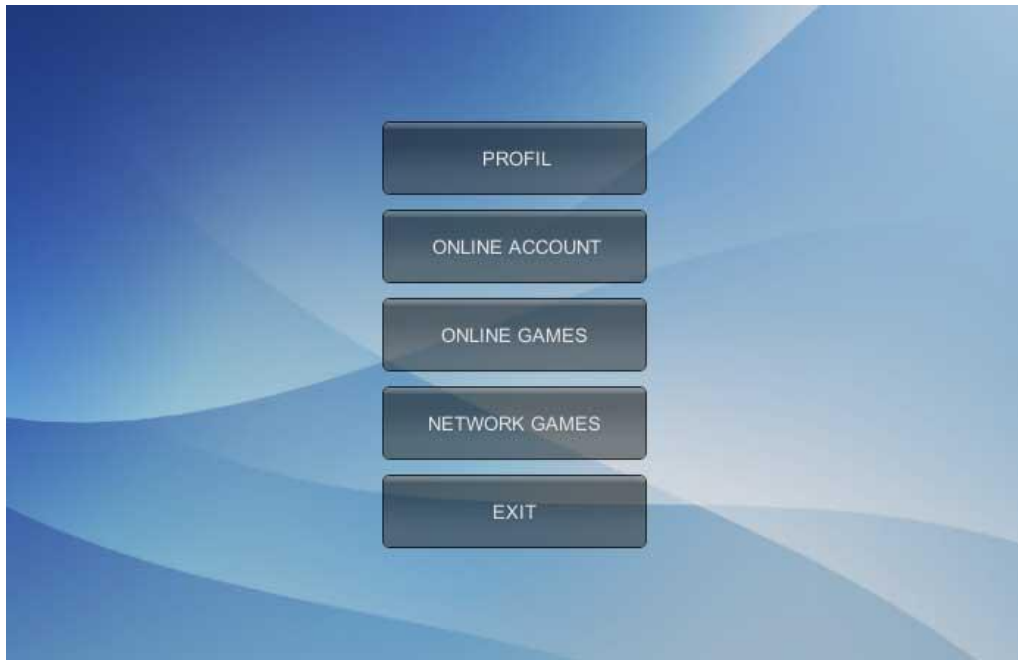
The goal is to have the *MMenu*, *MLMenu* and *MOMenu* on the "Menu" GameObject. So go on scripts folder and drag the script that missing on the "Menu" GameObject.

You must so have the three scripts on your "Menu" GameObject, like that (maybe in a different order but it does not matter) :



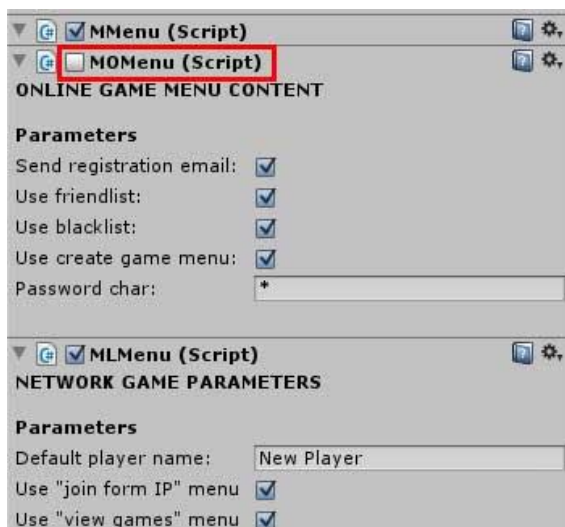
When it's OK save your scene and start your game.

You have now the full menus for network games and online games:



For finish, if you want to use only MultiLan or only MultiOnline, you just have to disabled the system that you don't want from the "Menu" GameObject, like that :

Disabled MOMenu :



Disabled MLMenu :

