

Clean Multiplayer Lite

Documentation

Introduction

Clean Multiplayer Lite (CML) is an asset package designed to jump start game developers' multiplayer Unity games with ease.

Getting Started

In the Tools/CML tab, you can find the setup wizard which will take you through all the steps needed to begin.

You can also watch this [Getting Started video](#) to help guide you through the whole setup and get to know the asset.

FAQ

- How do I change the player model?
- How do I change the environment?
- How do I set a custom spawn location for the player?

To all these questions you'll find tutorials in the [Discord Server](#)

Community and Support

If you need any help or just want to chat with the community, feel free to join the [Discord Server](#).