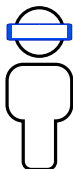
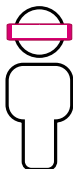


Eigener WLAN-Router

WLAN Verbindung



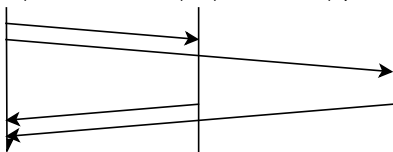
PICO 4
Host
(Blau)



PICO 4
Client
(Rot)



Laptop (Windows/Mac)
Client
(SpectatorView)



Kommunizieren über

C# Sockets (nur Verbindungsaufbau)
Unity Netcode for GameObjects