

Photon PUN2 Enter Exit with Realistic Car Controller V3.53

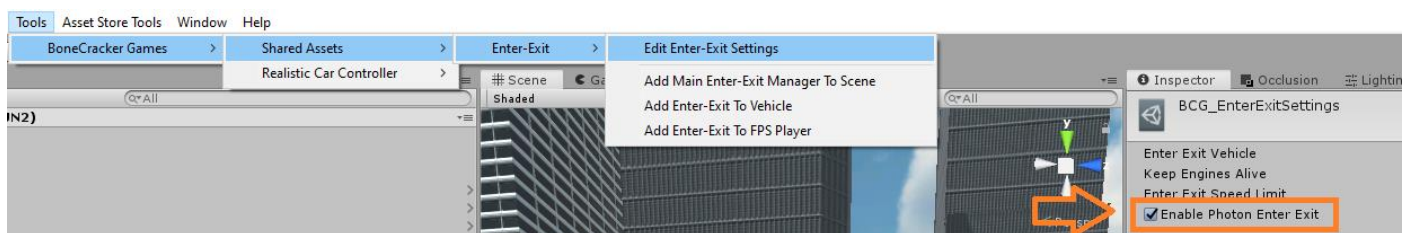
Importing Packages

First, download and import **Photon2**. Pass your AppID to Photon setup (explained below), and then import **“RCC_PhotonNecessaryScripts”** in **Scripts/Photon** folder. Now you can test the Photon demo scene.

There should be a new scene named **“RCC City Enter Exit FPS (Photon PUN2)”** in the **Demo Scenes** folder after importing the integration package. Same scene with regular Photon PUN2 city scene. Only difference is, this scene has **“BCG_PhotonManagerEnterExit”** instead of **“RCC_PhotonManager”** with script.

Known Bug

There is an option named **“Enable Photon Enter Exit”** button in the **Enter Exit Settings**. This button needs to be refreshed. Disable it and re-enable it. This process will add **“BCG_ENTEREXITPHOTON”** scripting symbol into your **Build Settings**. Disabling it again will remove this scripting symbol from your **Build Settings**.



I would recommend you to read **Realistic Car Controller V3.4 Photon PUN2 Integration** documentation before reading this.

Once we connect to lobby with **“BCG_PhotonManagerEnterExit”**, automatic room join/create will be initiated. After creating / joining random room, **“Spawn Player”** button will be visible. This button is only visible when we are in active room. This button will instantiate **BCG_FPSPPlayer** with **“PhotonView”** component attached to it.

Each vehicle on the scene has **“RCC_PhotonNetwork”**, **“BCG_PhotonNetwork”** scripts. When FPS Player enters the vehicle, **“BCG_PhotonManagerEnterExit”** will request ownership of the vehicle to the FPS Player. When FPS Player exits the vehicle, **“BCG_PhotonManagerEnterExit”** will transfer ownership to 0. That means, owner of the vehicle is null.