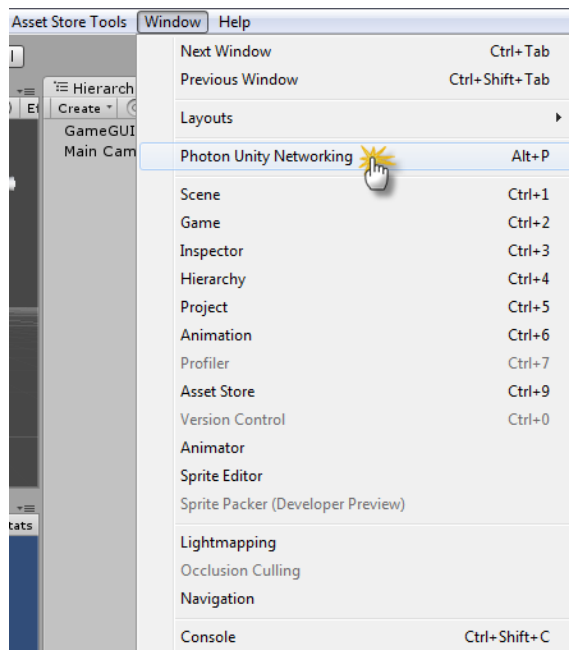


How to Settings Photon Connection

You have 2 ways to setting the Photon connection.

1. Use PUN wizard Step by Step

- Window → Photon Unity Networking



- PUN Wizard → Setup



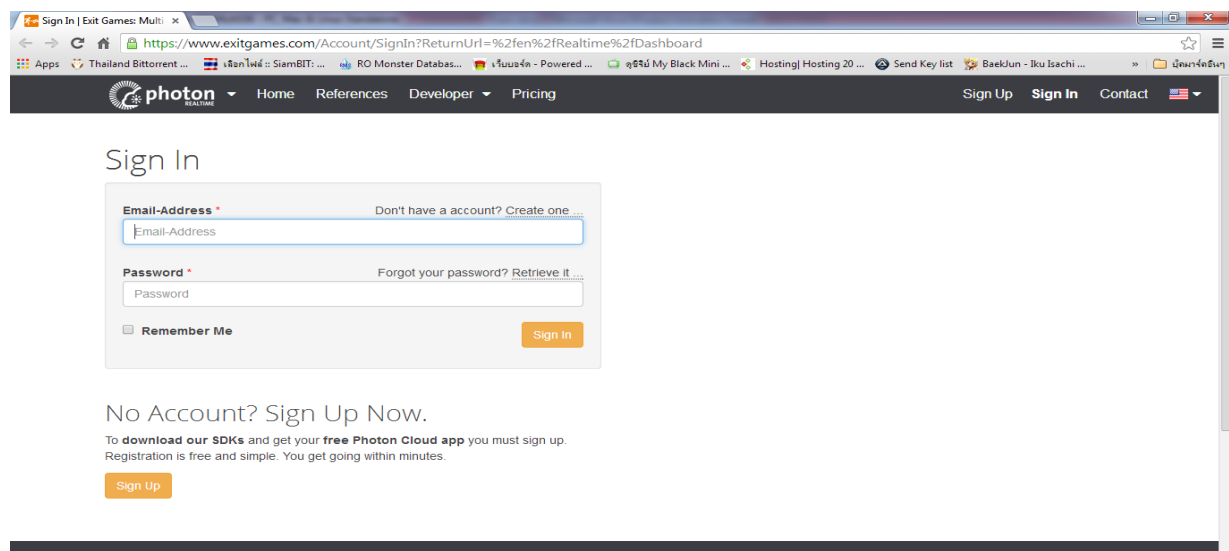


- AppId

How to get AppId ? Follow me!

Click Open Dashboard(web) or go this link :

<https://www.exitgames.com/Account/SignIn?ReturnUrl=%2fen%2fRealtime%2fDashboard>



Sign UP and Login for get AppId .

Sign In

Email-Address *

xxxxxx@mail.com

Don't have a account? Create one ...

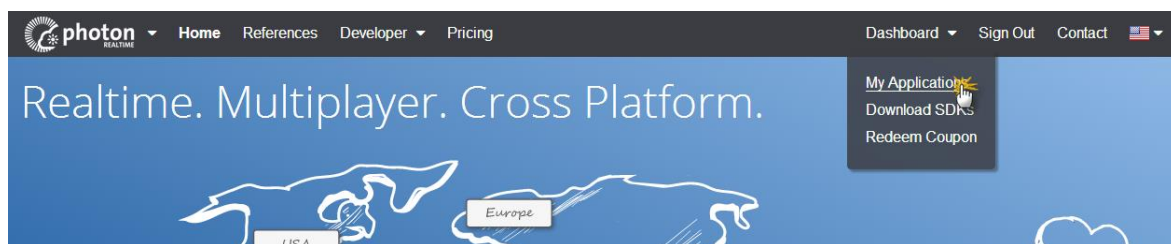
Password *

.....

Forgot your password? Retrieve it ...

☐ Remember Me

Sign In



Your Applications for Photon Realtime

This app is on the free plan.
We recommend **you upgrade** before using it in production.

Name

tsta4hng@gmail.com

Application Id

xxxxxxxx-xxxxxx-xxxx-xxxxxxxxxx

Plan

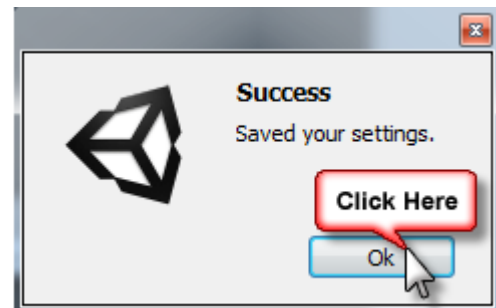
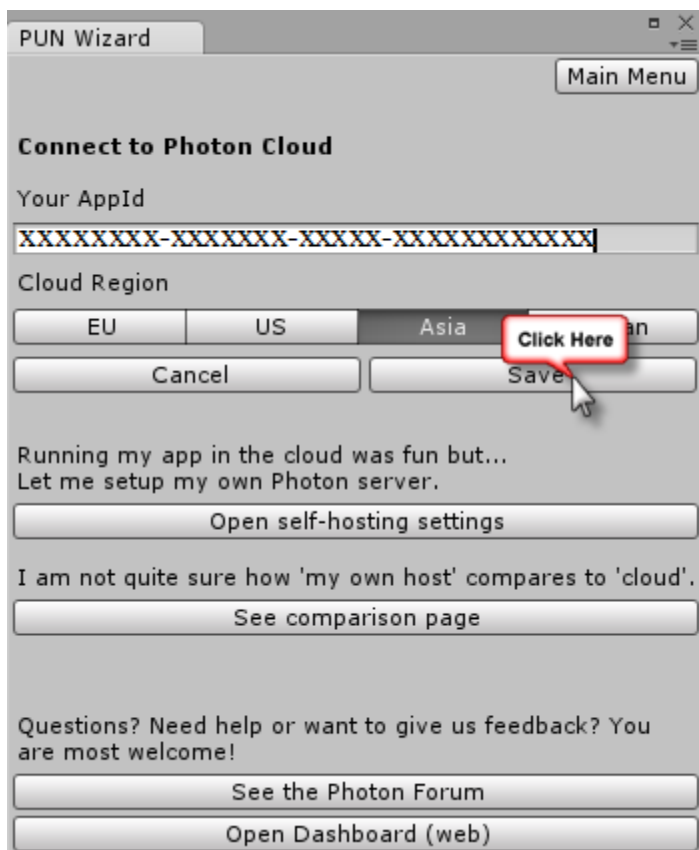
20 CCU

US	n.a.	n.a.
EU	n.a.	n.a.
ASIA	n.a.	n.a.
JP	n.a.	n.a.
EU-EAST	n.a.	n.a.

See Details

Switch Plan

Insert AppId and click “Save” And “Ok” .

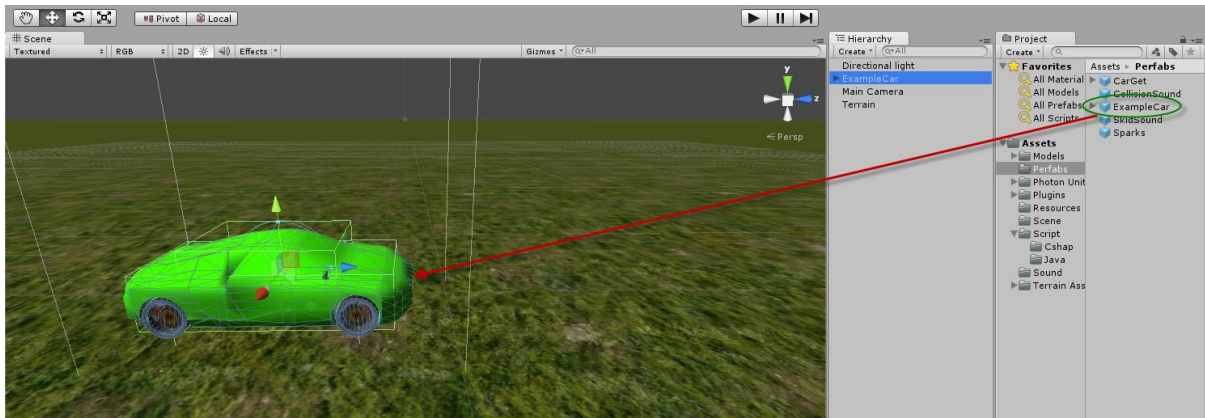


Close the PUN Wizard window to finished .

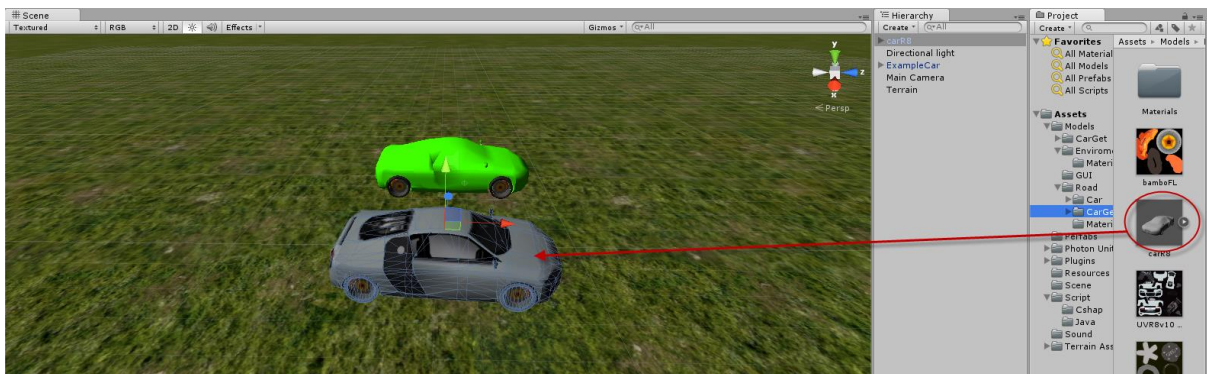
How to create new Player Car.

You can use ExampleCar in Prefabs folder to create new Player Car

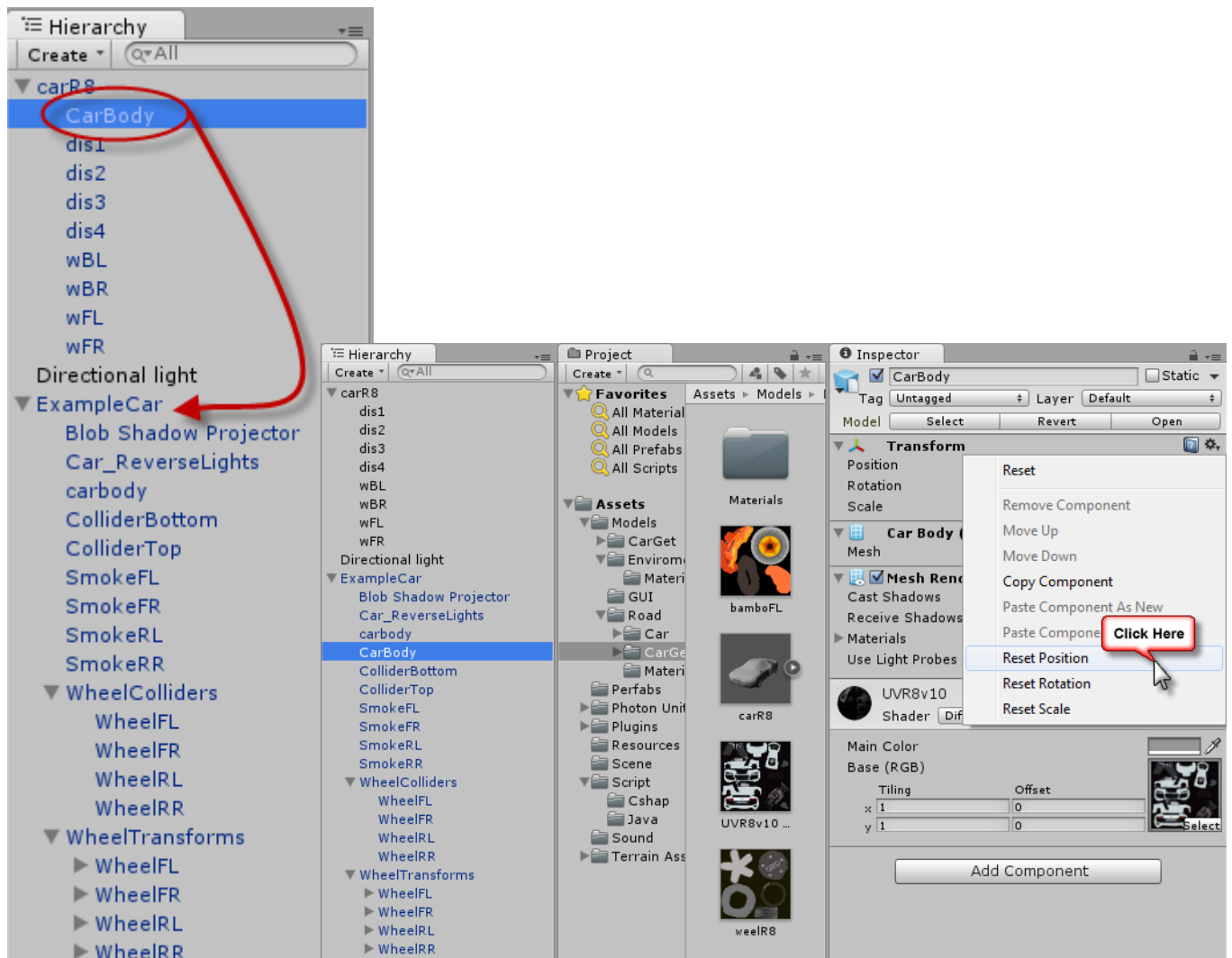
- Drag and Drop the ExampleCar from Prefabs folder to the Scene.



- Drag and Drop the new car from model folder (or in any folder) to the Scene.



- Move body from new car to ExampleCar and click reset position.



- Adjust body to fit the ExampleCar.

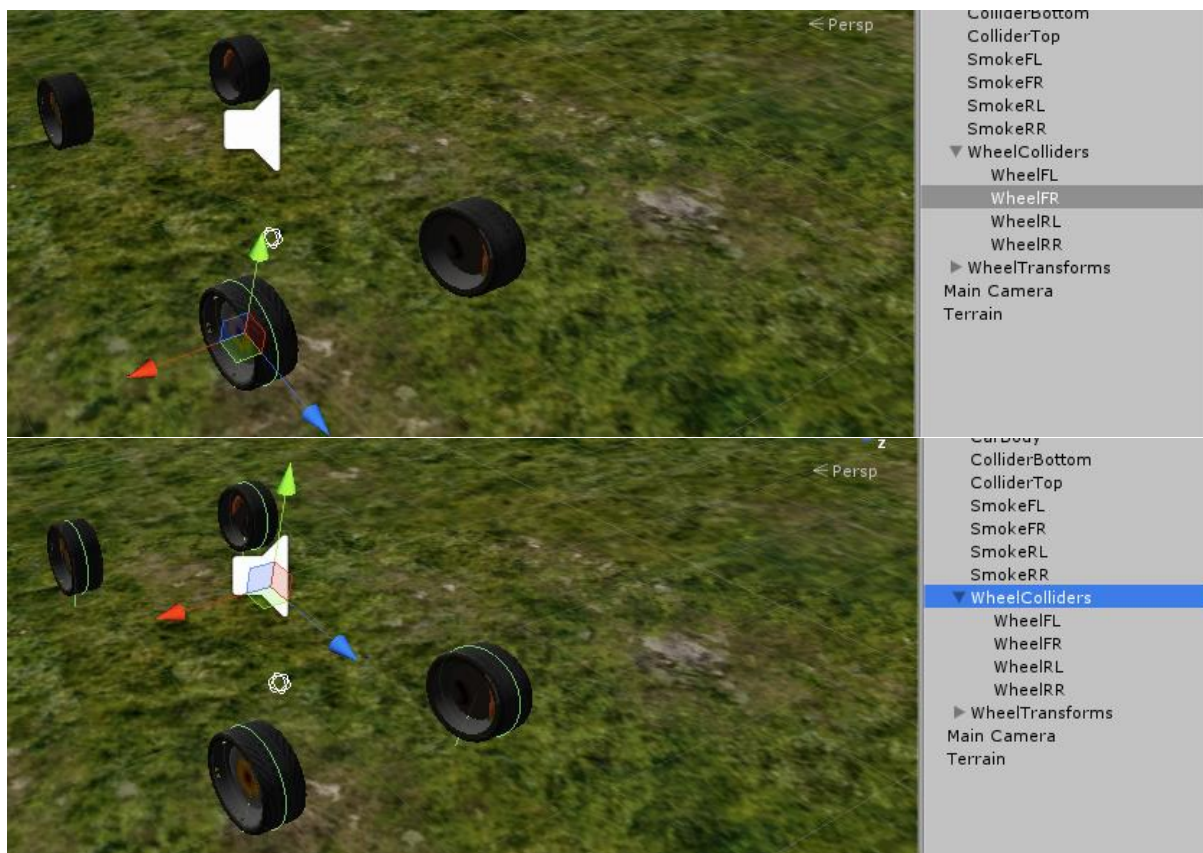


- Delete old body then move all model to ExampleCar and adjust it.

**Move wheels to WheelTransforms WheelFL , WheelFR , WheelRL , WheelRR .

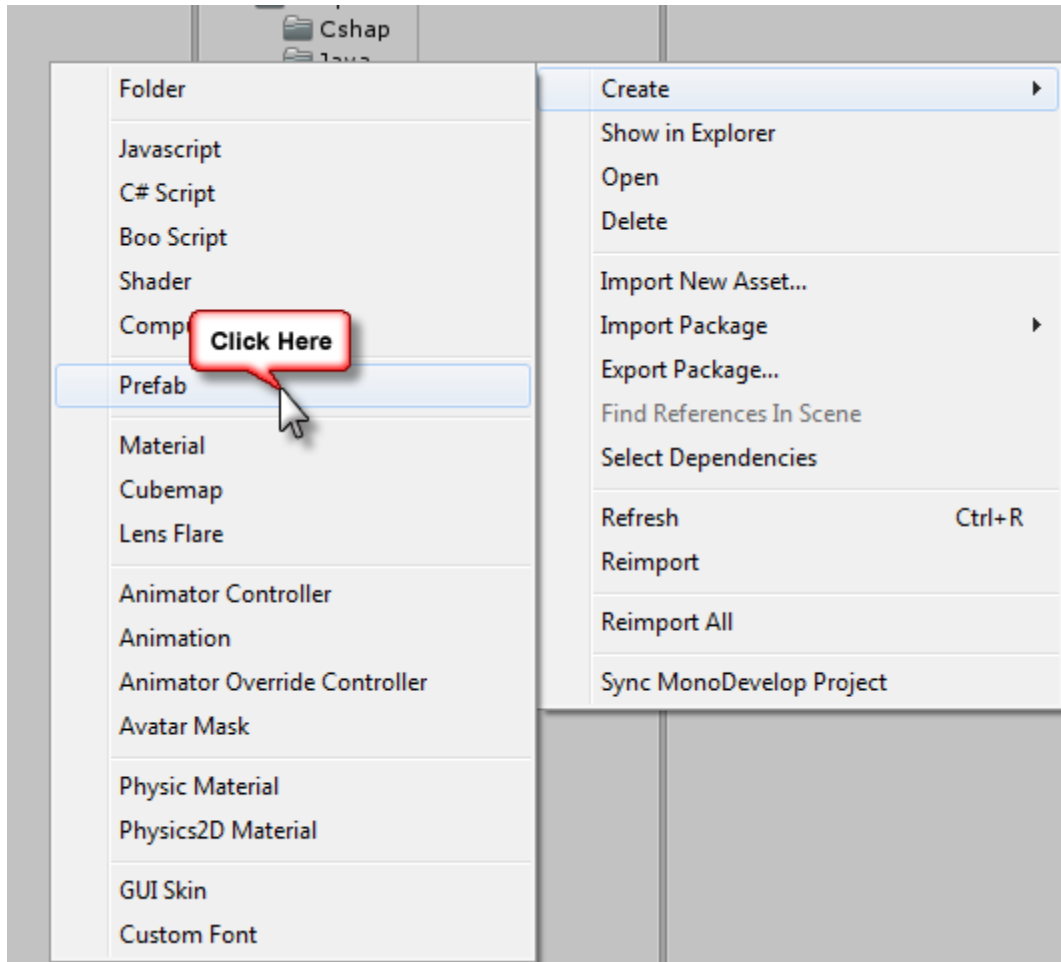


- Set and adjust WheelColliders.

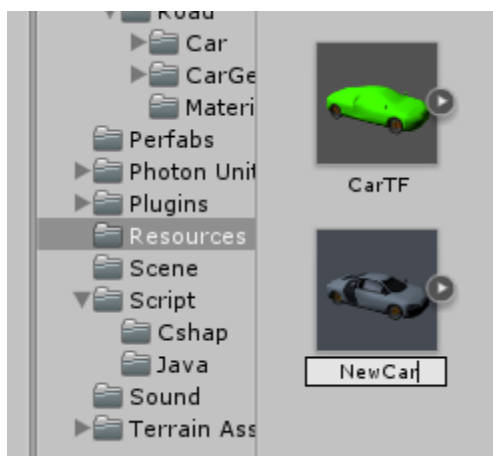


- Create new prefab in **Resources*** folder and drag and drop your car in new prefab.

*Save all prefab in **Resources** folder only.



- You can rename the new prefab.

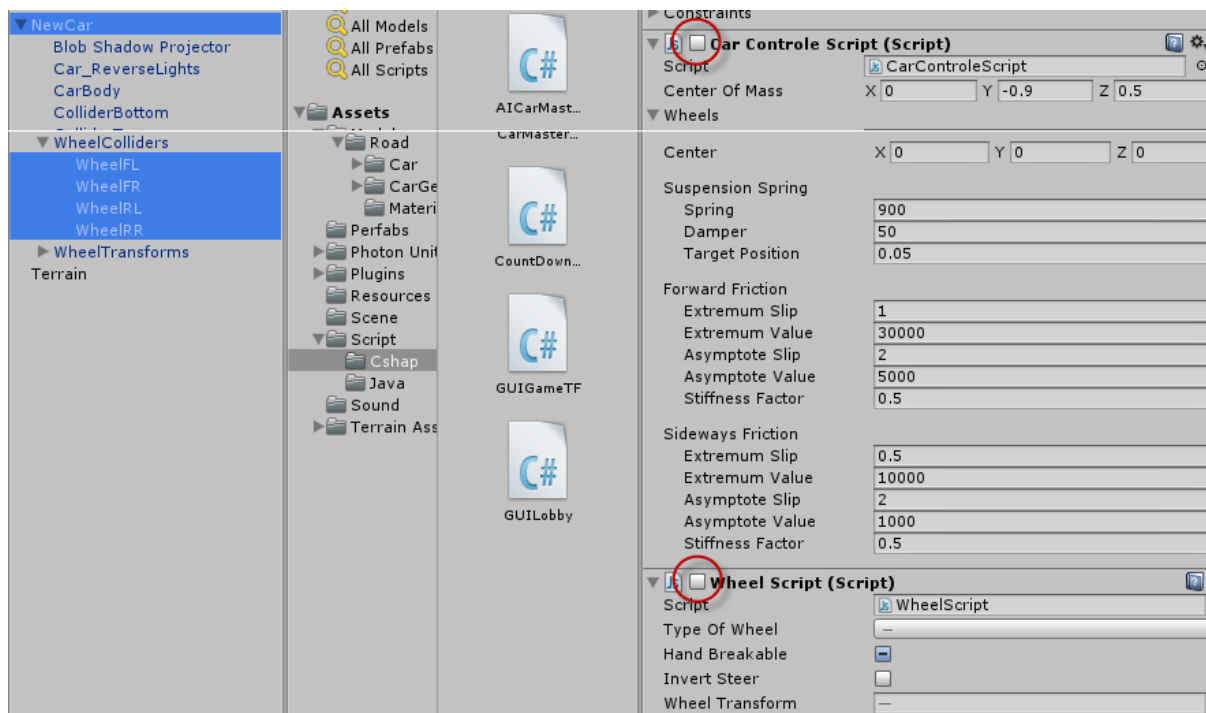


- If you have car controller and you need to use it don't forget insert this function to you script.

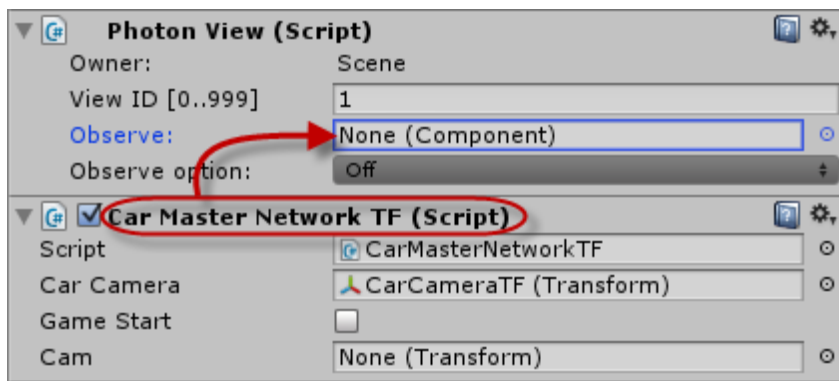
```
function DisableAllCar(val : boolean ){  
  
    enabled = val;  
  
    // Any script to use control the car.  
  
    for (var i : int; i < Wheels.length ; i ++ ) {  
  
        Wheels[i].GetComponent(WheelScript).enabled = val;  
  
    }  
}
```

This function will disable all car control script not isMine .

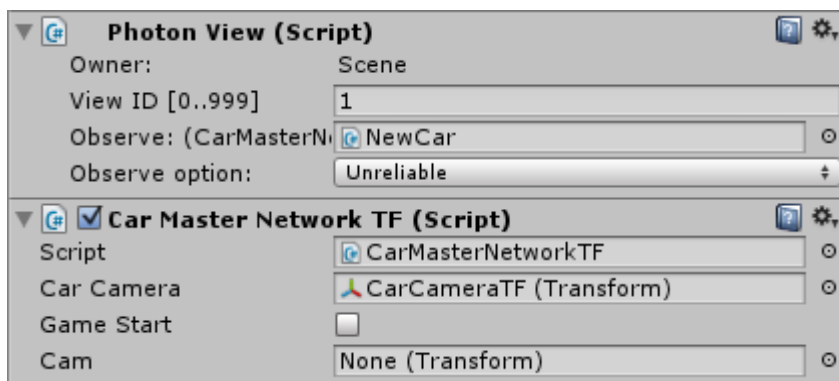
- In the first time disable the car controller for countdown to start.



- Don't forget 2 scripts in your car PhotonView and CarMasterNetworkTF.



When you assign PhotonView and CarMasterNetworkTF you'll drag and drop Car Master Network TF (Script) to Observe : of the Photon View (Script).

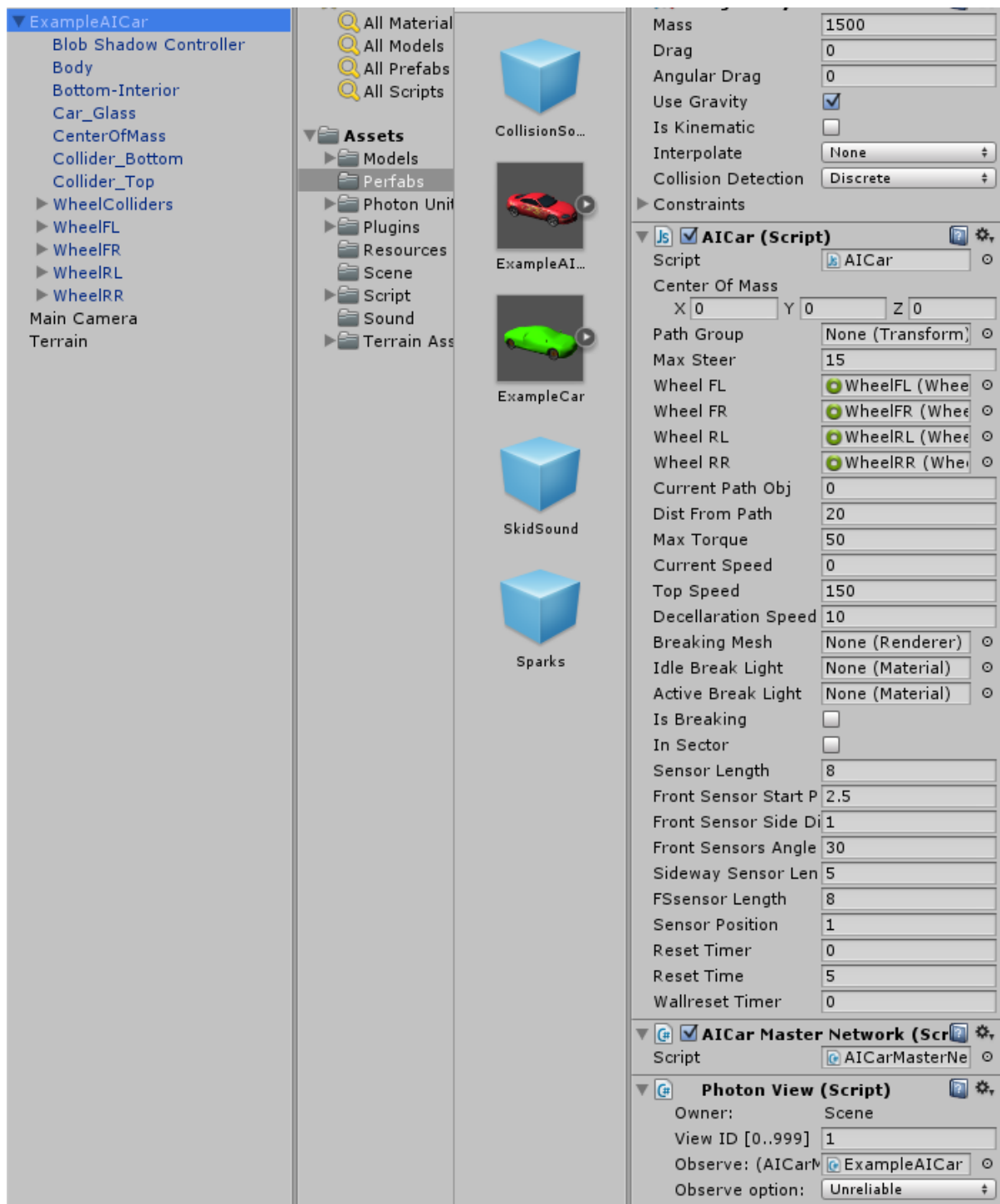


How to create new AI Car (Free) .

- You can follow the Step of create new car.



- In AICar use AICarMasterNetwork instead the CarMasterNetworkTF.



How to spawn new car and new AI car .

Player Car.

Script : “Script/Cshap/GUIGameTF.cs”.

Under Start Function.

```
void Start () {  
    Lobby = GameObject.Find ("Lobby");  
    Pname = Lobby.GetComponent<GUILobby>().Pname;  
  
    photonView.RPC ("Setname", PhotonTargets.All, Pname);  
    spawn = GameObject.Find("Spawn"+Lobby.GetComponent<GUILobby>().PlayerConnect.ToString());  
    player = PhotonNetwork.Instantiate("CarTF", spawn.transform.position, spawn.transform.rotation,0);  
    player.name = Pname;  
}
```

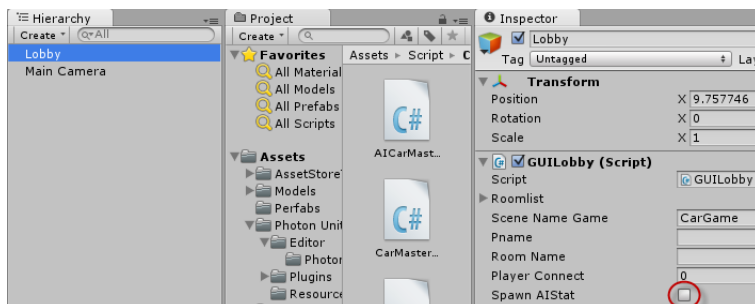
Change “CarTF” to “Your car name”.

Example.

```
player = PhotonNetwork.Instantiate("NewCar", spawn.transform.position,  
spawn.transform.rotation,0);
```

AI Car (Free).

Enable Spawn AIStat in inspector of Lobby object on Lobby Scene.



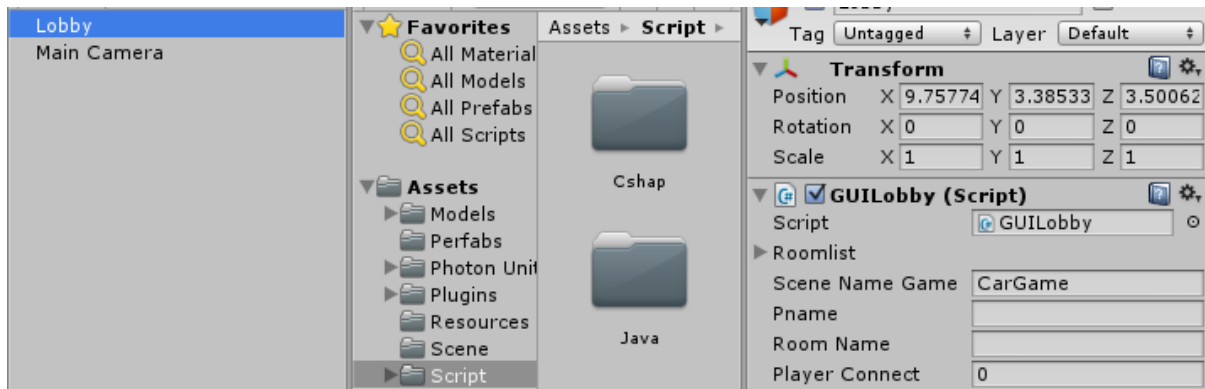
Under SpawnAI() Function .

```
void SpawnAI(){  
    int j = 0;  
    float speed = 150.0f;  
    GameObject AI;  
    for (int i = 4; i<8; i++) {  
        spawn = GameObject.Find ("Spawn" + i.ToString ());  
        speed += (25* j);  
        AI = (GameObject)PhotonNetwork.Instantiate ("AICar2", spawn.transform.position, spawn.transform.rotation, 0);  
        AI.SendMessage ("SetTopSpeed", speed);  
        j++;  
    }  
}
```

Chang “AICar2” to “Your car name”.

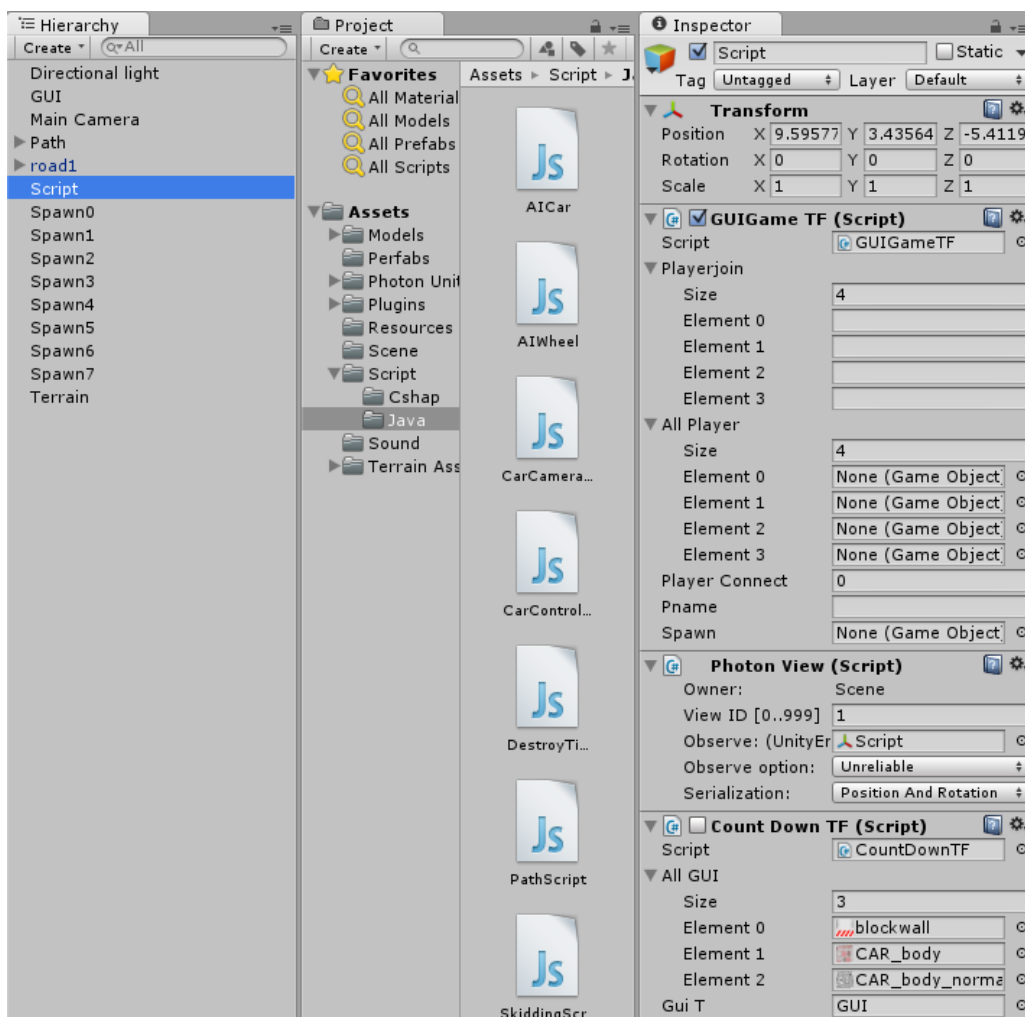
Lobby Scene.

- Attach the GUILobby script into empty gameobject on the scene.



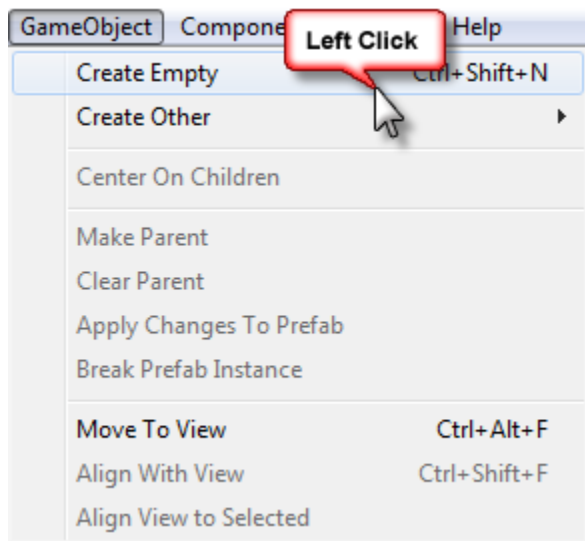
Car game Scene.

- Attach the GUIGameTF, CountdownTF, PhotonView Script empty gameobject on the scene.

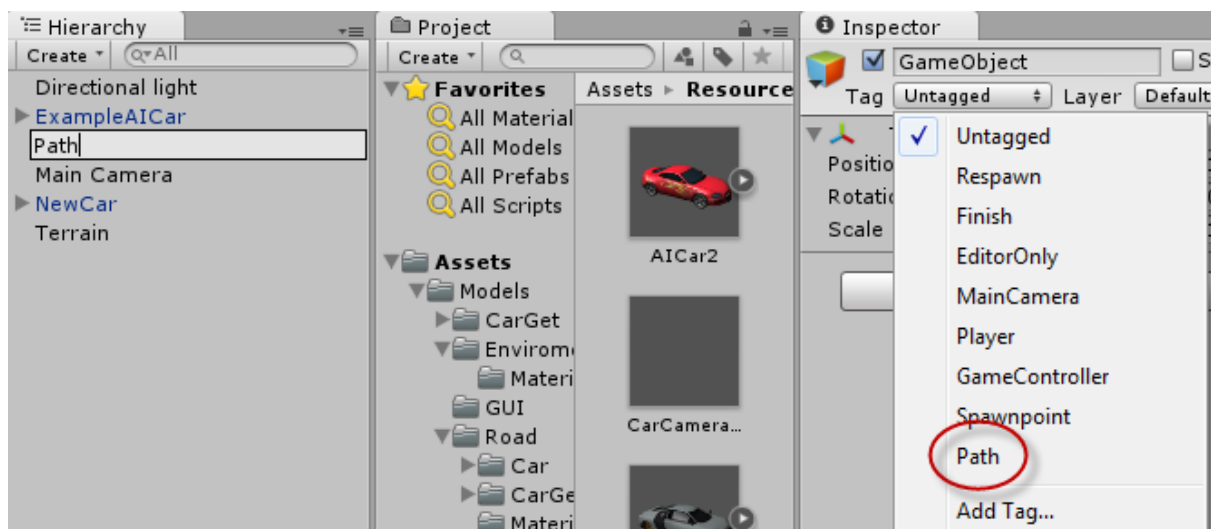


How to make Path.

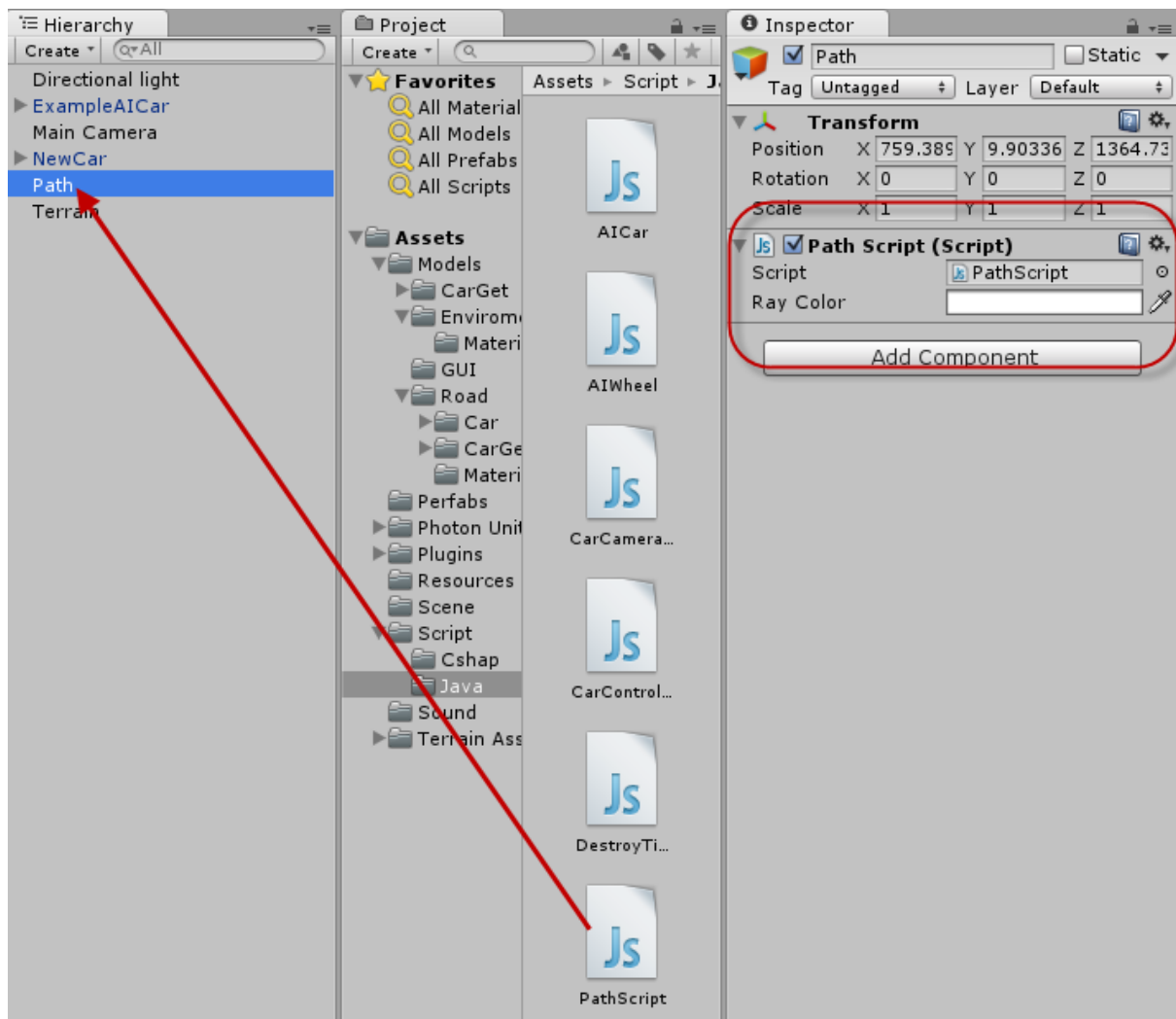
- Create Empty GameObject .



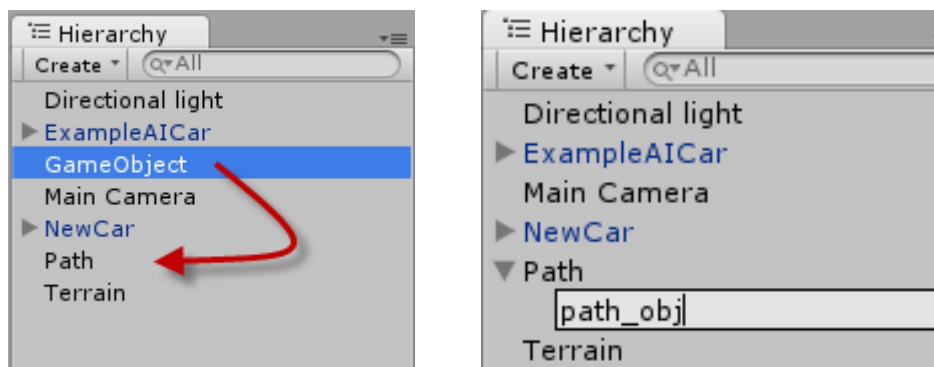
- Change name to Path (or your path name) and change tag to Path.



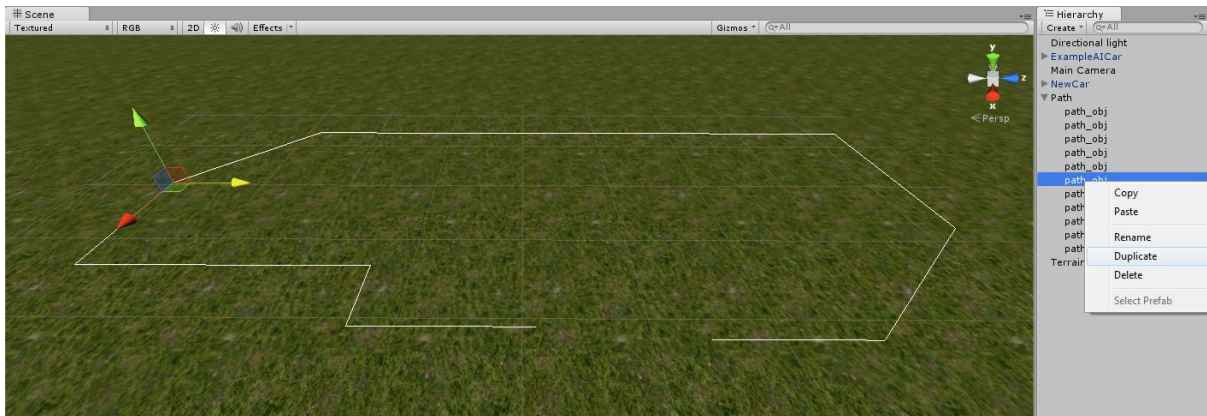
- Assign Path script to Path.



- Create Empty GameObject and parent it to the Path and rename to any name.

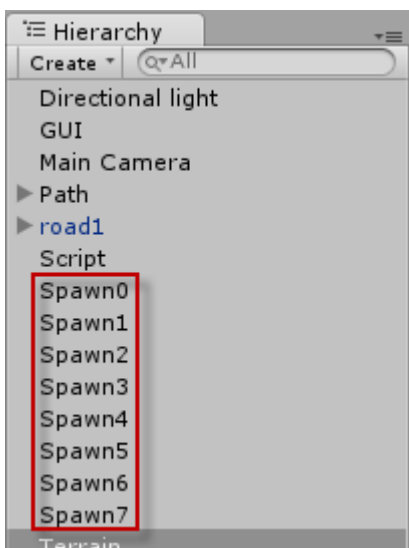


- Duplicate and move to any point.

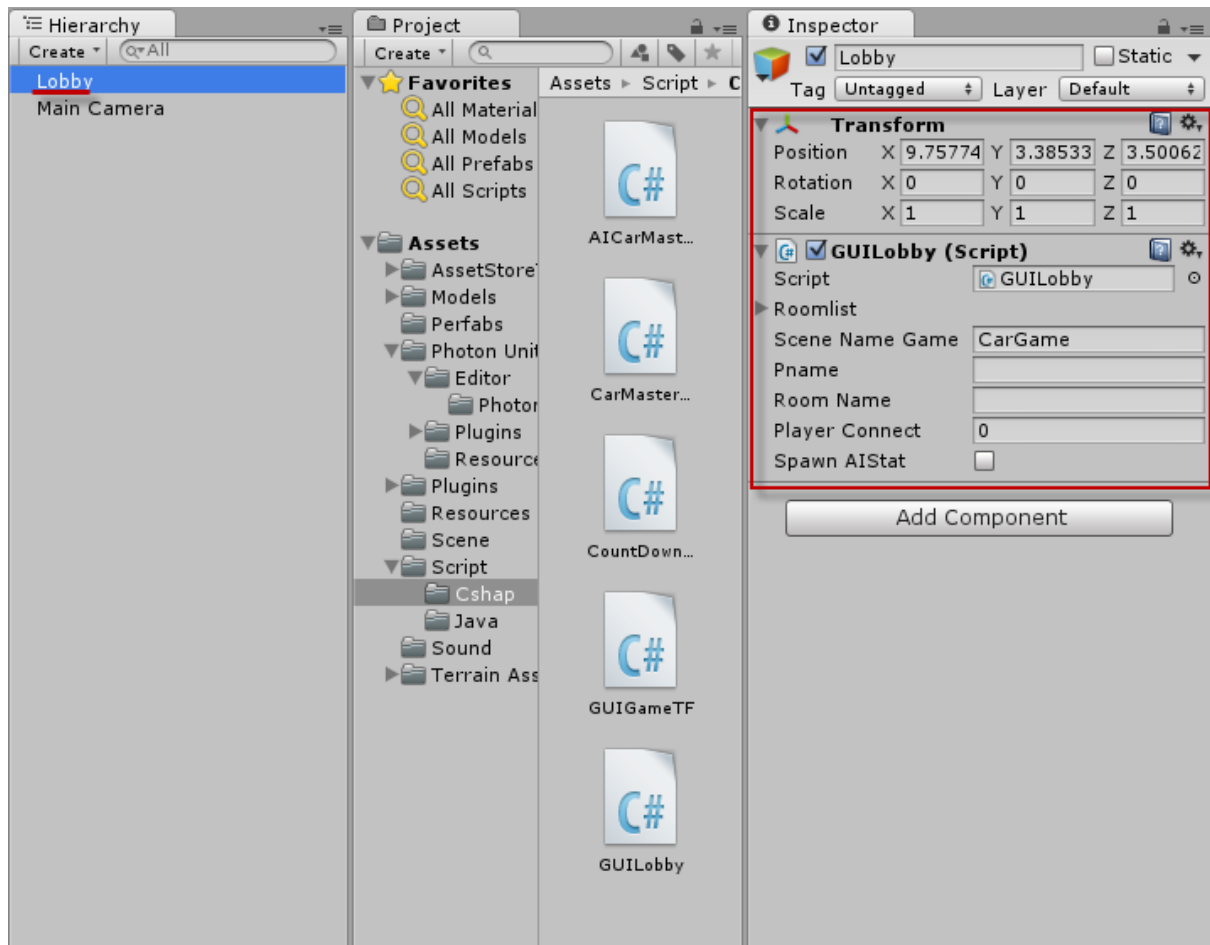


How to create Spawn point.

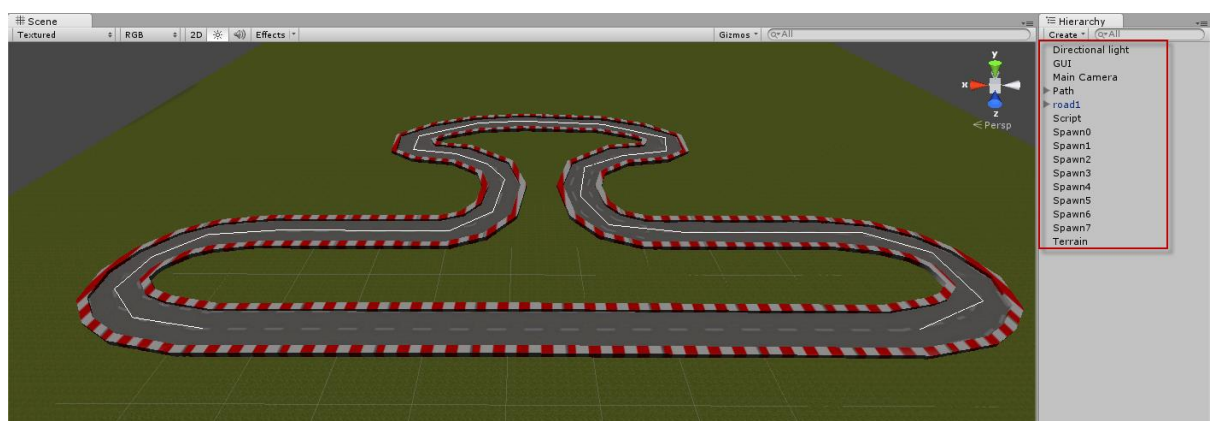
- Create emptyGameObject and rename to “spawn” + int (important 0- 3 for user and 4-7 for AI or more player and AI)



Lobby Sense.



CarGame Sense.



Start Game.

-Lobby room.

Room listing

Name:

Create Room:

Players

Title

No Room

-Waiting room.

Waiting Room

No.

PlayersName

Status

Player 1 :

pleaskado

Player 2 :

Player 3 :

Player 4 :

Start

-Game Stated .



Please enjoy this kit.

Pleaskado Team.