Notes:

from CodeMonkey: https://youtu.be/3yuBOB3VrCk?si=xboyeeVr-nvEVvUF

When CodeMonkey said to drag the Player from Hierarchy to the NetcodeForGameObjects folder in Assets, we don't have a NetcodeForGameObjects folder.

I dragged it inot a folder I called Prefabs and it did fine dragging to the Player Prefab, but it wouldn't drag into a new Network Prefab. One of the comments below suggested making a NetworkPrefabs list manually, which I did and dragged Player to it, where it renamed itself PlayerVariant. Who knows?

He likes to watch Console on an asset called QuantumConsole which I didn't install but could (at 12:13 in video)

but without that console have to go to users\weast\AppData\LocalLow\CompanyName\ProductName\Player.log

screen moded was fullscreen, but as windowed defaulted to 1920 x 1080 but we changed to 1024 x 768

Notice VSCode is depreciated now; went in the project to Preferences, External Tools and changed external script editor from "open by extension" to "Microsoft Visual Studio 2022"

triede: added package from gitURL for ClientNetworkTransform: Multiplayer Samples Utilities

https://github.com/Unity-Technologies/com.unity.multiplayer.samples.coop.git?path=/Packages/com.unity.multiplayer.samples.coop#main

https://github.com/Unity-Technologies/com.unity.multiplayer.samples.coop.git?path=/Packages/com.unity.multiplayer.samples.coop#main

kept getting "Error adding package https://github.com/Unity-Technologies/com.unity.multiplayer.samples.coop.git?path=/Packages/com.unity.multiplayer.samples.coop#main

tried adding line to manifest.jason

"com.unity.multiplayer.samples.coop": "https://github.com/Unity-Technologies/com.unity.multiplayer.samples.coop.git?path=/Packages/com.unity.multiplayer.samples.coop#main"

restarted unity and got error that no git engine found even though I have git desktop installed.

then installed git SCM from https://gitforwindows.org/

then added package and got message

A screenshot of a computer

Description automatically generated

A screenshot of a computer program

Description automatically generated

and warning A meta data file (.meta) exists but its folder 'Packages/com.unity.multiplayer.tools/MetricTestData/Runtime/TestData/Definitions' can't be found, and has been created. Empty directories cannot be stored in version control, so it's assumed that the meta data file is for an empty directory in version control. When moving or deleting folders outside of Unity, please ensure that the corresponding .meta file is moved or deleted along with it.

8/26/23 got the two players working in client and server successfully. Got to 22:38 on video where he starts making network variables…

btw, we are running two windows on the same computer now, as project settings are set to window instead of full screen. Will experiment with full screen on different machines, with using Oculus, and with networking over Internet, and with saving and retrieving from GitHub.

8/28/23 made repository on GitHub; all my other repositories say weastridge/<ProjectName> but Github desktop put mine at eastridges/CodeMonkeyNGO

Cloned it to Spectrum; files did download… then opened with Unity Hub, it started downloading the files referenced by the project, then gave error "No 'git' executable was found. ugh. I said continue… It downloaded more, then said an error occurred while resolving packages, and machine froze, requiring reboot., got blue screen your device ran into a problem and needs to restart…

It rebooted, and I loaded it again; this time opened; I had to click on scenes in Assets for it to show up in Hierarchy, then screen froze again. Ugh. Blue screen again, restarted.

This time I clicked project properties to see if VS 2022 was listed as the c# editor and got message it was waiting on mscor.dll - Tried opening VS Studio 2022 and it crashed again

This time I opened VS 2022 first and it said there was an update, so I updated that…

locally , I changed 127.0.0.1 to machine ip which is 10.0.0.16 right now. Build and run works for host, but not for client. Opened firewall for port 7777; also checked box allow remote connections in Network Manager, Unity Transport. That works (local machine two instances)

Then trying to run on Oculus - XR plugin manager downloaded, and downloaded components for Android (in project settings)

Library\Bee\artifacts\Android\AsyncPluginsFromLinker: Burst internal compiler error: Burst.Compiler.IL.Aot.AotLinkerException: Burst requires the Android NDK to be correctly installed (it can be installed via the unity installer add component) in order to build a standalone player for Android with ARMV7A\_NEON32

UnityEditor.BuildPlayerWindow:BuildPlayerAndRun ()

But in Unity Hub, when I go to add modules it says Android NDK is already installed, as well as openJDK

. ugh - just loaded program again and it worked - shows a 2d screen in Oculus and of course no controls are linked, but does work. Will go back to windows for multiplayer experiments.

8/29/2023 Tried to make 3d view in Oculus but when I check the Game Object>XR>, Convert main camera to XRRig I got a message that it couldn't because camera wasn't in root of hierarchy.

Now I can't get it to show me the capsule when I click host. Ugh. Had to reposition the camera; but I don't know how to assign Oculus input to make capsules move. Going back to Windows

Back to running program on the other computer, Spectrum 2, it still freezes and crashes Windows. Went to Unity Hub and clicked the gear on the latest Unity install, and chose Add Modules, and chose the two android related modules. Bummer, it still crashes…

After several quick starts with saves before crashes, then checking project and player settings and saving before crashing, I got it to run once and hopefully it will keep running

Successfully got one client on Spectrum 2 and two clients on new computer to run together, each moving their own players.

Next: try to get GitHub to work so Sam can run it, and also try running it through the Internet instead of local network.

If I do get GitHub to work remind people to add modules (using Unity Hub, click on Installs, then the current vesion of Unity, then the gear, "add modules" and add OpenJDK and Android SDK and NDK Tools, and preferably BEFORE trying to load the program in Unity.