

Clean Multiplayer Pro Documentation

Introduction

Welcome and Thank You for embarking on your professional multiplayer journey!

Clean Multiplayer Pro (CMP) is an asset package designed to jump start game developers' multiplayer Unity games with ease providing advanced features.

Getting Started

In the Tools/CMP 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?
- How do I enable mobile input controls?
- How do I change the death trigger threshold?
- How do I synchronize custom variables in runtime between players?

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](#).