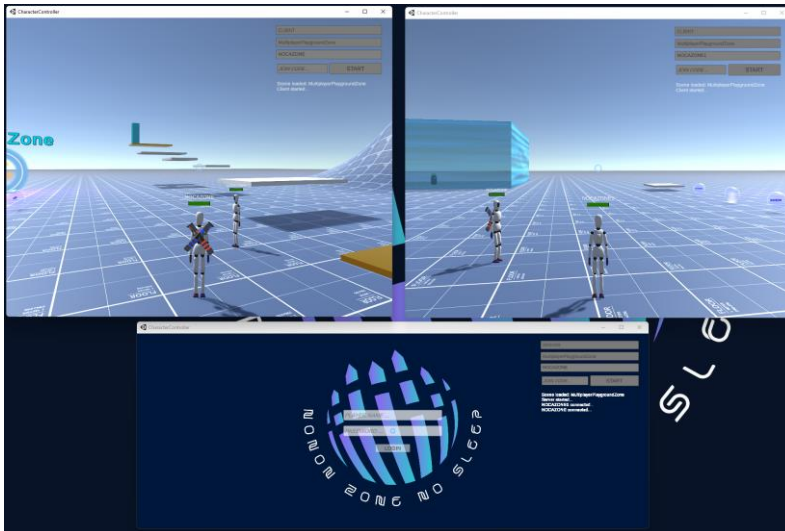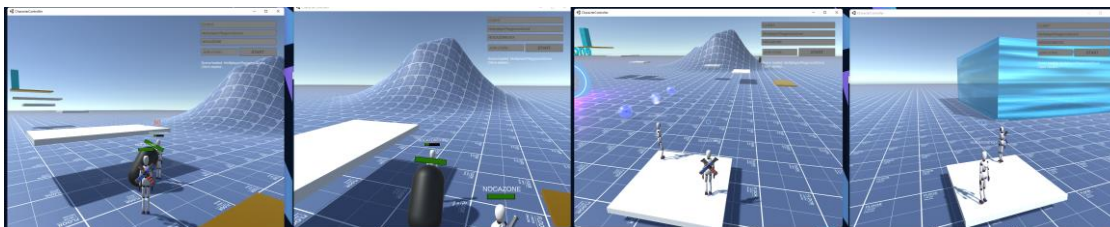# Multiplayer

This Unity Package is a Multiplayer Add-On to the CharacterController Package. For this you must use the version of the CharacterController V2.0.0 or higher.

This package includes a LoginManager which accepts command line arguments to start it automatically in the right mode. Additionally, there is a Developer HUD with which you can load different scenes in different modes (Server, Client, Host) which makes it very flexible in Testing in Editor and in different Builds.

The package delivers a working multiplayer environment with all the functionality of the CharacterController Package.

It provides you with a custom editor menu, which makes it easy to add the provided elements to the scene. You can find this Menu below the "Tools/NononZone" folder.
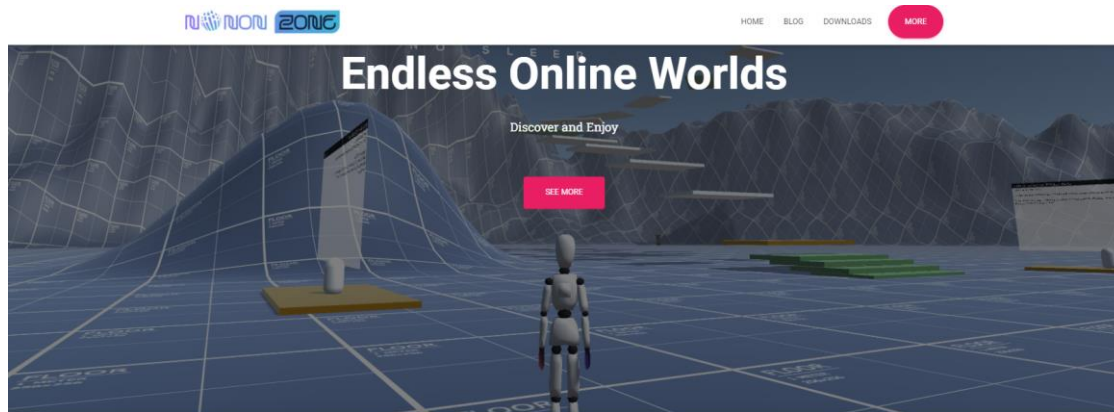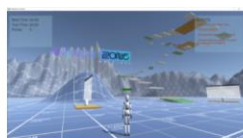
Abilities

Ability	Description
Login Manager & Command Line Arg	The Login Manager handles the different modes of running the executable. With -Mode the mode can be chosen (SERVER|CLIENT|HOST). With -Scene the scene which is loaded after the login can be given to the script. This enables to start automatically two different Servers (in different scenes) from the

	same executable. If no arguments are given, the Developer HUD is loaded.
Dev HUD	The developer HUD is a UI, that let you choose how you want to start the client. You can choose the mode Server, Client or Host, the scene to load and the Player name. That is very convenient to develop with Multiplayer.
Multiple Servers	Just setup your scene with a NetworkManager and travers to the new scene with the Portal. The portal takes care of disconnecting and connecting from server to server.
Relay Manager	The relay Manager is implemented, but not fully developed. You can setup a Host with a join code and can join the host with a client with the same ID. The testing showed, that relaying through Unity is very slow. You can use the code to develop further.
NetworkManager Setup	Two NetworkManager Objects in two different scenes are setup to demonstrate the Server Traversal.
Spawn Manager	The spawn Manger spawns the network elements at a specified spawn point. It is based on a prefab list, which instantiates non – network objects like weapons etc. or the network objects itself.
Multiplayer Elements Editor Scripts	The Multiplayer comes with an extension to the Nonon Zone Menu functionality. This includes "Setup new Zone", "Add Network Manager", "Add Multiplayer Dev UI" and "Add NononNetworkSpawner".

Further Documentation

You'll find all the documentation for usage and abilities on the NononZone Blog

[Blog – NoNoN Zone - Multiplayer](#)