

RPG Cameras & Controllers

- Mirror integration -

1 Introduction

This README describes the steps for using/integrated my asset with vis2k's [Mirror](#) from Unity's Asset Store. Of course, this integration can also be mapped to similar networking libraries which rely on the same techniques, e.g. Unity's new networking "Netcode for GameObjects".

In the following sections, it is assumed that Mirror was already imported into the project. Please refer to Mirror's [Getting Started](#) web page on how to set up a Network Manager etc.

2 Required changes

Below you find everything you need to change in my scripts or on used Mirror components to have a simple integration to Mirror (or similar).

2.1 Mirror components

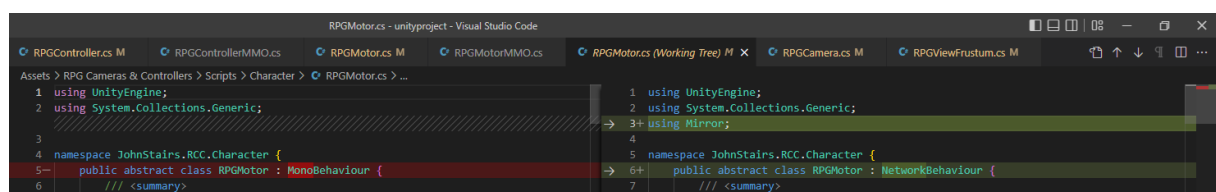
Copy the character Ellen prefab of your choice (ARPG or MMO) to have a local copy which cannot be overwritten by my asset updates.

Assign three Mirror components to it:

1. NetworkIdentity
2. Network Transform: Make sure that "Client Authority" is checked
3. NetworkAnimator: Drag and drop the prefab itself onto the Animator variable. Make sure that "Client Authority" is checked

2.2 RPG script adjustments

Open the RPGMotor script and change them as shown in the screenshots, highlighted in green:



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