Importing and Setting up Photon

1. Import Photon
2. Go to PhotonEngine website and after signing up and creating a new app copy the App ID
3. Paste the App ID in the unity photon settings

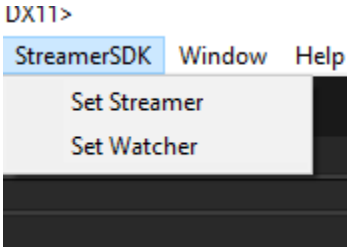
Importing and Setting Up FMETP:

1. Import FM
2. Add invoice number to FMETP license

Setting Up Streaming SDK work:

Streamer

1. Set up Photon and FMETP first
2. Set the right game version in Photon Settings



3. In the scene you want to stream, in the menu just click on the set streamer option.
4. It automatically assigns the main camera as the camera which will be streamed but you can also change the camera you want to stream in the StreamManager GameObject.

Watcher

1. In the scene you want to watch the stream in, select the Set Watcher button in the streamerSDK menu dropdown.

Set the streamer and set the watcher then play the streamer first then play the watcher and then wait.