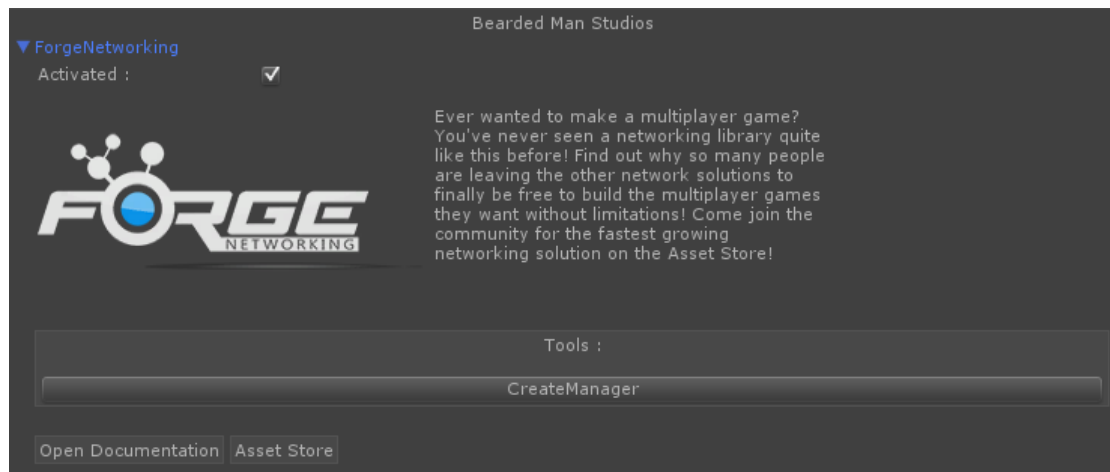# Integrating Forge Networking :

This tutorial will cover up how to implement this system into uNature.

First of all, make sure you have activated the integration in the extensions manager (Window->uNature->Extensions):

Bearded Man Studios

▼ ForgeNetworking
Activated :   ✔

Ever wanted to make a multiplayer game? You've never seen a networking library quite like this before! Find out why so many people are leaving the other network solutions to finally be free to build the multiplayer games they want without limitations! Come join the community for the fastest growing networking solution on the Asset Store!

Tools :

CreateManager

Open Documentation   Asset Store

After you have done so,

Open each one of your game scenes (Game maps, not main menus) and click on the "Create Manager" button which will create the objects that are needed for the system to work.

Now, you would want to open up the settings and apply your networking settings: (Window->uNature->Settings):

▶ Show Terrain Settings

▼ Show Networking Settings

Server Authoritative: ✔

▶ Show Interaction Settings
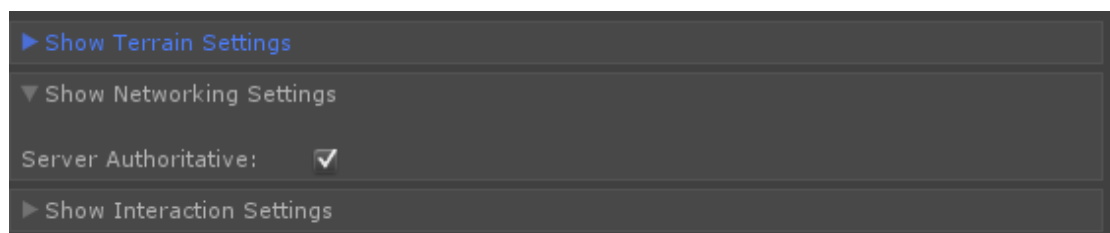
If the server handles the hit detection of the trees mark this as Yes.

If the client handles that, mark that as No.

And that's all!.

Now the system will work automatically with uNature ☺.