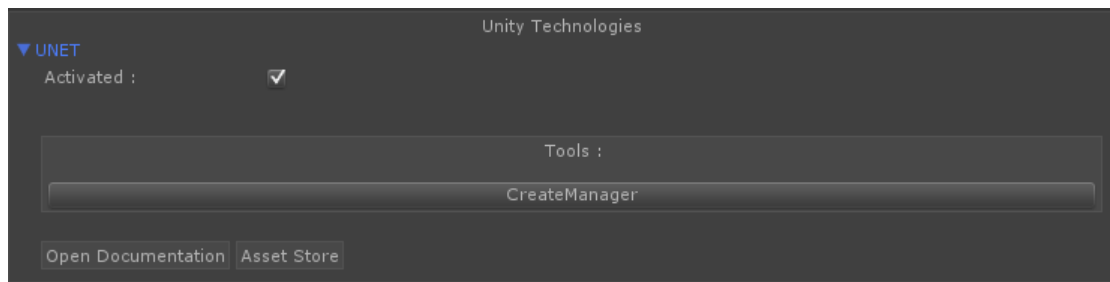


Integrating UNet :

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

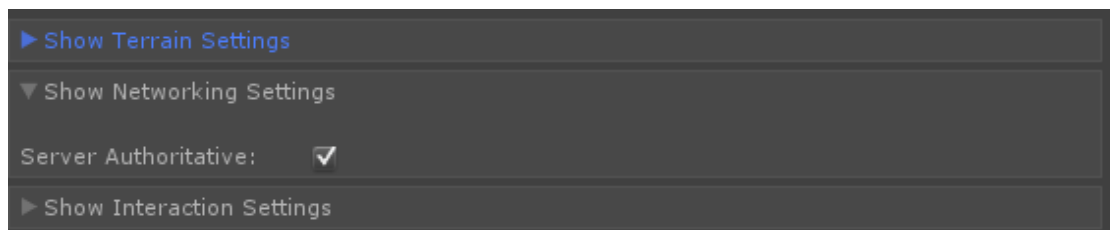
First of all, make sure you have activated the integration in the extensions manager (Window->uNature->Extensions):



After you have done so,

Open your main menu and click on the "Create Manager" button which will create the objects that are needed for the system to work. Please note that you need to remove your current NetworkManager for that to work, If you are using some custom network manager you will have to change your scripts to work with the system – inherit from the new network manager or make it inherit yours.

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