Integrating Photon Cloud :

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 up your game scenes (not the main menus) and then click on the "Create Manager" button which will create the needed objects that TMS needs for the networking integration to operate properly.

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 ☺.