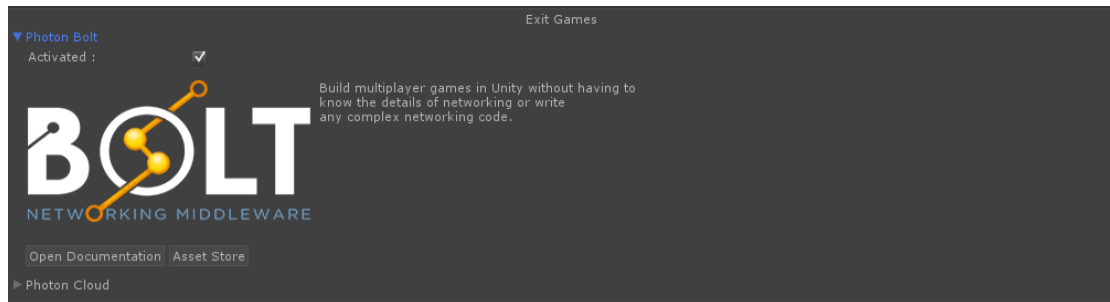


## Integrating Photon Bolt :

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):

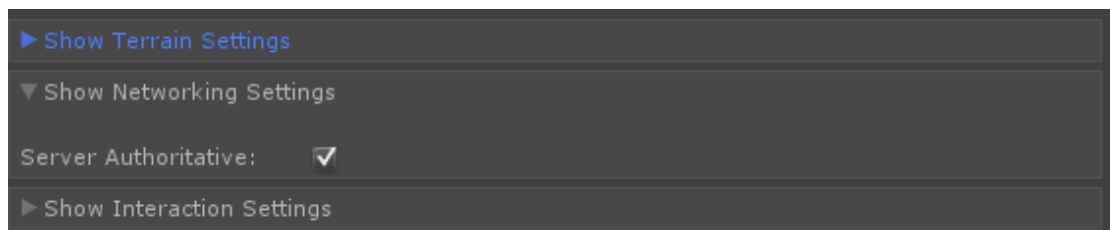


After you have done so,

You are going to get several errors regarding bolt state&command not exists.

This is caused because the demo is using certain bolt assets that do not exist in your project.

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.

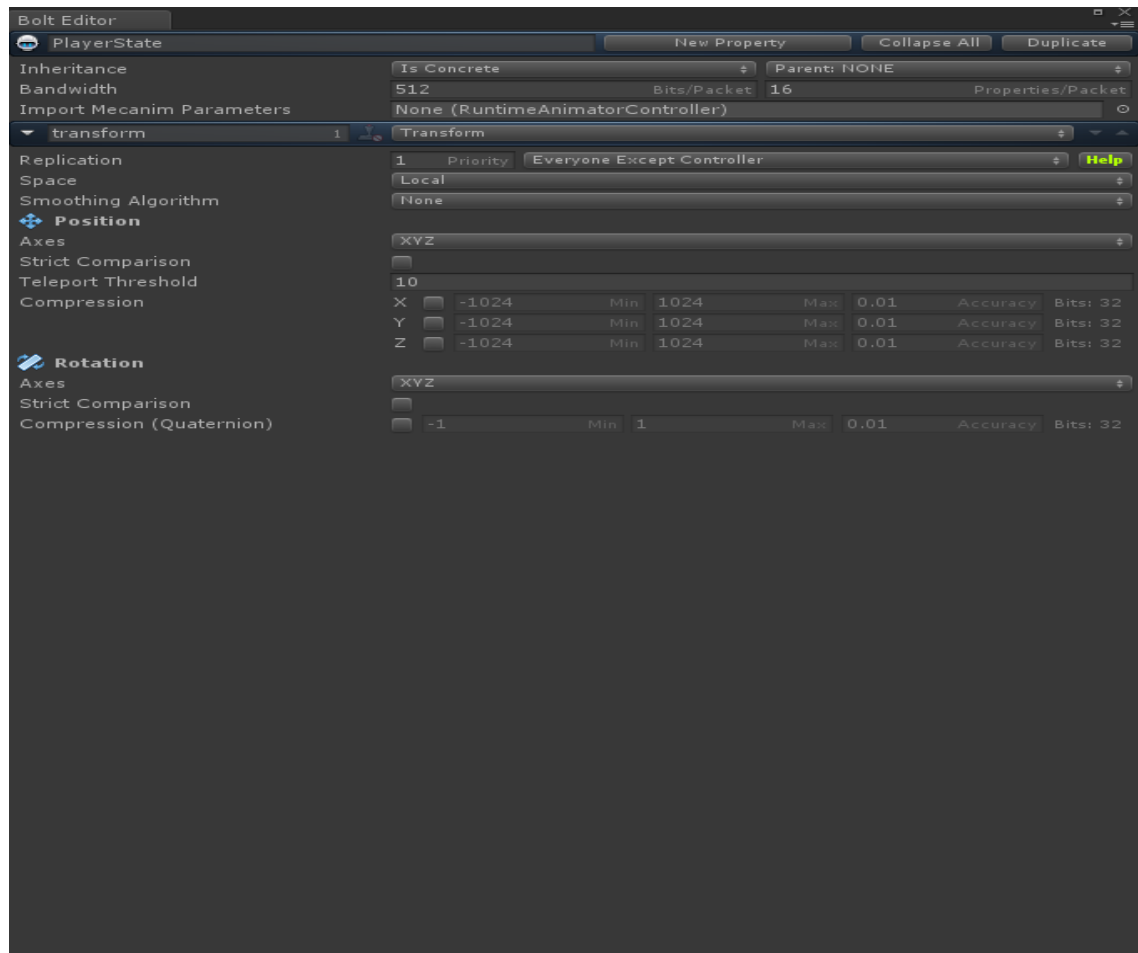
The next part will explain how to set up the states so It will work with TMS, if you do not want to try out the demo you can delete the Bolt's integration's Demo scripts folder (TMS -> Scripts -> Extensions -> Integrations -> Photon Bolt -> Integrations -> Demo) and skip the next part and it will all work 😊.

## Setting up bolt assets for the demo :

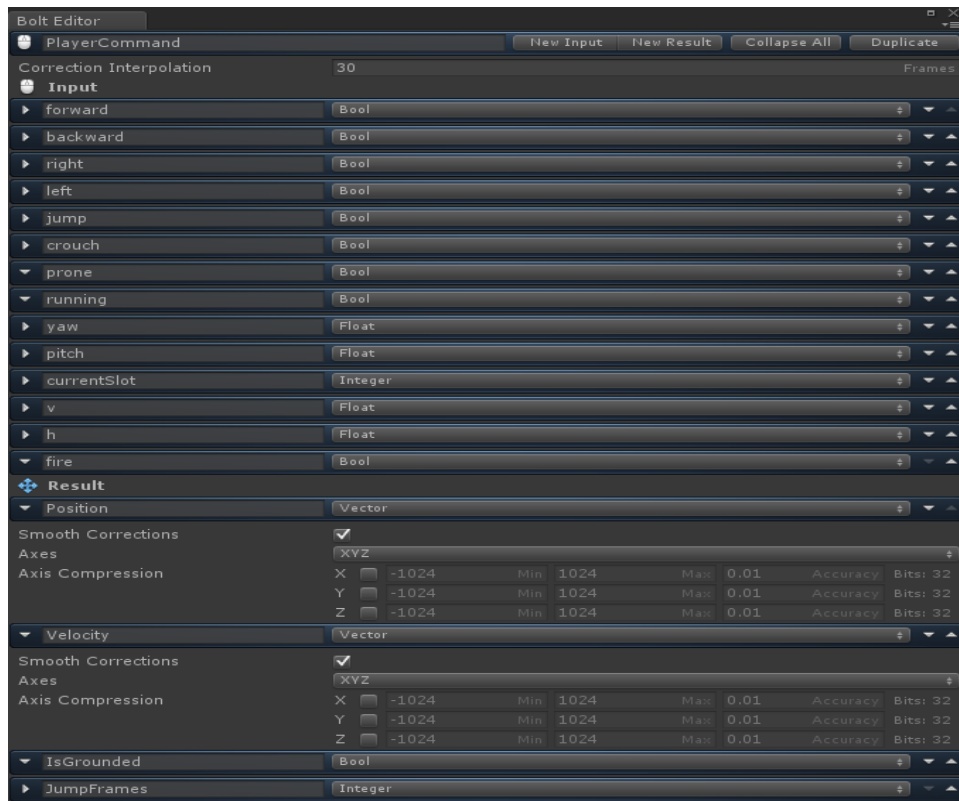
Again, if you do not wish to use the demo and want to quickly work with the asset you can skip this part and do as above ^^ (Remove Bolt's integration's demo scripts folder).

If you do wish to try out the demo, let's begin!

You first of all need to create a state named "PlayerState" filled with those exact parameters:



Then set up a new command "PlayerCommand" and fill it with those exact parameters :



And now all you need to do is to Compile Bolt (Assets-> Bolt -> Compile Assembly) ,

And that's it! 😊.