

# Integrating UNet:

Hello everyone,

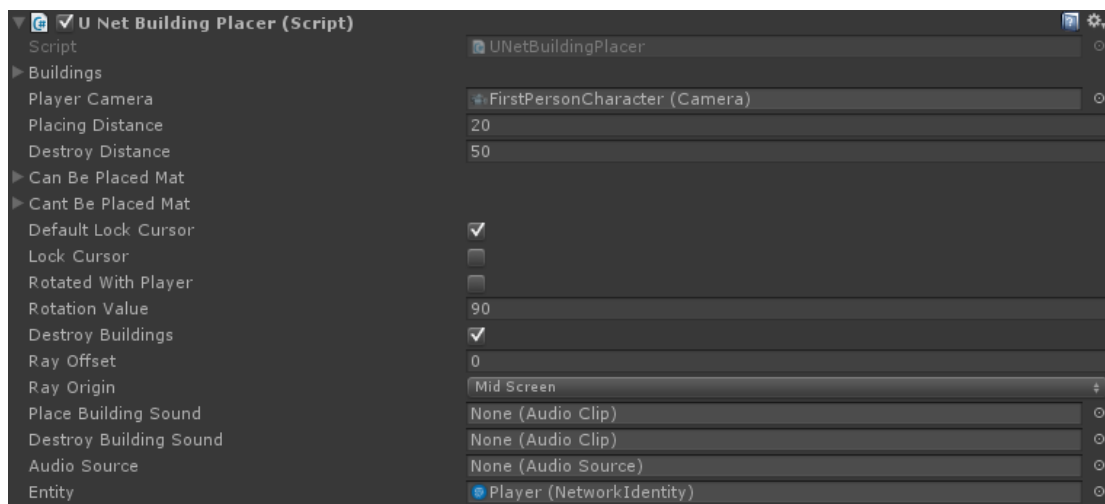
This tutorial will cover how to integrate UNet with uConstruct.

So first of all, Go into the uConstruct Extensions manager (Window -> UConstruct -> uConstruct Manager -> open up extensions manager)

And make sure UNet extension is enabled :

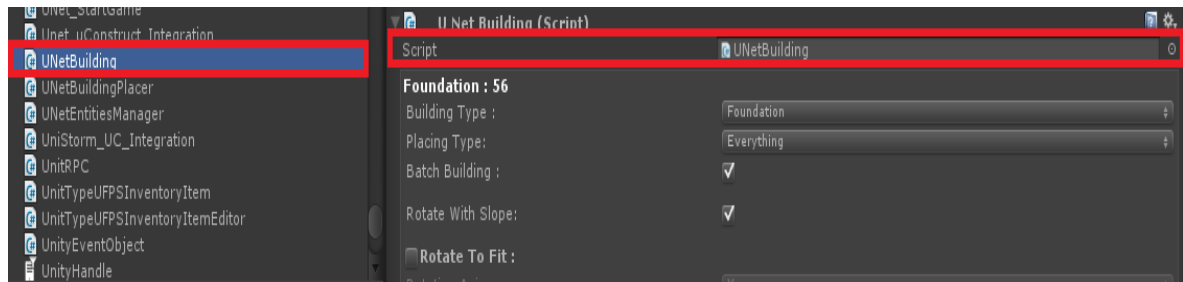


After you have done that, all you need to do is just to apply the integration scripts to your players. So first of all, go into your player and add the "UNetBuildingPlacer" (Or replace it with the current BuildingPlacer you have)



Make sure to assign your Player Camera and NetworkedIdentity component to the UNet Building Placer.

After you have done that, you need to make sure that your buildings are UNet buildings, so go over to each one of your buildings and change the script from "BaseBuilding" to "UNetBuilding".



After you have done all that, you will need to set up the networking manager in your game scene, so go over to your game scene and open up the extension window (Window -> UConstruct -> uConstruct Manager -> open up extensions manager)



Go over to your main menu scene and click on "CreateInitializerOnMenuScene", this will create the NetworkManager which uConstruct needs in order to operate – please note that it will replace your old Network Manager, so if you have done some custom code you will have to modify the "UNetEntitiesManager" to fit your old manager.

But that's it, hit play and uConstruct should sync over the network with UNet 😊