

Integrating Forge Networking:

Hello everyone,

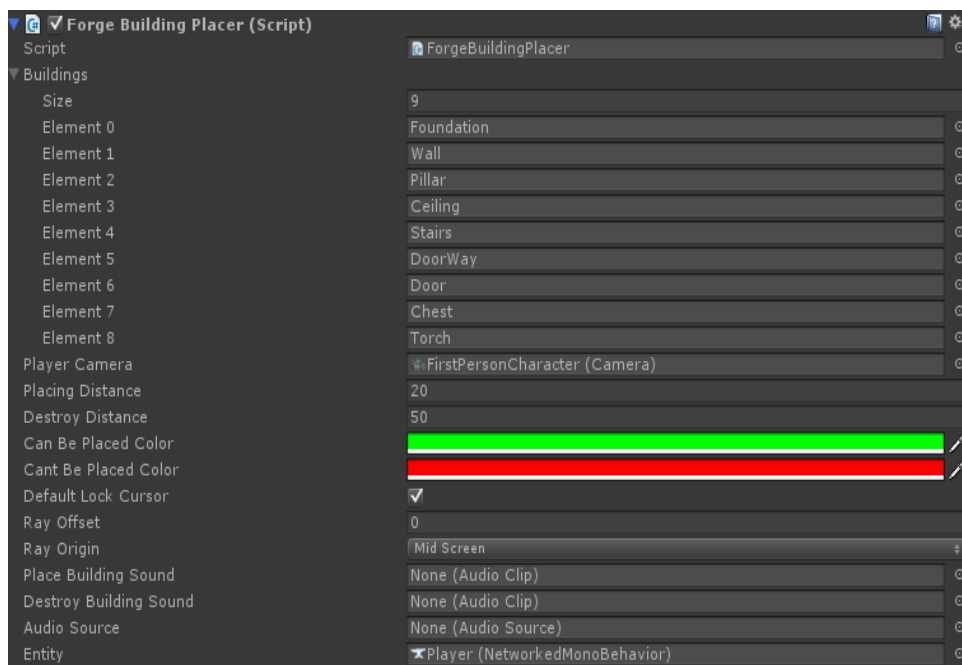
This tutorial will cover how to integrate Forge Networking with uConstruct.

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

And make sure Forge Networking extension is enabled :

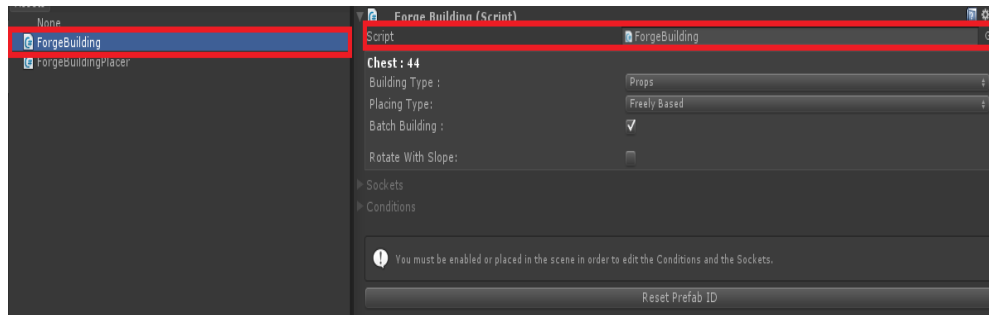


After you have done that, all you need to do is just to apply the integration scripts to your players. So first of all, go into your player and add the "ForgeBuildingPlacer" (Or replace it with the current BuildingPlacer you have)

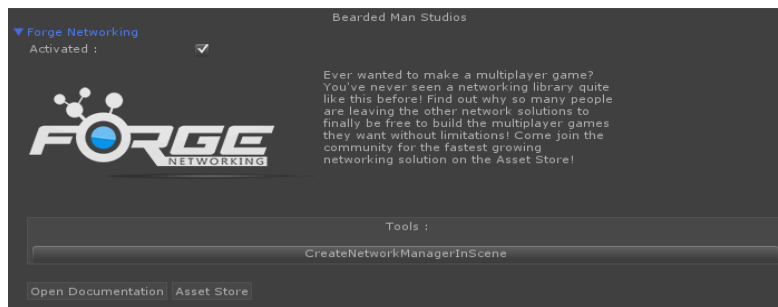


Make sure to assign your Player Camera and Networked Mono Behaviour component to the Forge Building Placer.

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



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)



And click on the button – "CreateNetworkManagerInScene", Update your buildings database (Window -> UConstruct -> Initiate Prefabs Update) and that's it, you can also check out the demo in the extension folder 😊.