

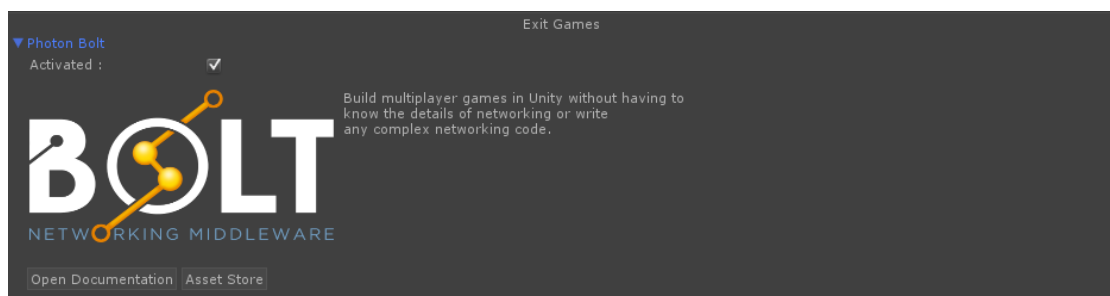
Integrating Photon Bolt:

Hello everyone,

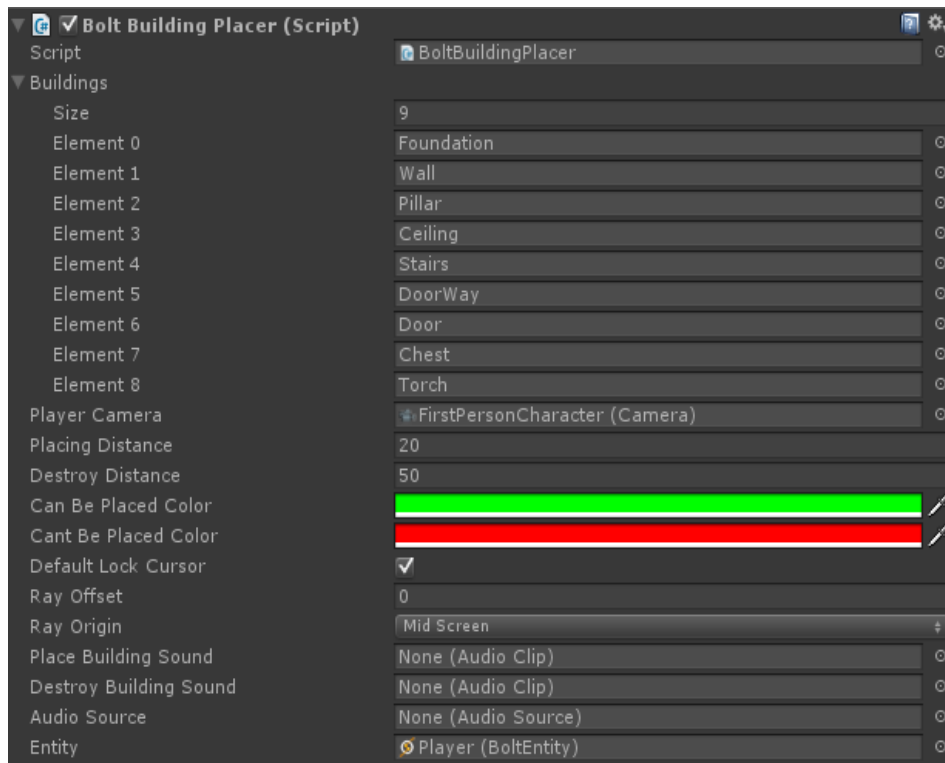
This tutorial will cover how to integrate Photon Bolt with uConstruct.

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

And make sure Photon Bolt extension is enabled :

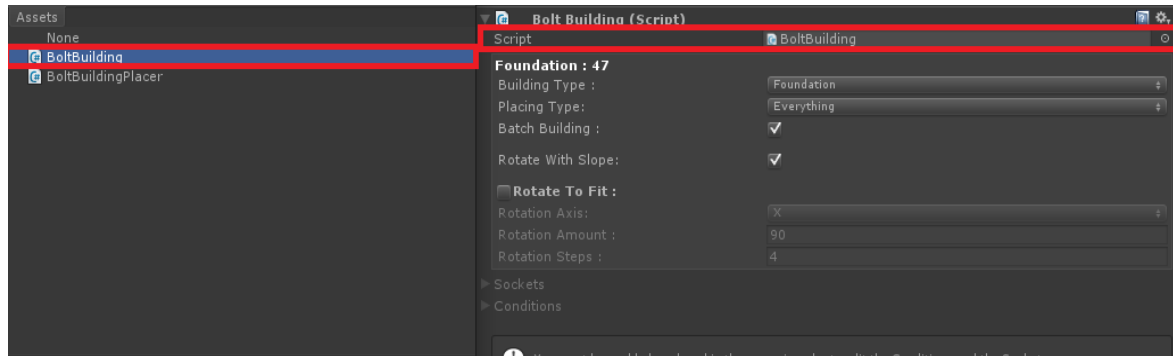


After you have done that, all you need to do is just to apply the integration scripts to your players. So first of all, go into your player and add the "BoltBuildingPlacer" (Or replace it with the current BuildingPlacer you have)



Make sure to assign your Player Camera and Bolt Entity component to the Bolt Building Placer.

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

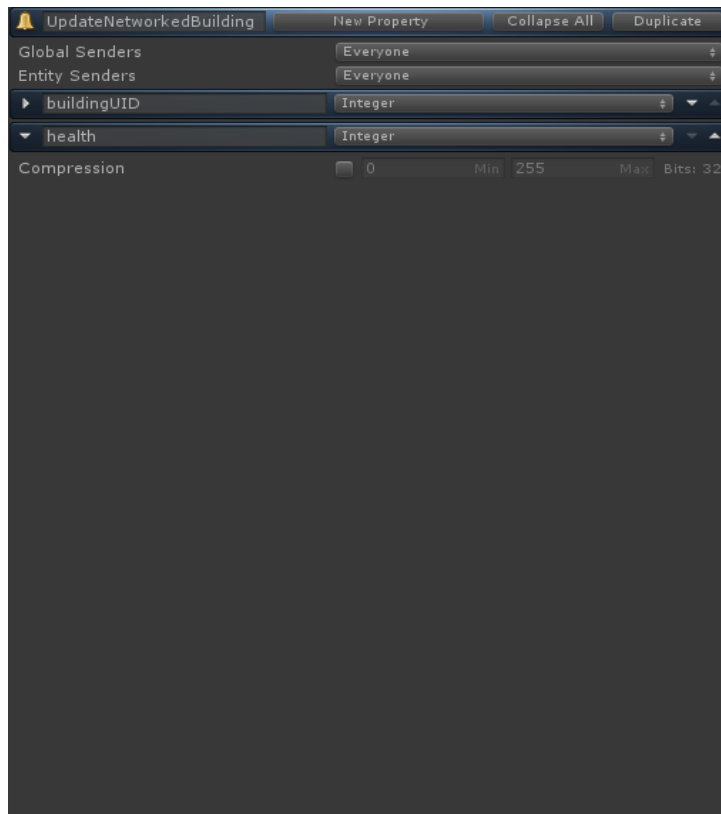


After you have done that to all of your buildings you just need 2 create 2 events and the system is implemented 😊.

Event 1 – "CreateNetworkedBuilding" (Case-Sensitive)



Event 2 – "UpdateNetworkedBuilding" (Case-Sensitive)

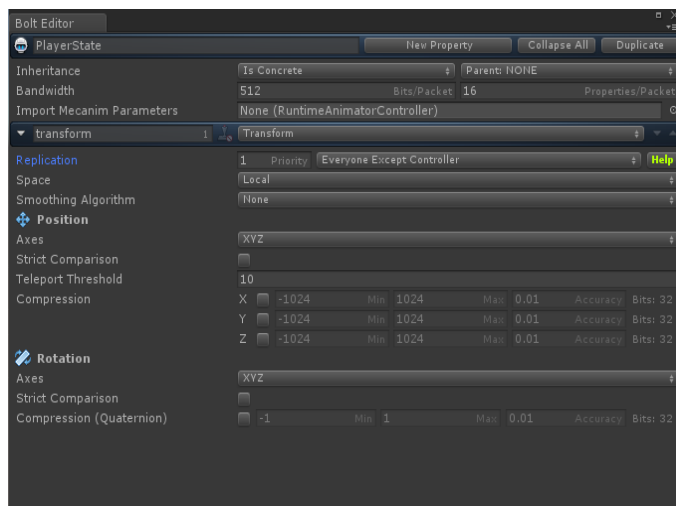


And that's it, bolt is now implemented into uConstruct.

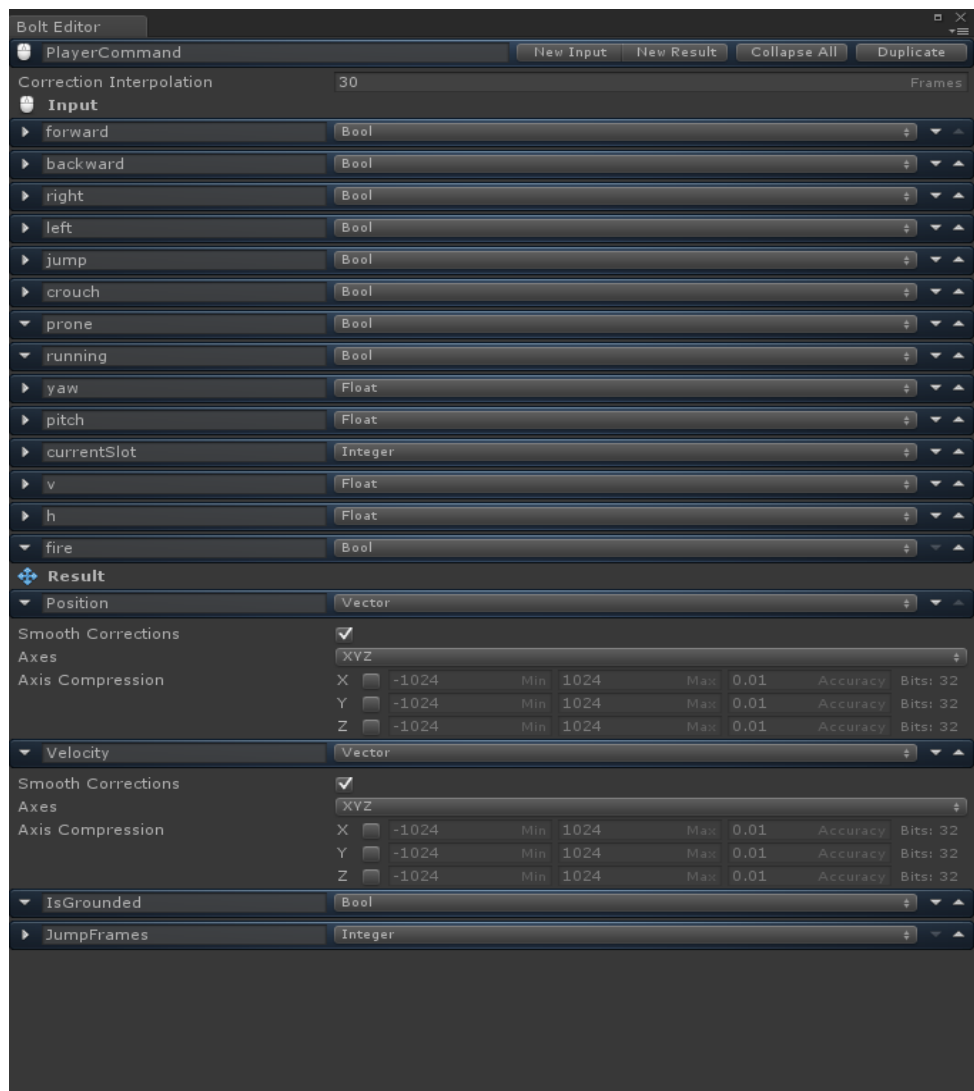
Now, you might get more errors because the demo uses a state and a command that doesn't yet exist on your project. This isn't a must, but if you want to check out the demo you must implement the next 2 bolt properties. If you aren't going to be using the demo, delete those scripts that are located in the integration folder in the "Demo" folder (Player.cs, PlayerController.cs, PlayerMotor.cs, ServerCallbacks.cs)

If you are, create those properties :

State – "PlayerState" (Case-Sensitive)



Command – "PlayerCommand" (Case-Sensitive)



Compile bolt, Update uConstruct prefabs(Window->UConstruct->Initiate Prefabs Update)
and that's pretty much it, You can now check out the demo as well 😊.