

Integrating Photon Cloud:

Hello everyone,

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

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

And make sure "Photon Cloud" extension is enabled :

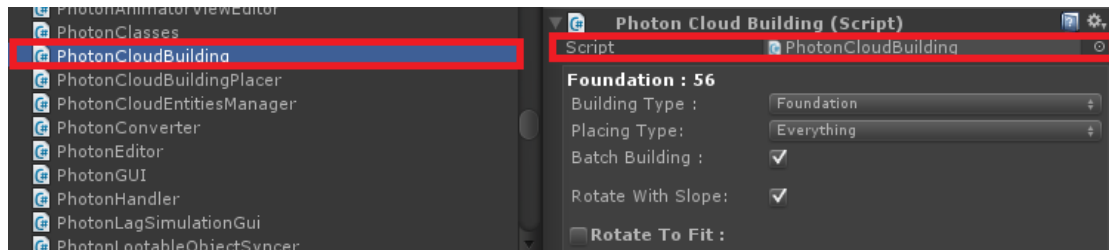


After you have done that, all you need to do is just to apply the integration scripts to your players. So first of all, go into your player and add the "PhotonCloudBuildingPlacer" (Or replace it with the current BuildingPlacer you have)

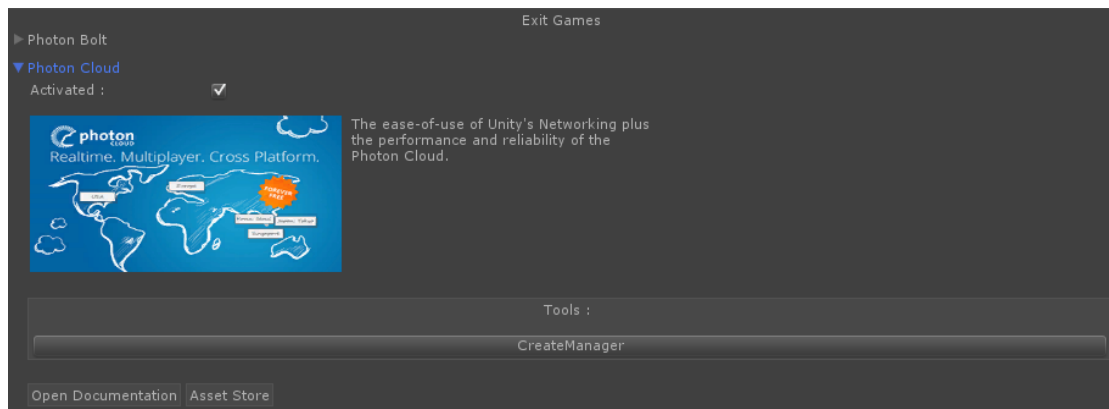


Make sure to assign your Player Camera and PhotonView component to the Photon Cloud Building Placer.

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



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 menu scene(your initial scene) and click on "CreateManager", this will create the Photon Cloud Integration Manager which uConstruct needs in order to operate the integration.

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