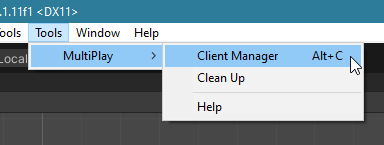
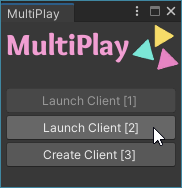
# Icon Description automatically generated **MultiPlay / DualPlay**

1. From Tools > MultiPlay > Client Manager



1. Click Create Client. The button will be deactivated as long as the client window is open

Note: MultiPlay Supports a total of 4 windows (including the original project window) while DualPlay only supports 2



**Note:**   
To figure out which client you are running, attach the this code to any game object in the scene:

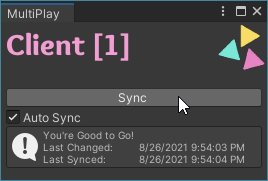
int clientIndex = PanettoneGames.MultiPlay.Utils.GetCurrentClientIndex();

if (clientIndex == 0) Debug.Log("MultiPlay is running on: Main Project/Server");

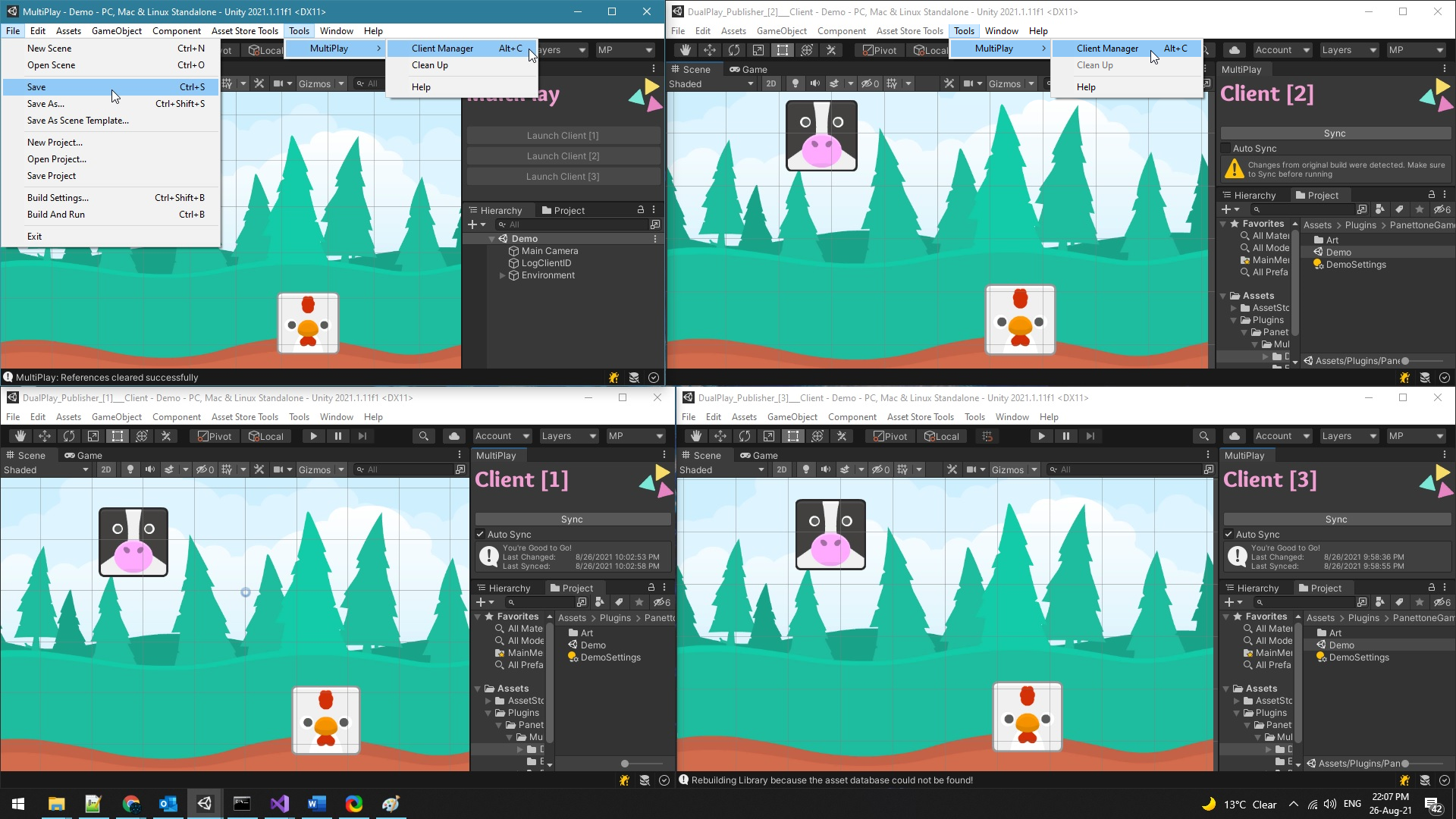
else Debug.Log($"MultiPlay is running on Client: {clientIndex}");

Button will reactivate upon closing client window

1. On the newly launched unity project, again, From Tools > MultiPlay > Client Manager. Only this time you will get a different tool window.



1. Make any changes to your scene in the original project editor and CLICK SAVE IN THE ORIGINAL PROJECT to propagate the changes across all launched clients.
2. Unless [Auto Sync] is ticked at the client side, you will have to press the [Sync] button every time you make changes to the original project.



**3**

**1**

+

**5**

**4**

**2**

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