

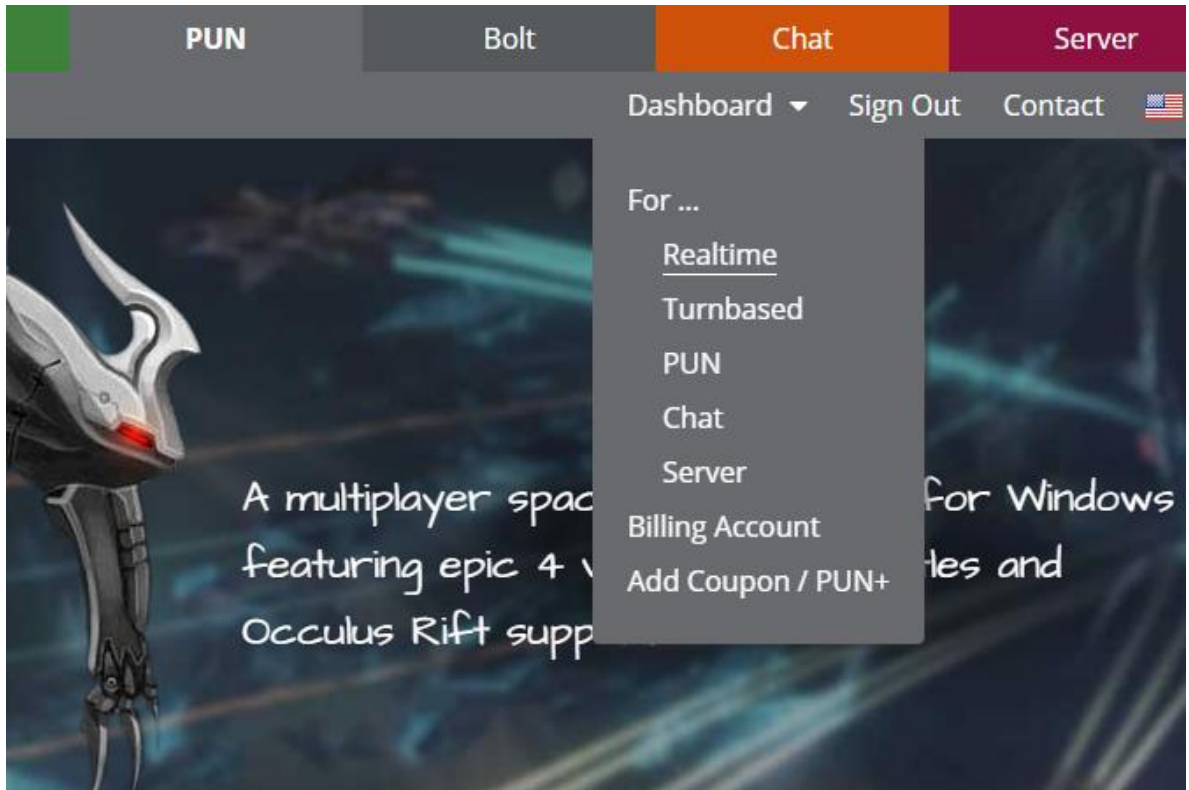
FPS Kit 3.0 Tutorial

“Get Started”

Right after importing FPS Kit 3.0 to your project, you need to setup your own Photon Cloud App ID

Let's start:

1. First go to <https://www.photonengine.com/>
2. Login to your account or create new one if you haven't yet
3. Now click on “PUN” tab then hover mouse cursor over “Dashboard”
4. Then click “Realtime”



5. Scroll down till you find the button “Create a new Realtime App”

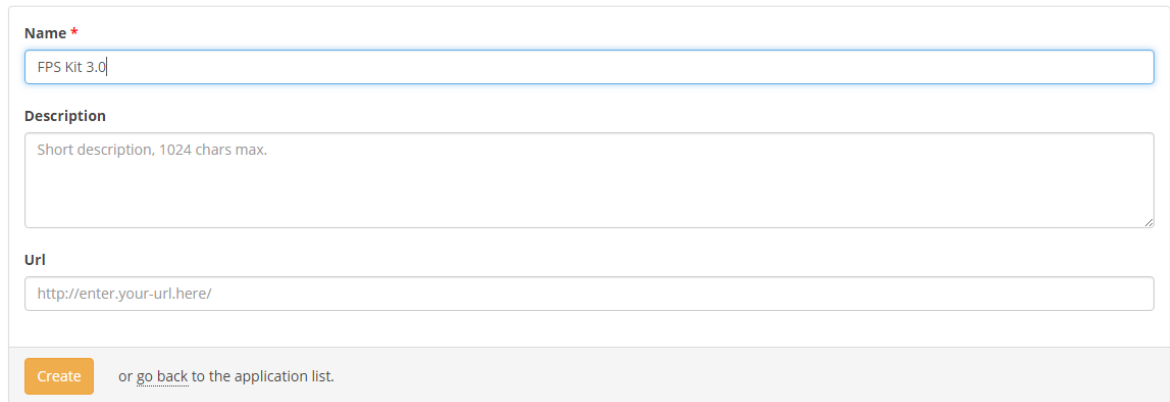
Create a new Realtime App

6. After pressing it will ask you to provide application name, description etc.

7. Write any name you want and press “Create”

Create a New Application

The application defaults to the **Free Plan**.
You can change the plan at any time.



The form contains three input fields: 'Name' with the value 'FPS Kit 3.0', 'Description' with the placeholder 'Short description, 1024 chars max.', and 'Url' with the placeholder 'http://enter.your-url.here/'. Below the fields is an orange 'Create' button and a link 'or go back to the application list.'

8. After creating, you will see App ID under application name

FPS Kit 3.0

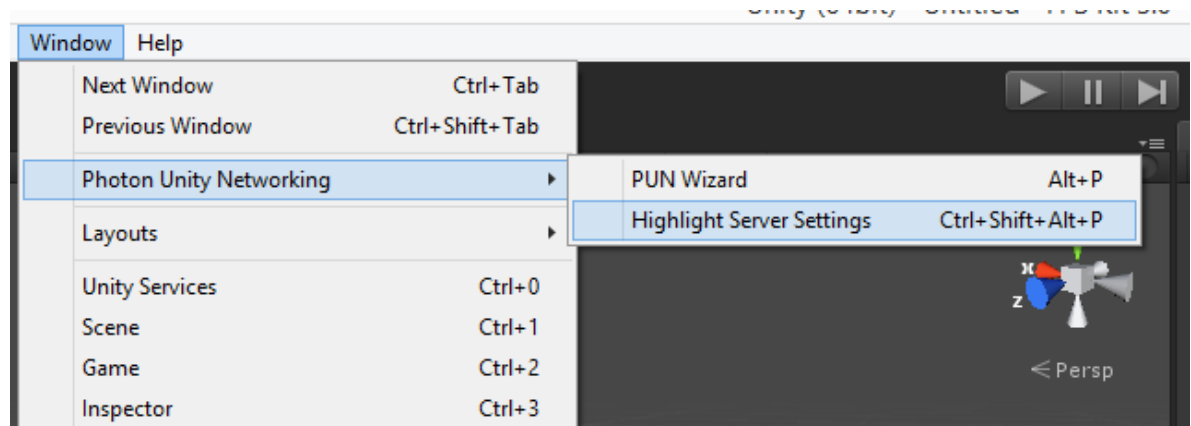
App ID: 75152871-7317-4697-a39f-ce832e796524

This app is on the free plan.
We recommend you to [upgrade](#) before using it in production.

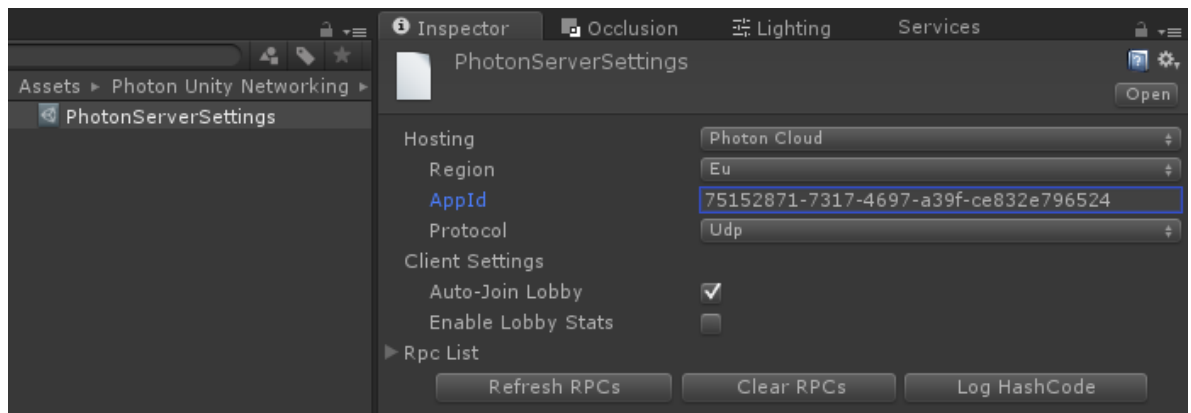
9. Copy that ID then go back to Unity 3D project where you previously imported FPS

Kit 3.0

10. Click Window -> Photon Unity Networking -> Highlight Server Settings



11. It will highlight configuration file, select it and paste your new App ID



Done! Now your FPS Kit 3.0 is ready to use

NOTE: Do not change region directly at PhotonServerSettings, instead open *ConnectMenu.cs*

Find variable called “selectedRegion”

```
34 //Networking
35 CloudRegionCode selectedRegion = CloudRegionCode.eu;
36 int totalPlayers = 0;
```

Remove .eu and type any other region code. Example .us, .asia, .jp, .au

```
34 //Networking
35 CloudRegionCode selectedRegion = CloudRegionCode.us;
```

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