MultiFPS – Setup server list

Contents

Important: Before following this document setup MultiFPS project as shown in document "MultiFPS – Setup.pdf" or as shown in YouTube tutorial here: https://youtu.be/pNT0JkzVlMk

Resources:

ServerList app (written in NodeJS): https://github.com/TheZbyszek-tech/MultiFPS_ServerList

Dedicated server tutorial: https://www.youtube.com/watch?v=2cme5T98nSQ

Introduction to MultiFPS simple server list

System is simple. Server runs server builds of MultiFPS, and stores their basic info for each of them (address and port that they are running on, max players, current players, map, gamemode).
Then client can send http request to this server and receive information about existing games, so we can build list of existing games in UI panel (red rectangle frame) and connect to game that player chooses. If no games exists player must request creation of one himself, by using panel in main menu (green rectangle frame)


You can test this simple server list example in our WebGL build of MultiFPS. It already implements system that we will setup in this document.

There are two major steps to setup server list.
1.Setup unity project to be able to communicate with simple server list server (this server can be also hosted locally on Your machine to test things out)
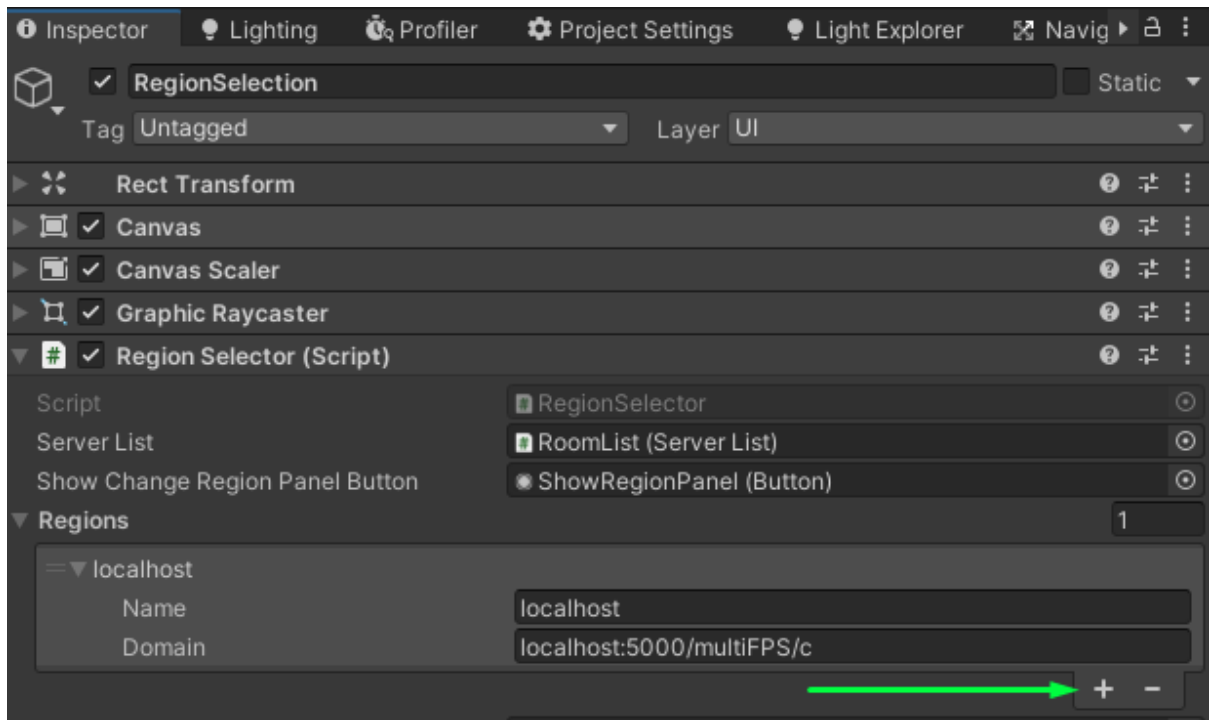2.Setup dedicated server and ran server list app on it. You can also run this app locally on Your machine

Part 1: Setup Unity project

1.1 Replace hub scene that we set in setup phase with hub_serverList scene. It must be index 0. Old hub scene can be unchecked.
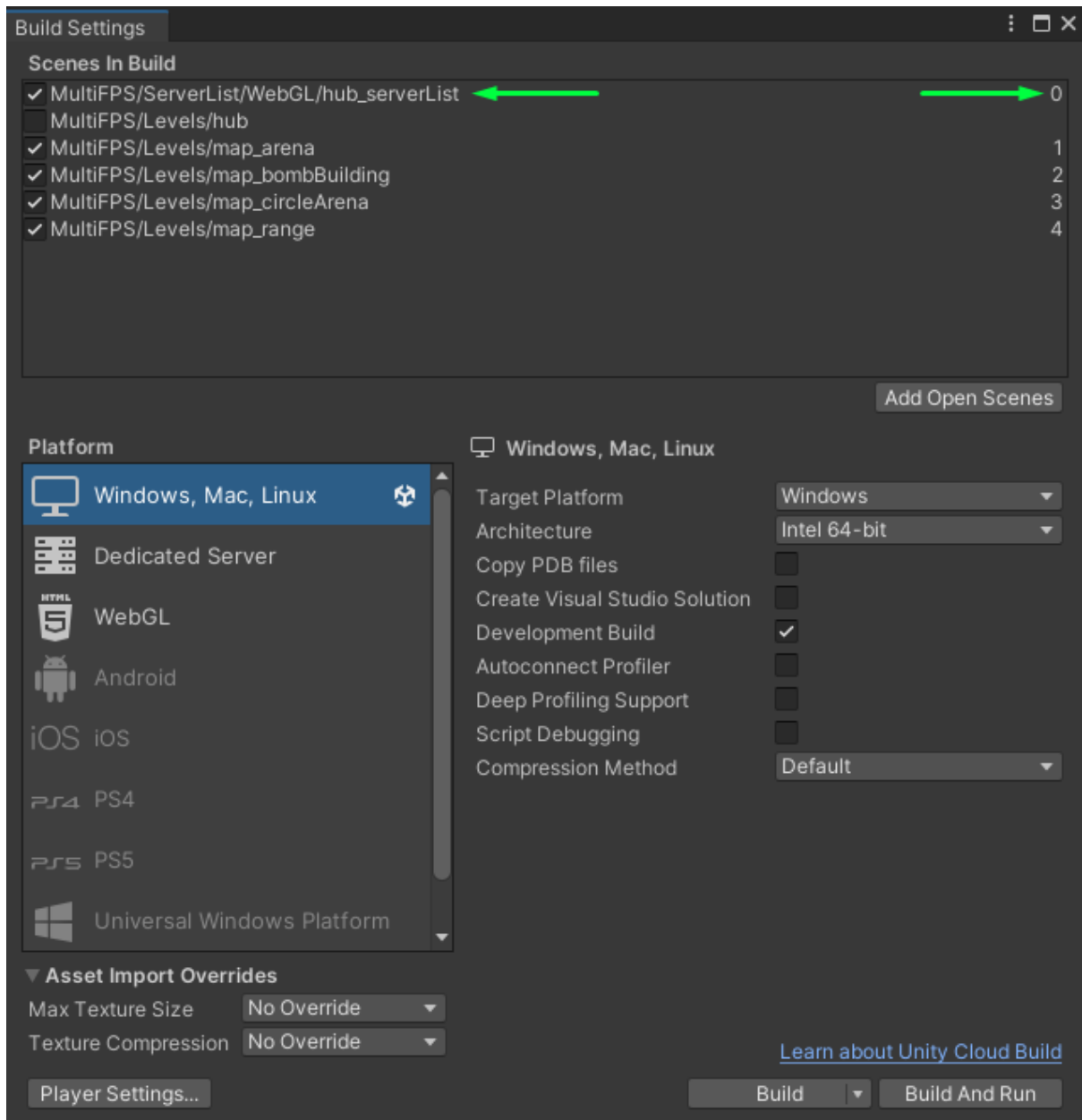
1.2 Set Your region

In scene "hub_serverList" that we set in point 1.1, in scene object "Region selection" we can set regions that our game will be able to connect to.

If You want to run server list locally using localhost, don't change anything here, since by default there is region called "localhost" already set up, but if You want to run server list on dedicated server, add region that will point to Your server. Copy and paste "localhost:5000/multiFPS/c" to domain field but change "localhost" to Your machine ip.

1.3 Make server build

If You want to ran this system locally, You don't need to make dedicated server build, You can just make regular build of the game. But if You intend to run it on dedicated server then You need to build game with "Dedicated server" template, choose Your VM system as Target platform and make a build.
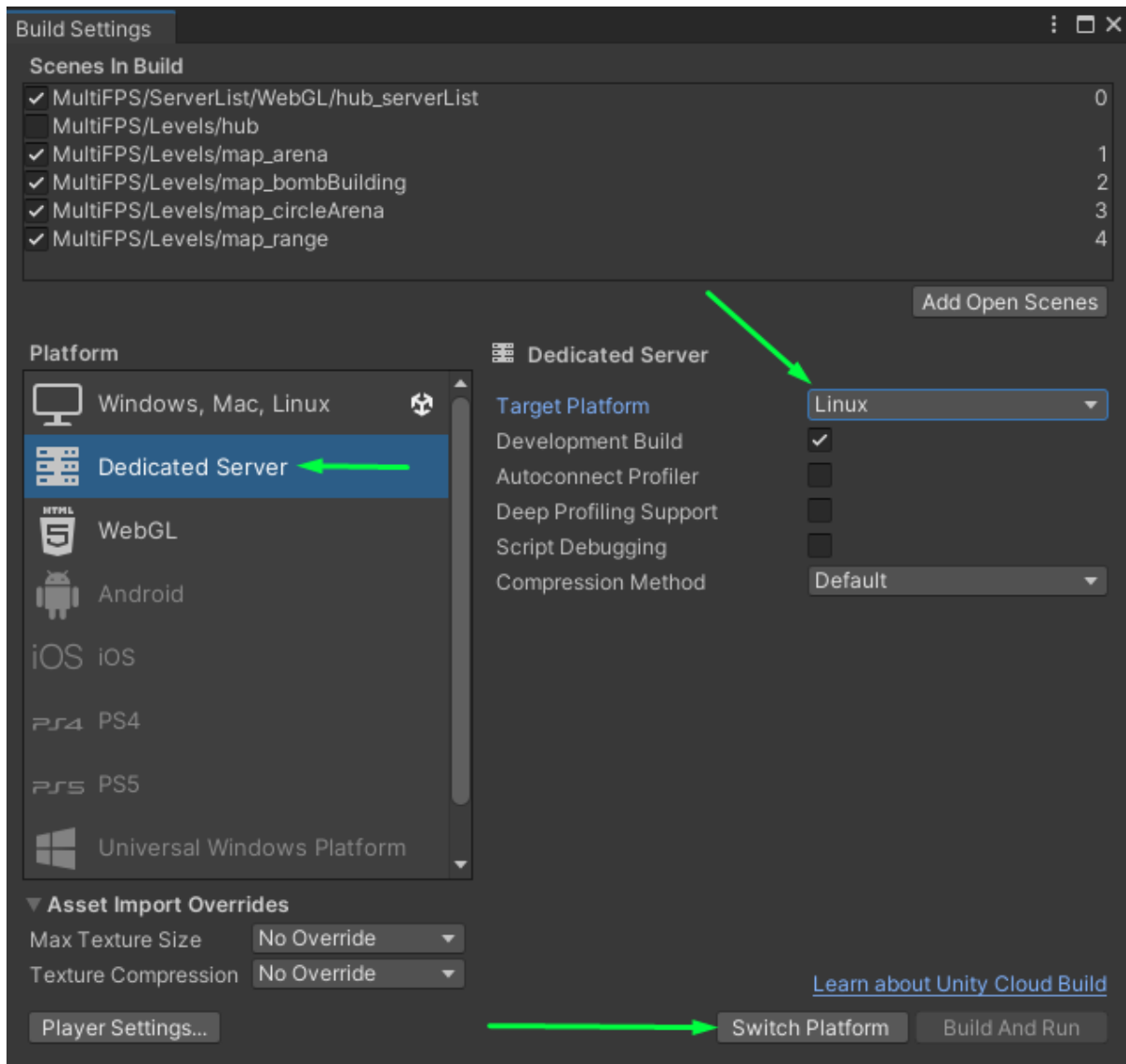
Part 2: Setup Dedicated server

This is longer process, we already have YouTube tutorial for it, only part that will be different is where we setup unity project, so follow this video exactly, just skip step 3: "Prepare server build" since we already have covered it here in this document in Part1, and instead of app that that is provided in this tutorial use https://github.com/TheZbyszek-tech/MultiFPS_ServerList server list app. Both are identical when it comes to setup.

Thank You for using MultiFPS

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