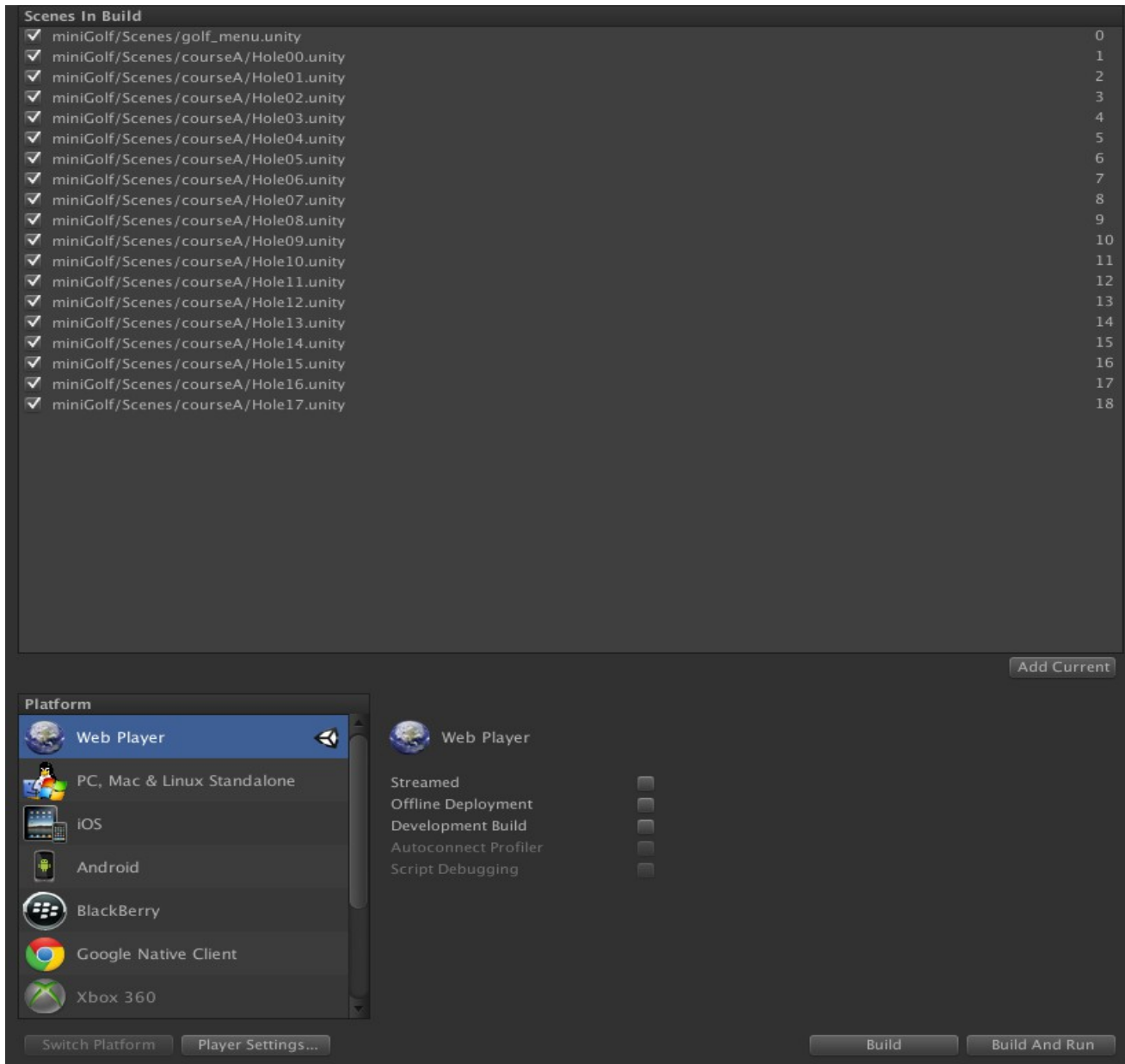


First thing you want to set up the build settings like this... continuing for all the holes



Next watch these 2 videos.

<https://www.youtube.com/watch?v=c-JWYEhlsEw>

<https://www.youtube.com/watch?v=nrPlWNC-Cpc&list=UUzCWFiCa8DlhuXTaXgaTd1Q>

Events and delegates: You should also look at mike of prime31s video on event and delegates since i use those alot in my code.

<https://www.youtube.com/watch?v=N2zdwKIsXJs>

Photon:

Okay you are going to see some errors, what you need to do is import the photon unity networking

from the asset store.

The screenshot shows the 'Photon Unity Networking Free' asset page. The header includes the Photon logo and 'FREE Edition'. The main content area highlights it as the '#1 Platform for Multiplayer' with features like 'Unity Networking Compatible', 'Free 20 CCU Subscription', and '5 Demos + Code'. It also mentions 'More than 38,000 Developers' and lists logos for various studios like CIVIUNE, NIVAL, and glu. The left sidebar provides metadata: Category (Scripting/Network), Publisher (Exit Games), Rating (4.5 stars), and Price (Free). The right sidebar shows a 'Categories' list with 'Network' selected. Below the main content, there's a 'Package Contents' section listing files like 'changelog.txt', 'Demos', 'DemoBoxes', and various resource files. A 'Recommendations' section is at the bottom. The right sidebar also features a 'Top Paid' section with 'UniWebView' as the top item.

Photon Unity Networking Free

Category: Scripting/Network
Publisher: Exit Games
Rating: ★★★★★ (308)
Your Rating: ★★★★★
Price: Free

Import

#1 Multiplayer Platform for Unity
The ease-of-use of Unity's Networking plus the performance and reliability of the Photon Cloud.

Photon Unity Networking **FREE**: this package is all you need to easily add multiplayer to your games and launch them globally with the included **FREE** Photon Cloud plan.

>> Note: Due to a restriction of the Unity free license, you can export to most Unity platforms, but in order to get your game running on an iOS or Android device you need Photon Unity Networking (PUN) **PLUS**. <<

Low learning curve: The PUN API is very similar to Unity's networking solution!
Always connects: Works across different

#1 Platform for Multiplayer.

- ✓ Unity Networking Compatible
- ✓ Free 20 CCU Subscription
- ✓ 5 Demos + Code

More than 38,000 Developers:

Version: 1.25.1 (Mar 26, 2014) Size: 8.2 MB Visit Publisher's Website

Package Contents

- Photon Unity Networking
 - changelog.txt
 - Demos
 - DemoBoxes
 - DemoBoxes-Scene.unity
 - OnAwakePhysicsSettings.cs
 - Resources
 - BoxPrefab.prefab
 - eurof35.ttf
 - eurof_tt.txt
 - UnitMaterial.mat
 - UnitMaterialEmit.mat
 - UnitTexture.png
 - TestGuiInstantiate.cs
 - DemoFriendsAndCustomAuth

Recommendations

Top Paid

- UniWebView

You will also want to take look at the PUN overview

<http://doc.exitgames.com/en/pun/current/getting-started/pun-overview>

SUMMER 2014

I wont really explain the 2 minute GUI because unity is finally going to add there own WYIWYG GUI editor sometime in the summer, so expect another update around that time where I will finally switch over.

WHERE IS THE OLD PROJECT

Okay I have included the old project in a zip file called old folder – incase you dont want to use the photon networking.. You can take into a new folder (outside of the project folder – and unzip it).