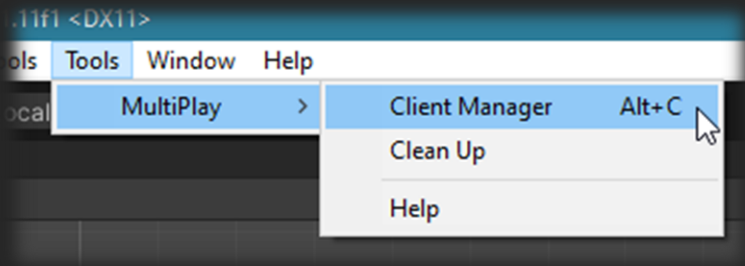


MultiPlay / DualPlay

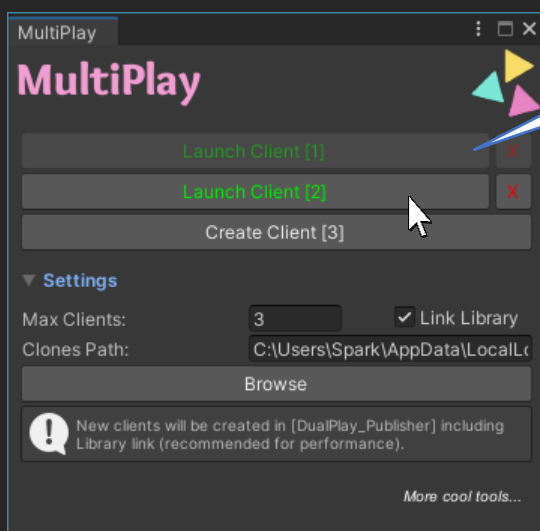


1. From Tools > MultiPlay > Client Manager



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

Note: While Dual Play only supports 2 Clients, MultiPlay Supports unlimited number of clients currently capped to 20 which you can change if needed from the [MultiPlaySettings] scriptable object.

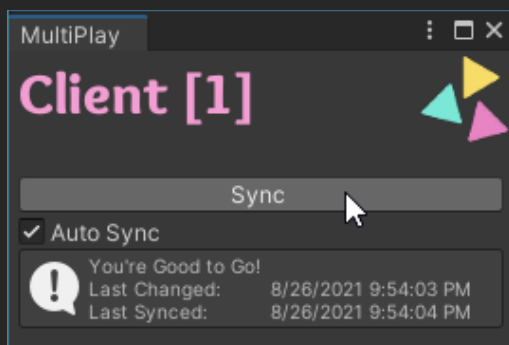


Note:

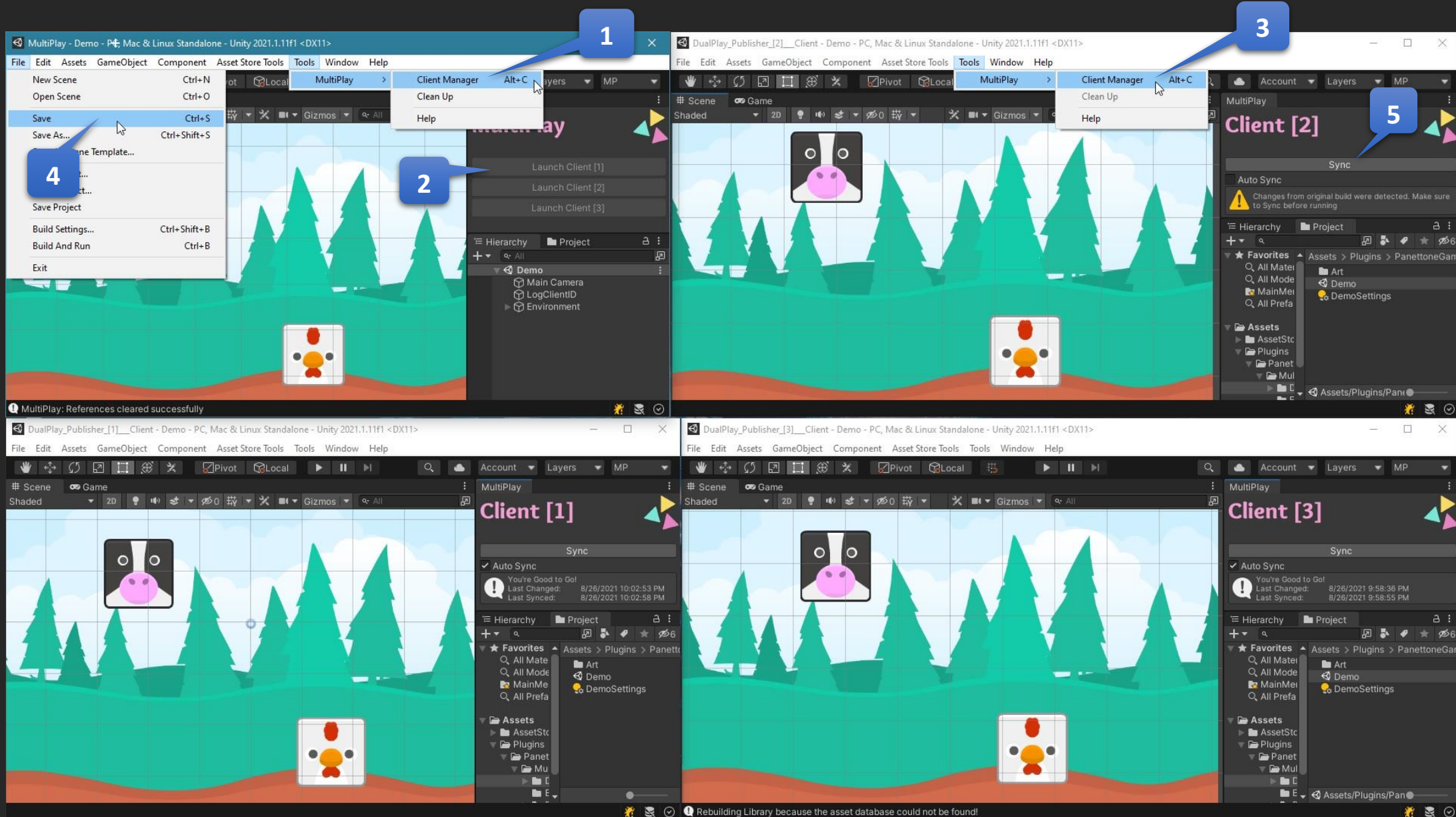
To figure out which client you are running, attach the this code to any scene game object

```
int clientIndex = PanettoneGames.MultiPlay.Utils.GetCurrentClientIndex();  
  
if (clientIndex == 0) Debug.Log("MultiPlay is running on: Main/Server");  
else Debug.Log($"MultiPlay is running on Client: {clientIndex}");
```

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



4. 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.
5. 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.



Panettone Games

Productivity Tools for Game Developers

