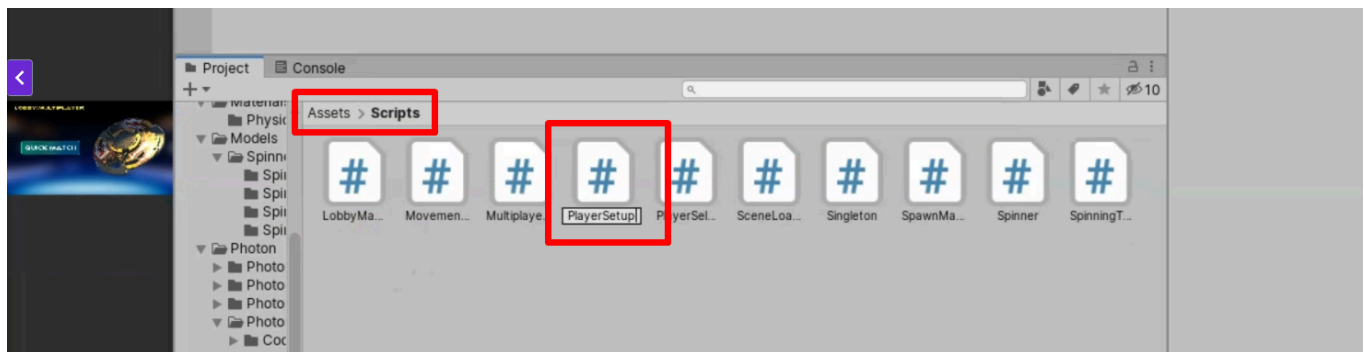
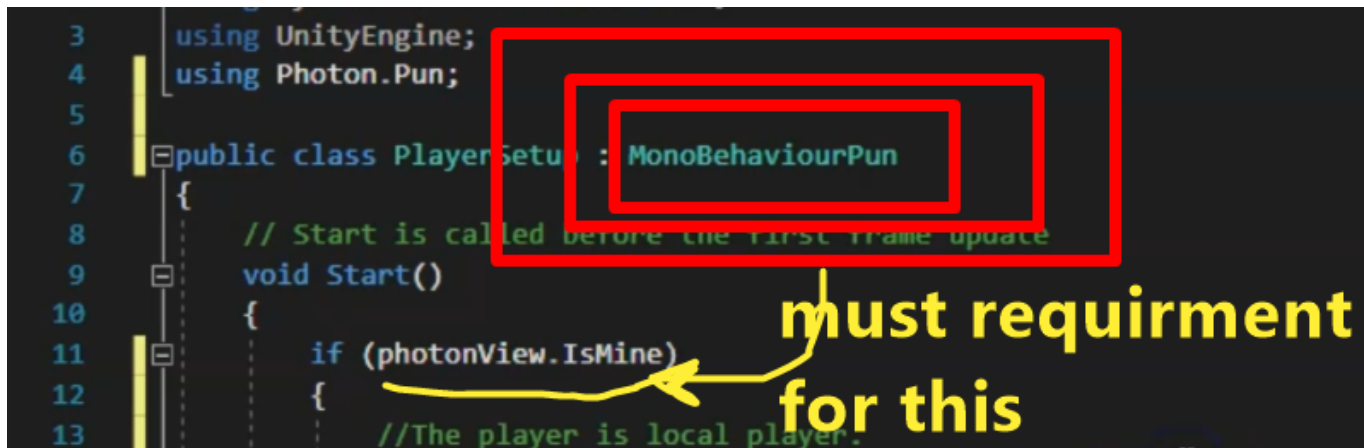
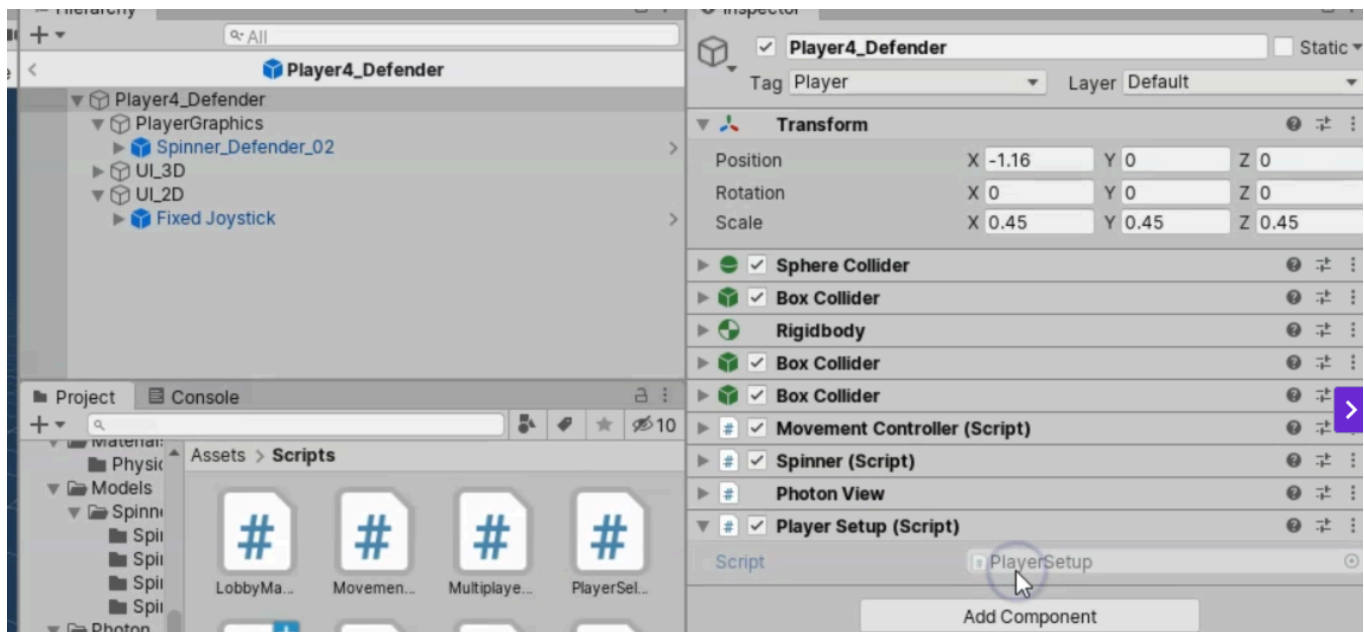


We create new script - PlayerSetup



To set up stuff for each player - for stuff like this tso not happen where - i have ability to use joystick of even the other player, and for him to use mine and other stuff. We'll setup logic for our local-player separately for what is accessible to whom

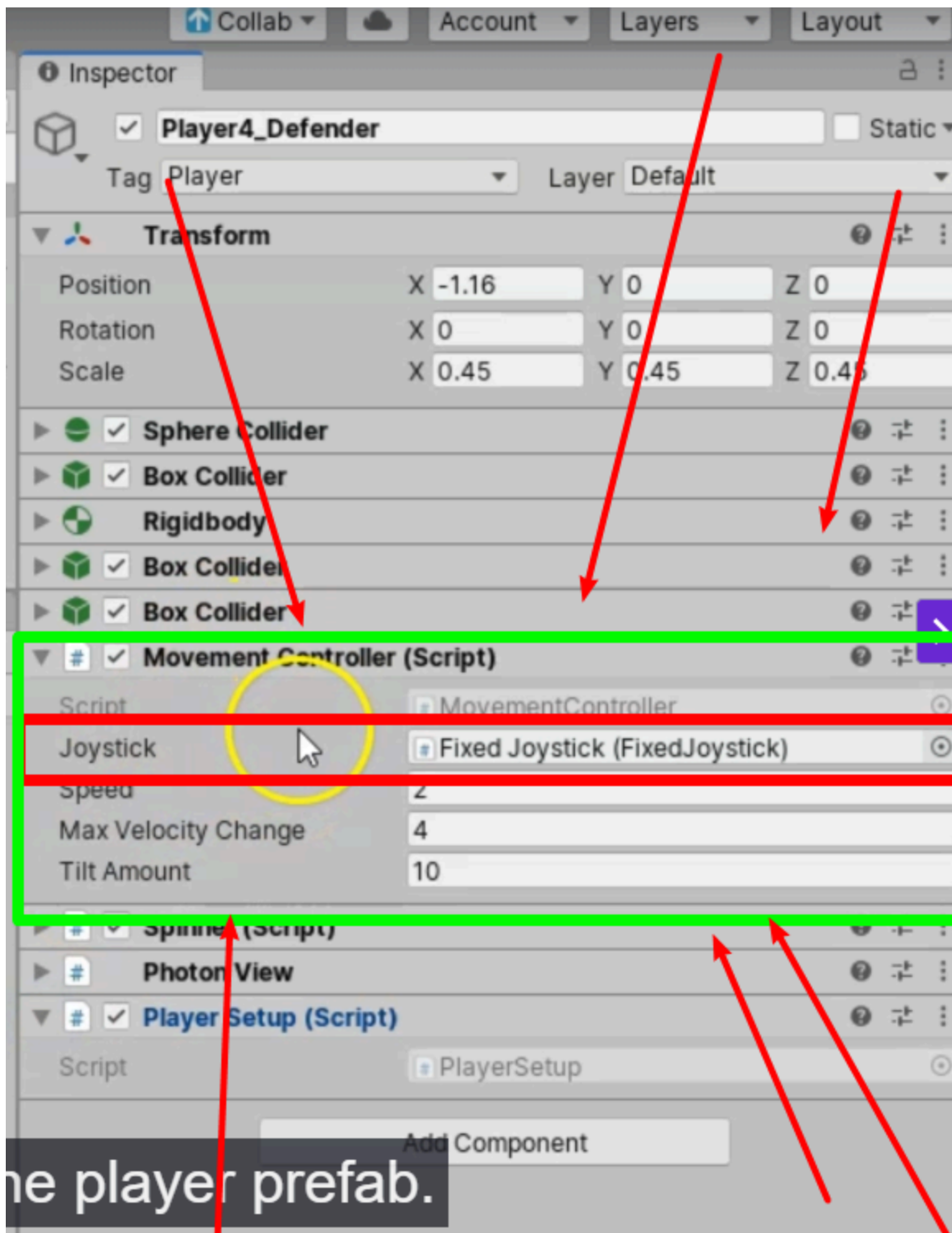
Add this Player-Setup Script to our PlayerCharacter/BeybladePREFABS!!



Look Look we ain't accessing the **UI Joystick Object** directly like we are doing **MovementController** script, how he circumvent his way thorough **MovementController** Script to get reference to **GAME OBJECT ITSELF!!!** and set it active

```
// Start is called before the first frame update
void Start()
{
    if (photonView.IsMine)
    {
        //The player is local player.
        transform.GetComponent<MovementController>().enabled = true;
        transform.GetComponent<MovementController>().joystick.gameObject.SetActive(true);
    }
    else
    {
        //The player is remote player
        transform.GetComponent<MovementController>().enabled = false;
        transform.GetComponent<MovementController>().joystick.gameObject.SetActive(false);
    }
}
```

Rem this - when see something like this you can circumvent your way through another script itself instead of making new **public Joystick joystickref** then selecting it, this is far better



YOU'LL BE USING THIS A LOT TO SELECTIVELY
ENABLE/DISABLE stuff for diff diff SCRIPT OBJECTS

Showing PlayerNames on Top of BeyBlade

```
using UnityEngine;
using Photon.Pun;
using TMPro;
```

```
public class PlayerSetup : MonoBehaviourPun
{
    public TextMeshProUGUI playerNameText;
```

```
void SetPlayerName()
{
    if (playerNameText != null)
    {
        if (photonView.IsMine)
        {
            playerNameText.text = "YOU";
            playerNameText.color = Color.red;
        }
        else
        {
            playerNameText.text = photonView.Owner.NickName;
        }
    }
}
```

we added photon view component
each photon view comp has an
MALIK!! notice we doing
PhotonView. and not **PhotonNetwork**.

photonView.Client.NickName
would give your nickname
you want HIS !!!

```
CSharp
PlayerSetup

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Photon.Pun;
using TMPro;

public class PlayerSetup : MonoBehaviourPun
{
    public TextMeshProUGUI playerNameText;
    // Start is called before the first frame update
    void Start()
    {
        if (photonView.IsMine)
        {
            //The player is local
            transform.GetComponent<MovementController>().enabled = true;
            transform.GetComponent<MovementController>().joystick.gameObject.SetActive(true);
        }
        else
        {
            //The player is remote player
            transform.GetComponent<MovementController>().enabled = false;
            transform.GetComponent<MovementController>().joystick.gameObject.SetActive(false);
        }
        SetPlayerName();
    }
}
```