

Creating An GameManager or GameMode - it'll exist inside the OPENED LOADED LEVEL

Inside it DO THIS

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

```
}  
  
#region UI Callback Methods  
public void JoinRandomRoom()  
{  
    PhotonNetwork.JoinRandomRoom();  
}  
#endregion  
  
#region PHOTON Callback Methods  
public override void OnJoinRandomFailed(short returnCode, string message)  
{  
    Debug.Log(message);  
}  
#endregion  
}
```


in case it fails

Trigger `public void JoinRandomRoom()` Function with some click of function

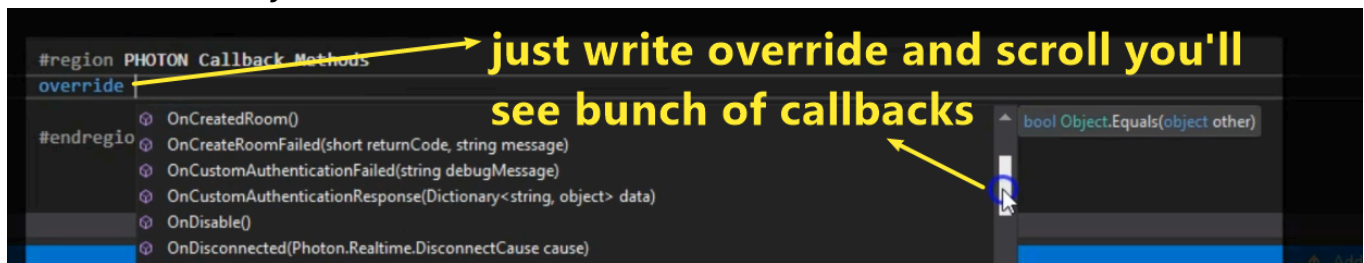
Using Callbacks for in case, join room fails or other cases

Don't forget to add this to be able to use callbacks

```
public class SpinningTopsGameManager : MonoBehaviourPunCallbacks  
{  
    // Start is called before the first frame update  
}
```

 writting `using Photon.pun` is probably sufficient to be able to use `.JoinRoom()` `.CreateRoom()` but you need to do : `MonoBehaviourPunCallbacks`

To be able to see all callback suggestion just write `override` randomly anywhere in the editor and you'll see bunch of options popping up, just scroll and select one you wanna do stuff with.



If room doesn't exist JUST CREATE IT

Press Escape key to exit fullscreen.

```
#region PHOTON Callback Methods
public override void OnJoinRandomFailed(short returnCode, string message)
{
    Debug.Log(message);
    CreateAndJoinRoom();
}
#endregion
```

**If room doesn't exist
we want to create
and join it!!!!**

```
#region PRIVATE Methods
void CreateAndJoinRoom()
{
    string randomRoomName = "Room" + Random.Range(0,1000);
    PhotonNetwork.CreateRoom();
}
#endregion
```

```
void CreateAndJoinRoom()
{
```

```
    string randomRoomName = "Room" + Random.Range(0,1000);
    RoomOptions roomOptions = new RoomOptions();
    roomOptions.MaxPlayers = 2;
```

std procedure

```
    PhotonNetwork.CreateRoom();
}
```

```
#endregion
```

**it takes few
parameters as must
that you have to enter**

see the red underline

```
< 46 {  
    //Creatin the room  
    PhotonNetwork.CreateRoom(randomRoomName,roomOptions);  
    }  
55 }
```

Perfect!! no red line!!!

Testing How is stuff working

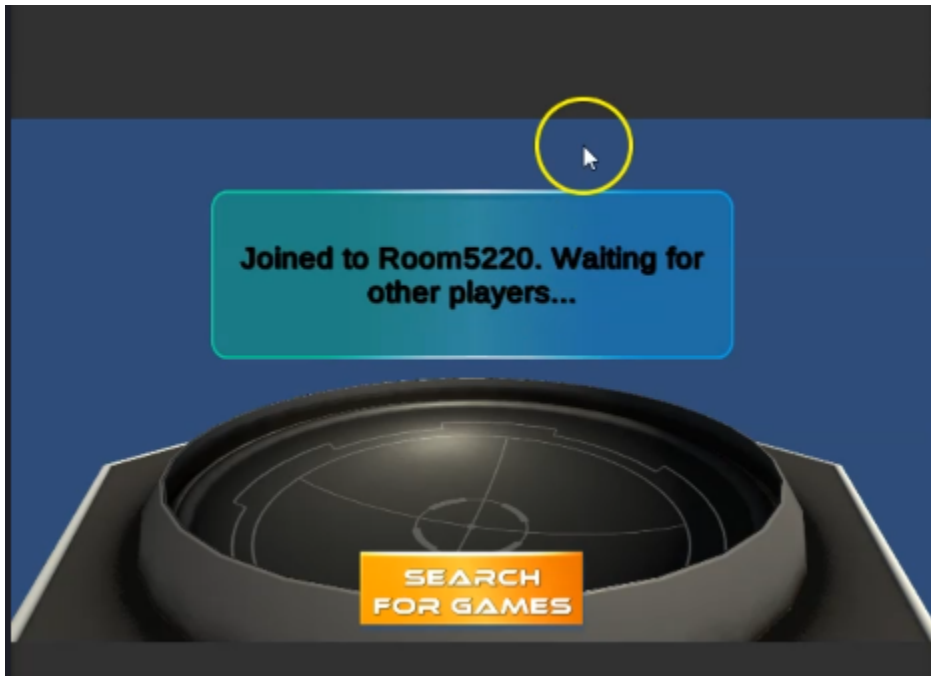
OnJoinedRoom() OnPlayerEnteredRoom()

```
public override void OnJoinedRoom()  
{  
    Debug.Log(PhotonNetwork.NickName+ " joined to "+ PhotonNetwork.CurrentRoom.Name);  
}  
  
public override void OnPlayerEnteredRoom(Player newPlayer)  
{  
    Debug.Log(newPlayer.NickName + " joined to "+ PhotonNetwork.CurrentRoom.Name+ " Player count "+ PhotonNetwork.CurrentRoom.PlayerCou  
}
```

Method	When It's Called	Who It Affects	Common Use Cases
OnJoinedRoom()	When the local player successfully joins a room.	Runs only for the player who joined.	<ul style="list-style-type: none">- Initialize room settings- Spawn player character- Load game scene
OnPlayerEnteredRoom(Player newPlayer)	When another player joins the room.	Runs for all players already in the room (excluding the new player).	<ul style="list-style-type: none">- Notify other players- Update UI (e.g., player list)- Synchronize game state

Having UI Update us of status of -
Creating, Searching Room, Waiting for

Players, Other Player Joining In



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

public class SpinningTopsGameManager : MonoBehaviourIPunCallbacks
{
    [Header("UI")]
    public GameObject uI_InformPanelGameobject;
    public TextMeshProUGUI uI_InformText;
}
```

```
#region UI Callback Methods
public void JoinRandomRoom()
{
    uI_InformText.text = "Searching for available rooms...";
    PhotonNetwork.JoinRandomRoom();
}
```

```
#region PHOTON Callback Methods
public override void OnJoinRandomFailed(short returnCode, string message)
{
    Debug.Log(message);
    uI_InformText.text = message;

    CreateAndJoinRoom();
}
```

```
public override void OnJoinedRoom()
{
    if (PhotonNetwork.CurrentRoom.PlayerCount == 1)
    {
        uI_InformText.text = "Joined to " + PhotonNetwork.CurrentRoom.Name + ". Waiting for other players...";
    }

    Debug.Log( " joined to " + PhotonNetwork.CurrentRoom.Name);
}
```

```
public override void OnPlayerEnteredRoom(Player newPlayer)
{
    Debug.Log(newPlayer.NickName + " joined to " + PhotonNetwork.CurrentRoom.Name + " Player count " + PhotonNetwork.CurrentRoom.PlayerCount);
    uI_InformText.text = newPlayer.NickName + " joined to " + PhotonNetwork.CurrentRoom.Name + " Player count " + PhotonNetwork.CurrentRoom.PlayerCount;
    StartCoroutine(DeactivateAfterSeconds(uI_InformPanelGameObject, 2.0f));
}
```