

Alteruna Multiplayer Setup

Full wiki can be found here: <https://github.com/Alteruna/au-multiplayer-wiki/wiki>

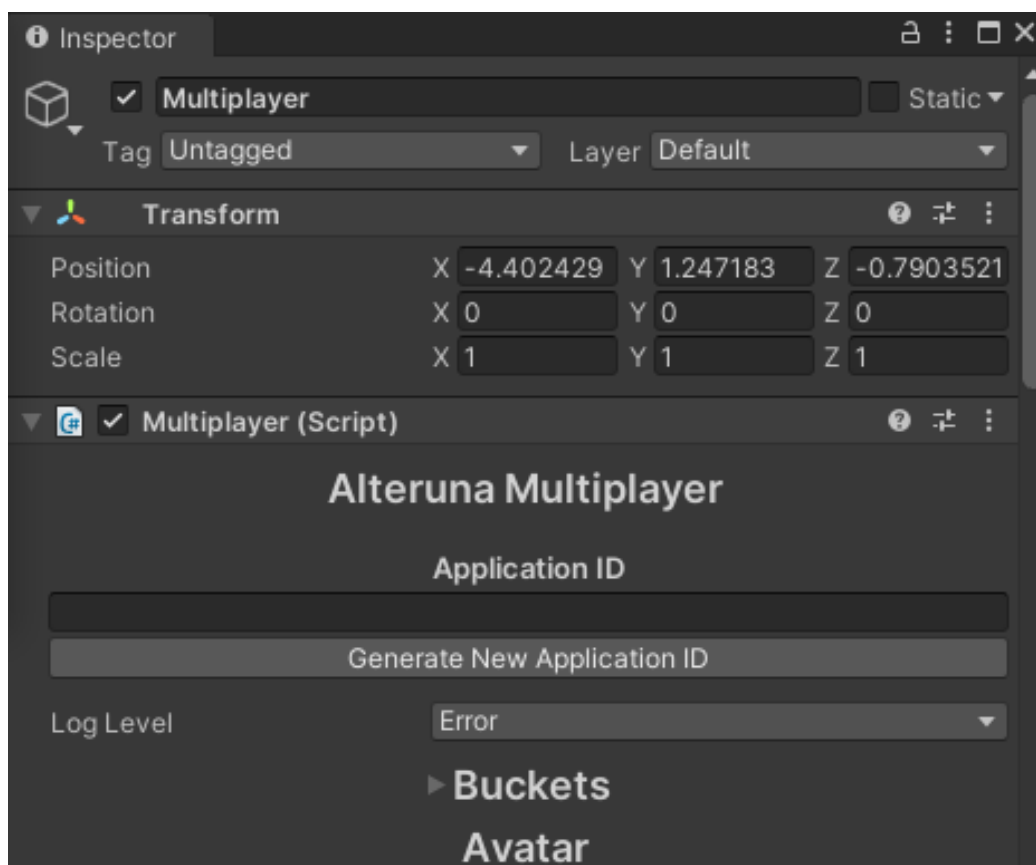
01 Activate your license

Generate Application ID

In order for applications to discover and exchange application state with other running instances on the network, each application must be assigned a unique Global Unique Identifier (GUID). This is what we refer to as the Application ID. The application ID acts as a filter and allows your application to solely discover and connect to other instances of the same application.

To generate a GUID for the application, use the “Generate New Application ID” button in the Multiplayer Component Inspector.

Important: When developing the application, ensure that all people working on the project have the same Application ID on their Multiplayer Component.

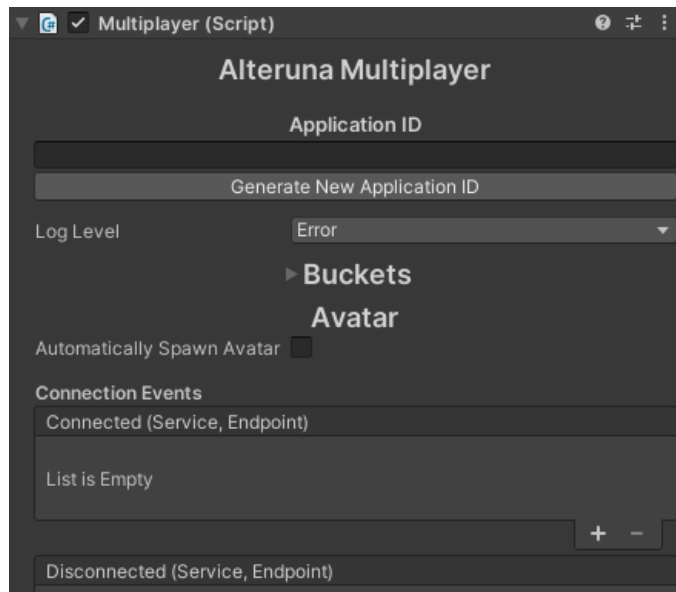


02 Multiplayer Component

What is the Multiplayer Component?

The multiplayer component is what enables a Unity project to become a multiplayer application. In order for your application to work with Alteruna Multiplayer, there must be a Multiplayer Component in the scene.

The component looks like this:



What do all these things mean?

Application ID

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You can Generate a new Application ID by pressing the Generate Application ID button. Keep in mind that re-generating your Application ID will require you to re-register your license as it is bound to a specific Application ID.

What is Log Level?

You can choose to decide the severity log level of output from Alteruna Multiplayer. The log level defines the least level of output you wish to get from the framework and acts as a log message filter. Anything with the chosen severity grade and below will pass through the filter and get logged in Unity's console. During development, common practice is to keep the log level at Debug. This will effectively force Alteruna Multiplayer to log all messages to Unity's

console. During deployment, a severity grade of Error or None is recommended for performance.

Buckets

This shows you the current state of all the Buckets in the project.

▼ Buckets			
Min	NetLOD: 0	► Users	<input type="text" value="0"/>
Low	NetLOD: 1	► Users	<input type="text" value="0"/>
Mid	NetLOD: 2	► Users	<input type="text" value="0"/>
High	NetLOD: 3	► Users	<input type="text" value="0"/>
Max	NetLOD: 4	► Users	<input type="text" value="0"/>

What is a bucket?

- A bucket is a list of Users in the Room.
- A User can only be in one bucket at a time.
- Network traffic can be regulated separately to separate Buckets by sending data to different people at different rates.

Avatar

This menu can be used to automatically spawn Avatars to represent each User in a Room. If you enable *Automatically Spawn Avatar* the menu will give you more options.