

Whats new - by default photon is disabled.

In order to enable it all you have to do is go into the following files

Ball.cs, Gamescript.cs, Pins.cs, ConnectManager.cs, NetworkSpawnPlayer.cs, HumanPlayer.cs, BasePlayer.cs, ShotClock.cs, DestroyIfNoPhoton.cs and uncomment the following line save and thats it.

```
//#define PHOTON
```

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```

Then you have to import the PHOTON project from the unity asset store.