

MultiLan and MultiOnline integration

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1. Introduction

This documentation explains you how make MultiLan and MultiOnline work together.

This documentation explain only which modifications you have to do for make the two packages work together. Your two packages was provided with their specific and complete documentation which explain how install them.

Note1 : You must have bought the two packages for follow it.

Note 2 : MultiOnline is compatible with MultiLan version 1.2 or higher. If you have bought and older MultiLan version, upgrade it before read more (the upgrade is free).

2. Installation

The first step is to install your two packages on your project.

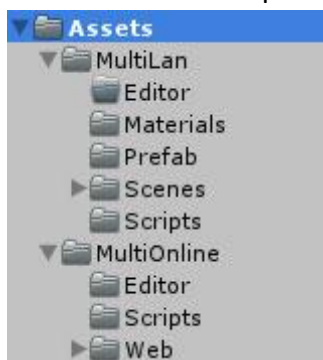
If you have bought first MultiLan first, install MultiOnline on your current project. Else, if you have bought first MultiOnline, install MultiLan.

The materials, scenes and prefab are exactly the same on the two packages, and many scripts are the same too.

The scripts specific to MultiLan begin with the lettres "ML" and the scripts specific to MultiOnline begin with the letters "MO". The scripts common for both packages begin with "M".

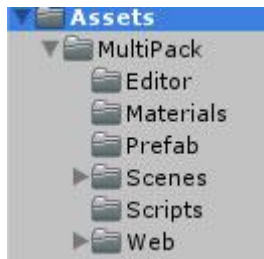
Normally, when you'll import your second package, Unity will automatically import only the materials, prefabs, scenes and scripts which are not already on your project.

For example, here we had installed MultiLan first, so MultiOnline comes only with 3 folders which contains his specific components :



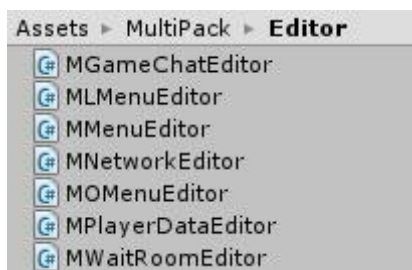
Important: if Unity have imported the two full packages you will have double scripts, scenes, prefabs and materials. In this case, delete one of them (if you have begin to work on one of them, delete the script/scene/prefab/material which came with your second Asset).

You can create a new folder where you put together all the components of the two packages, and delete the two folder "MultiLan" and "MultiOnline" (Note : if you had already install MultiOnline, you probably have deleted the Web folder):

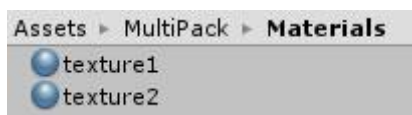


After that, the content of your different folders must be this one :

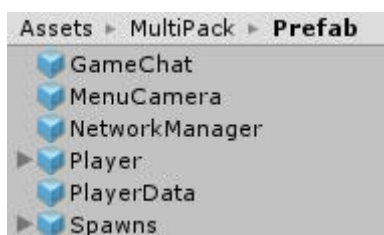
Editor folder :



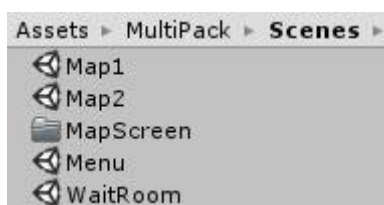
Materials folder :



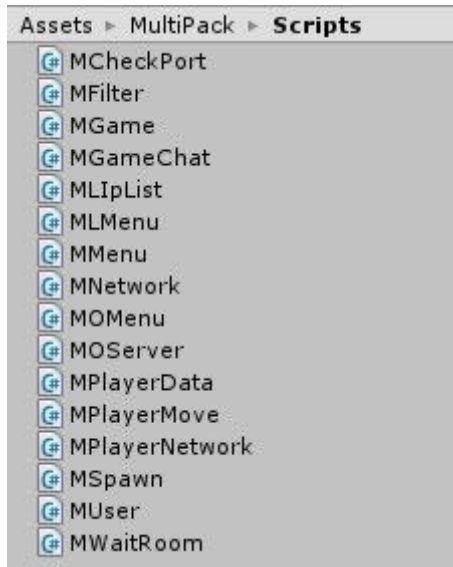
Prefabs folder :



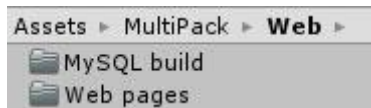
Scenes folder :



Scripts folder :



Web folder (if you had already install MultiOnline, you probably have deleted this folder):



Important : if your first asset was MultiLan, you must read the MultiOnline documentation pages 5 to 10 for install your database and website before continue this documentation, else the online games will not work.

3. Delete comments in scripts

Now, go on your *MMenu.cs* script.

Some lines are in comments in order to make the packages able to work alone.

You must delete the symbols which put these lines in comments (`//` or `/*` and `*/`) , like that :

Line 18 and 22 :

```
17
18 // USE IT ONLY IF YOU HAVE MULTILAN :
19 private MLMenu menuLan;
20
21 // USE IF ONLY IF YOU HAVE MULTIONLINE :
22 private MOMenu menuOnline;
```

Lines 122 to 130 and lines 134 to 140 :

```
120 // USE IT ONLY IF YOU HAVE MULTILAN :
121 // Search if we've got the MLMenu script
122 try{
123     menuLan = this.GetComponent<MLMenu>();
124     if(menuLan != null && menuLan.enabled != false){
125         // If we have it :
126         useLan = true; // Put useLan on true
127         lanUseJoinIP = menuLan.useJoinIP;
128         lanUseList = menuLan.useNetworkGames;
129     }
130 } catch(NullReferenceException){}
131
132 // USE IF ONLY IF YOU HAVE MULTIONLINE :
133 // Search if we've got the MOMenu script
134 try{
135     menuOnline = this.GetComponent<MOMenu>();
136     if(menuOnline != null && menuOnline.enabled != false){
137         // If we have it :
138         useOnline = true; // Put useOnline on true
139     }
140 } catch(NullReferenceException){}
```

Lines 216 to 218 and 222 to 224 :

```
214 // USE IF ONLY IF YOU HAVE MULTILAN :
215 // Display MultiLan menu
216 if(menuLan != null && useLan){
217     menuLan.DisplayMenu();
218 }
219
220 // USE IF ONLY IF YOU HAVE MULTIONLINE :
221 // Display MultiOnline menu
222 if(menuOnline != null && useOnline){
223     menuOnline.DisplayMenu();
224 }
```

Lines 267 to 272 :

```
267 public void LanGetNetworkGames(bool arg){
268     // USE IT ONLY IF YOU HAVE MULTILAN
269     if(useLan && menuLan != null){
270         menuLan.GetNetworkGames(arg);
271     }
272 }
```

When it's done save *MMenu.cs* script and close it.

Now, go on *MPlayerData.cs* script and do exactly the same thing.

Your script must look like that :

```
25 // OnApplicationQuit : call when player exit the game and logout the player
26 void OnApplicationQuit() {
27     // Logout the player on the web Server
28     // And make he quit the games where he is registred
29     if(isOnline){
30         MServer server = new MServer();
31         StartCoroutine(server.ExitGame(id, loginKey, true));
32     }
33 }
34
35 // ExitGame : call when the client want to exit game
36 public void ExitGame(){
37     isInGame = false;
38     if(isOnline){
39         MServer server = new MServer();
40         StartCoroutine(server.ExitGame(id, loginKey, false));
41     }
42 }
43
44 // RefreshGameStatus : call when the game status change
45 public void RefreshGameStatus(int gameId, string gameStatus){
46     if(isOnline){
47         MServer server = new MServer();
48         StartCoroutine(server.RefreshGameStatus(id, loginKey, gameId, gameStatus));
49     }
50 }
51
52 // AddPlayerInGame : call when we have a new player in game
53 public void AddPlayerInGame(int gameId){
54     if(isOnline){
55         MServer server = new MServer();
56         StartCoroutine(server.AddPlayerInGame(id, loginKey, gameId));
57     }
58 }
59
60 // SaveRehostedGame : call after host migration, for save the rehosted game with his
61 public void SaveRehostedGame(int gameId, string gameName, int gamePort, int gameMaxP
62     if(isOnline){
63         MServer server = new MServer();
64         StartCoroutine(server.SaveRehostedGame(id, loginKey, gameId, gameName, gameP
65     }
66 }
```

When it's done save *MPlayerData.cs* script and close it.

For finish, open *MLMenu.cs* script, and put the URL of your page *askIp.php* on the line 31 :

```
26 /* IF YOU USE MULTILAN WITH MULTIONLINE
27  * The page askIp.php provided with MultiOnline make you have your own ip service
28  * on your web hosting (in this way you needn't connect on an external website)
29  * You juste have to put the address of the page askIp.php here :
30  * */
31 public string ipOnline ="Put here the URL ofr your page askIp.php";
```

In this way the script will use your own IP web service to get the player public IP.

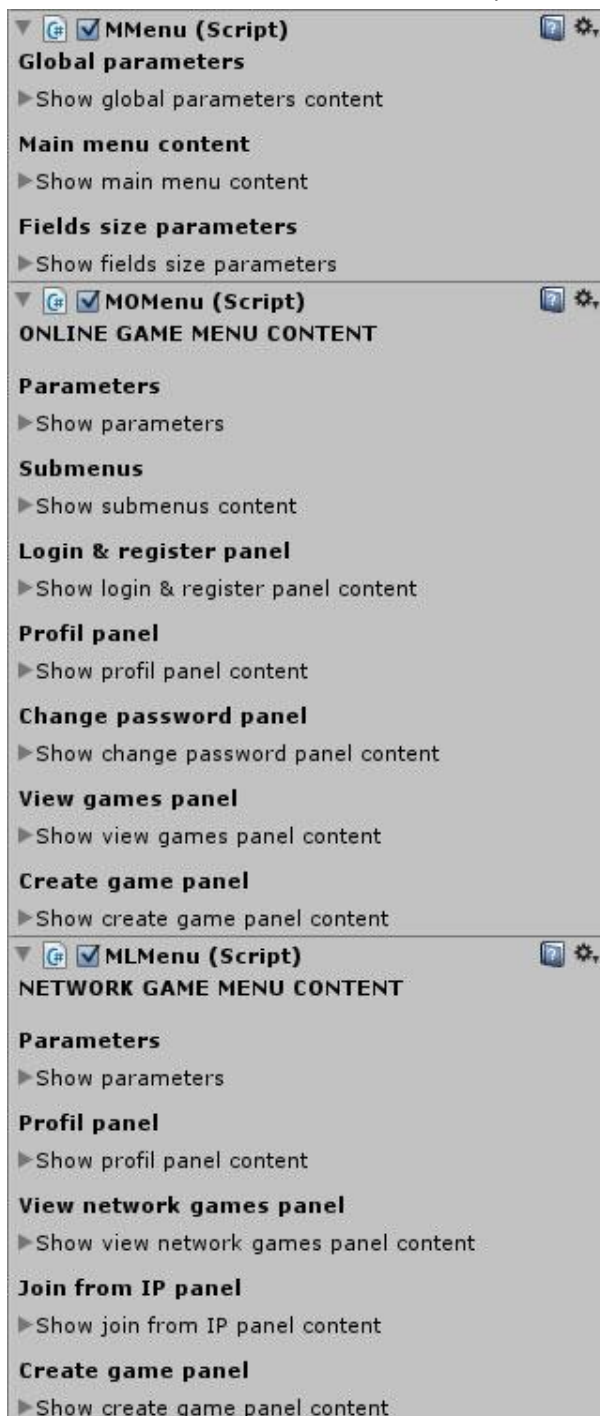
When it's done save *MLMenu.cs* script and close it.

4. Create the double menu

Now open the "Menu" scene and click on the "Menu" GameObject. On this object, you must have currently two different script attached : either you have *MMenu* and *MLMenu*, or either you have *MMenu* and *MOMenu*.

The goal is to have the *MMenu*, *MLMenu* and *MOMenu* on the "Menu" GameObject. So go on scripts folder and drop the script that missing on the "Menu" GameObject.

You must so have the three scripts on your "Menu" GameObject, like that (maybe in a different order but it does not matter) :



When it's OK save your scene and start your game.

You have now the full menus for network games and online games.

Profil panel

Player profil menu :

The screenshot shows a dark-themed user interface with two main panels. The left panel, titled 'MENU', contains three buttons: 'Profil', 'Multiplayer', and 'Exit'. The right panel, titled 'PROFIL', contains two buttons at the top: 'Player' and 'Online account'. Below these, the section 'PROFIL SETTINGS' includes a label 'UserName:' followed by a text input field containing 'New Player', and a 'Save' button below the input field.

Online account menu : if you are not login the login panel appears :

The screenshot shows the same dark-themed user interface. The left 'MENU' panel is identical. The right 'PROFIL' panel now shows the 'Online account' button selected. Below the buttons, a message reads 'You must be login to access on this menu'. Underneath this message are three buttons: 'Login', 'Regsiter', and 'Forgot login'. Below these buttons are two text input fields: 'UserName :' with 'Player1' entered, and 'Password :' with '****' entered. Below the password field is a checkbox labeled 'Remember me' which is currently unchecked, and a 'Login' button at the bottom.

And once you are login, the online account panel appears :

The screenshot shows a dark-themed user interface for an online account panel. On the left, a vertical sidebar labeled 'MENU' contains three buttons: 'Profil', 'Multiplayer', and 'Exit'. The main area is titled 'PROFIL' and contains two sub-sections. The first, 'PROFIL SETTINGS', has two input fields: 'UserName:' with the value 'Player' and 'E-mail:' with the value 'lucille.guillerault@gmail.com'. Below these is a 'Save' button. The second sub-section, 'CHANGE PASSWORD', has three input fields: 'Current password:', 'New password:', and 'Confirm:'. Below these is another 'Save' button. At the bottom of the main area is a 'LOGOUT' button.

Multiplayer panel

Online games menu (if you are not login the login panel appears instead that) :

The screenshot shows a dark-themed user interface for a multiplayer panel. On the left, a vertical sidebar labeled 'MENU' contains three buttons: 'Profil', 'Multiplayer', and 'Exit'. The main area is titled 'MULTIPLAYER' and contains two sub-sections. The first, 'VIEW GAMES', has four buttons: 'Online games', 'Network games', 'Join game from IP', and 'Create game'. Below these is a 'Refresh' button. The second sub-section, 'VIEW GAMES', displays the text 'No game was found'.

Network games menu :

MENU	MUTLIPLAYER
<div>Profil</div> <div>Multiplayer</div> <div>Exit</div>	<div>Online games</div> <div>Network games</div> <div>Join game from IP</div> <div>Create game</div> <div>VIEW GAMES</div> <div>View list of network games on port : <input type="text" value="25565"/> <div>Refresh</div></div> <div>No game was found</div>

Join game from IP menu :

MENU	MUTLIPLAYER
<div>Profil</div> <div>Multiplayer</div> <div>Exit</div>	<div>Online games</div> <div>Network games</div> <div>Join game from IP</div> <div>Create game</div> <div>JOIN GAME FROM IP</div> <div>Server ip : <input type="text"/></div> <div>Connection port : <input type="text" value="25565"/></div> <div><div>Connect</div></div>

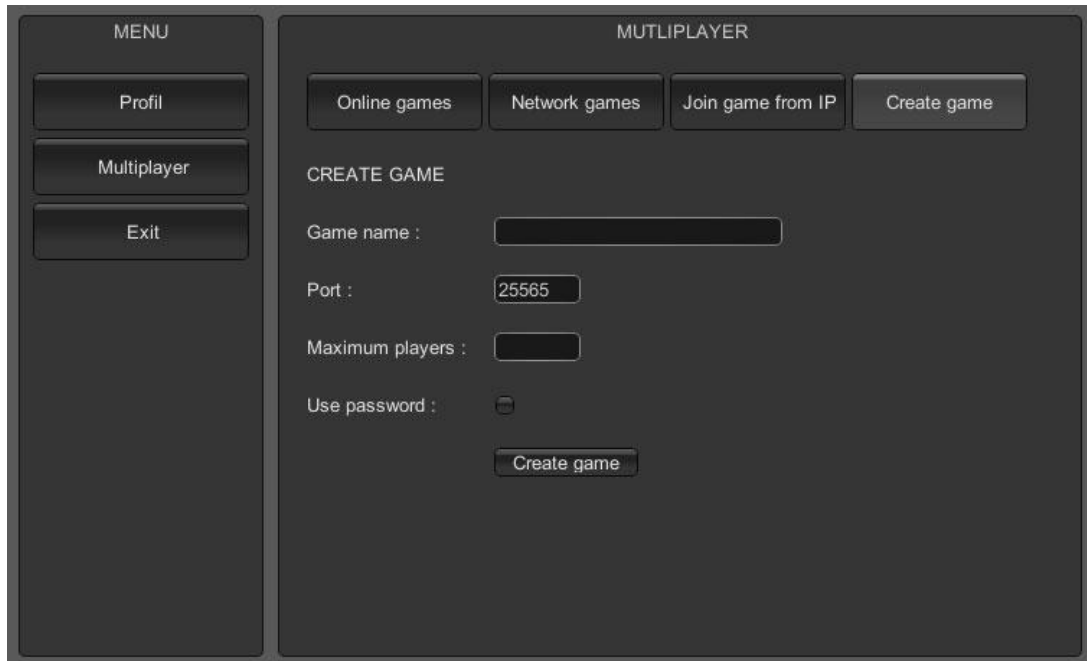
Create game menu : first you have to select the game type that you want create :



Create game menu if you choose "NETWORK GAME" :



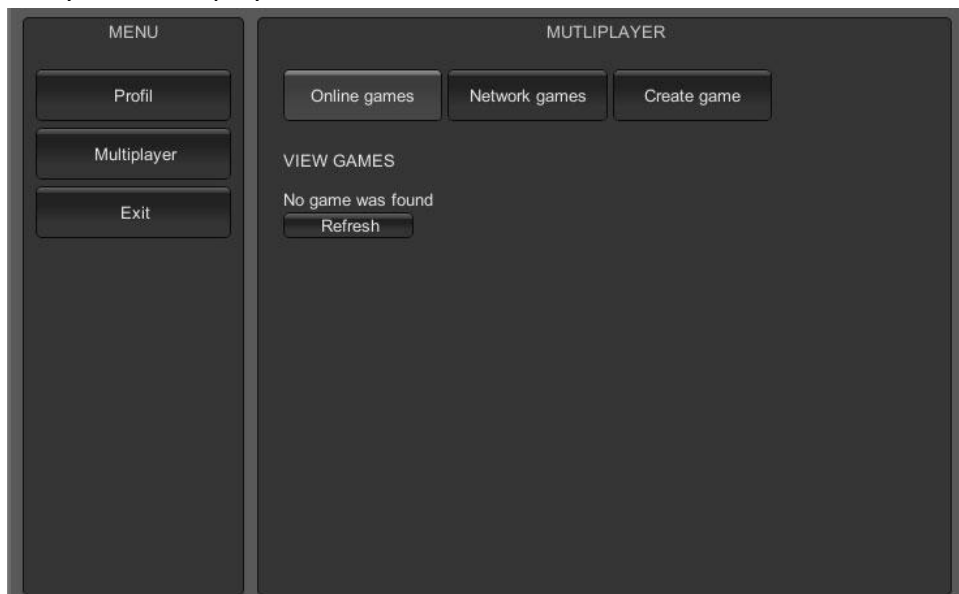
Create game menu if you choose "ONLINE GAME" (if you are not login the login panel appears instead that) :



Since you've got now the network and the online system, you maybe no longer need menu "Join game from IP". If you want you can disabled it from the MLMMenu inspector :



And your "Multiplayer" menu looks now like that :



For finish, if you want to use only MultiLan or only MultiOnline, you just have to disabled the system that you don't want from the "Menu" GameObject, like that :

Disabled MOMenu :



Disabled MLMenu :

