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Edizione	[1st edition]
Descrizione fisica	1 online resource (242 p.)
Collana	Community experience distilled.
Disciplina	794.8
Soggetti	Computer games - Design Computer games - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Unity Networking - The Pong Game; Introducing multiplayer; Introducing UDP communication; Setting up the Master Server; NetworkViews and state serialization; Writing a custom state serializer; Using RPCs; Initializing a server; Connecting to a server; Connecting to the Master Server; Registering a server with the Master Server; Browsing available servers; Setting up a dedicated server model; Servers in Unity; Compiler directives; Setting up a server console without Pro Loading networked levelsCreating a multiplayer Pong game; Preparing the Field; The ball script; The Paddle script; Keeping score; Displaying the score to the player; Networking the game; Spawning paddles; Networked ball; Networked scorekeeping; Connect screen; Summary; Chapter 2: Photon Unity Networking - The Chat Client; Differences between PUN and Unity Networking; Setting up PUN with Photon Cloud; Using PhotonViews; Connecting to Photon and getting a list of rooms; Creating and joining rooms; Creating rooms; Joining rooms; Filtering results by user preference; Filtering arrays Filtering and caching a room listAutomatic matchmaking; Finding friends; Syncing a level between players; Creating a chat client; The Connect screen; The Lobby screen; The chat room; Adding friends lists; Summary; Chapter 3: Photon Server - Star Collector; Dedicated Servers; Getting Photon Server; Creating a server application; Creating a class

library; Responding to operation requests; Deploying the server code; Connecting from Unity and passing messages; Creating a game logic class; Assigning player IDs; Building a star collector game; Preparing the class library; The Actor Class  
Sending an ID to a player Keeping track of the game state; Spawning and picking up stars; Broadcasting events; Connecting from Unity; Creating/destroying actors; Controlling the player; Summary; Chapter 4: Player.IO - Bot Wars; Player.IO versus Photon Server; Getting and setting up a development server; Setting up the Unity client SDK; Connecting to Player.IO; Getting a list of rooms; Connecting to rooms; Creating rooms; Random matchmaking; Sending/receiving messages; Server-side code; Working with BigDB; Creating a simple RTS prototype; Server-side code; Client-side code; Summary  
Chapter 5: PubNub - The Global Chatbox Overview of PubNub; Getting started; How PubNub works; Parsing JSON from PubNub; Building a PubNub interface; Creating a global chatbox application; Publishing chat messages; Displaying chat logs; Summary; Chapter 6: Entity Interpolation And Prediction; Entity interpolation; Client-side prediction; Rigidbody simulation; Creating a networked object; Adding naive interpolation; Improving interpolation; Preparing for server authoritative movement; Implementing server authoritative movement; Notes on hacking; Summary; Chapter 7: Server-side Hit Detection Client-side versus server-side hit detection

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## Sommario/riassunto

An easy-to-follow, tutorial manner that uses the learning-by-example approach. If you are a developer who wants to start making multiplayer games with the Unity game engine, this book is for you. This book assumes you have some basic experience with programming. No prior knowledge of the Unity IDE is required.

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