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   Titolo   Unity multiplayer games / / Alan R. Stagner

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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

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.