## Photon PUN2 Enter Exit with Realistic Car Controller V3.53

## **Importing Packages**

First, download and import **Photon2**. Pass your <u>AppID</u> to Photon setup (expalined below), and then import "RCC\_PhotonNecessaryScripts" in **Scripts/Photon** folder. Now you can test the Photon demo scene.

There should be a new scene named "RCC City Enter Exit FPS (Photon PUN2)" in the **Demo Scenes** folder after importing the integration package. Same scene with regular Photon PUN2 city scene. Only difference is, this scene has "BCG\_PhotonManagerEnterExit" instead of "RCC\_PhotonManager" with script.

## **Known Bug**

There is an option named "Enable Photon Enter Exit" button in the Enter Exit Settings. <u>This button needs</u> to be refreshed. Disable it and re-enable it. This process will add "BCG\_ENTEREXITPHOTON" scripting symbol into your **Build Settings**. Disabling it again will remove this scripting symbol from your **Build Settings**.



I would recommend you to read **Realistic Car Controller V3.4 Photon PUN2 Integration** documentation before reading this.

Once we connect to lobby with "BCG\_PhotonManagerEnterExit", automatic room join/create will be initiated. After creating / joining random room, "Spawn Player" button will be visible. This button is only visible when we are in active room. This button will instantiate BCG\_FPSPlayer with "PhotonView" component attached to it.

Each vehicle on the scene has "RCC\_PhotonNetwork", "BCG\_PhotonNetwork" scripts. When FPS Player enters the vehicle, "BCG\_PhotonManagerEnterExit" will request ownership of the vehicle to the FPS Player. When FPS Player exits the vehicle, "BCG\_PhotonManagerEnterExit" will transfer ownership to 0. That means, owner of the vehicle is null.