

This is a step by step guide for me to setup a basic scene with Playmaker and Photon

Reference:

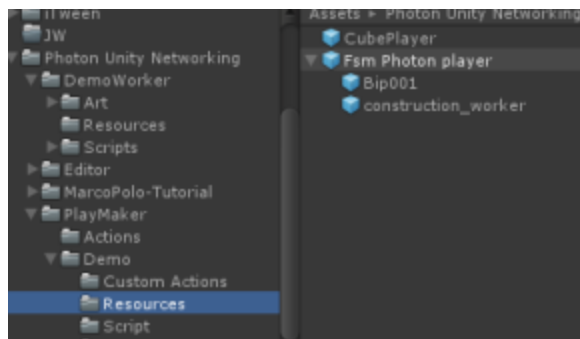
<https://hutonggames.fogbugz.com/default.asp?W927>

- 1 Import the PM and PUN assets to your project
- 2 Open the Demo worker scene
- 3 Now to replace the default avatar with our own
- 4 First save all of the FSMs from the 'Fsm Photon Player' as templates

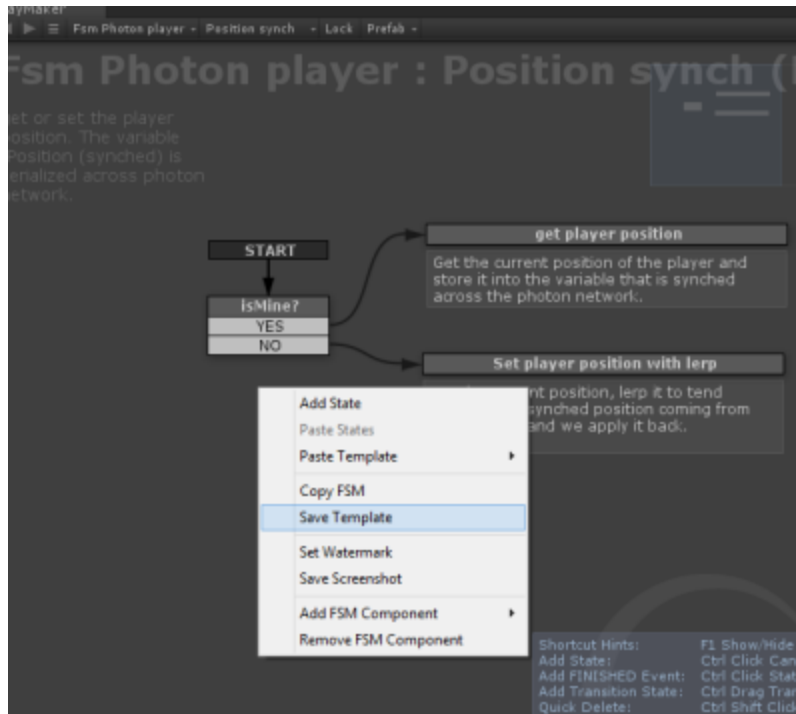
Save every FSM:

- Fsm Photon player : Variable synch repository (Prefab)
- Fsm Photon player : Behavior set up (Prefab)
- Fsm Photon player : Animation synch (Prefab)
- Fsm Photon player : Position synch (Prefab)
- Fsm Photon player : Rotation synch (Prefab)

Location of Fsm Photon Player



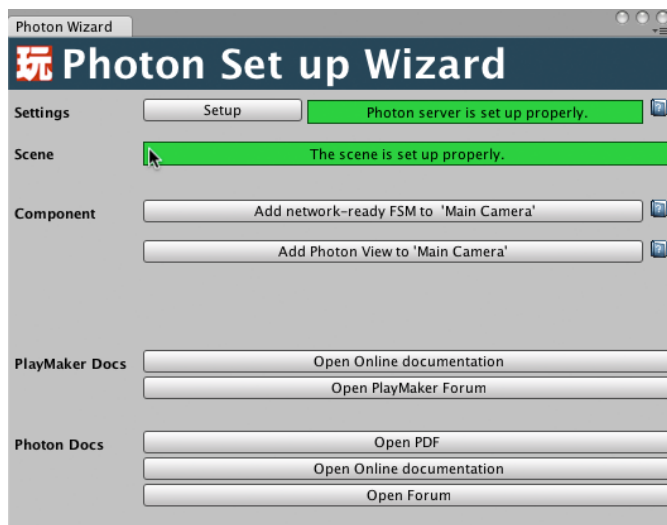
Save template action in Playmaker Editor



5 Create a new Game Object -> Cube (Rename it CubePlayer)
 Add a FPS Input Controller Script to it (From the standard assets folder)
 Copy this into the 'Resources' folder turning it into a prefab
 remove the CubePlayer game object from the scene

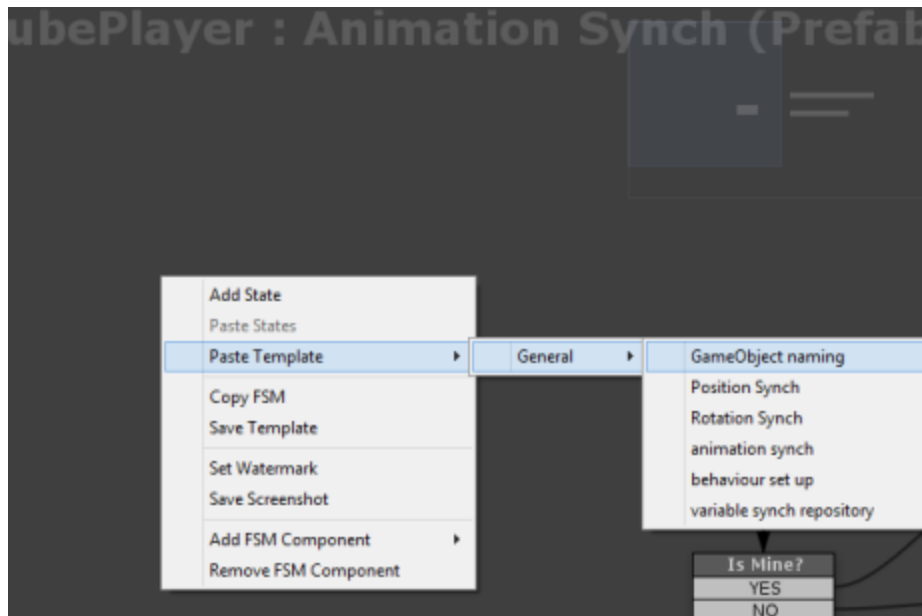
6 As per instructions from: <https://hutonggames.fogbugz.com/default.asp?W989>
 Add a **network ready FSM** and **Photon View** under teh component section

Do this from the wizard:



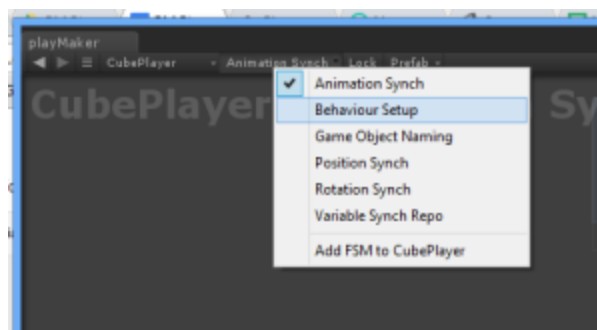
6 Open the Playmaker editor

7 Paste FSM templates from the FSM photon player into the CubePlayer:

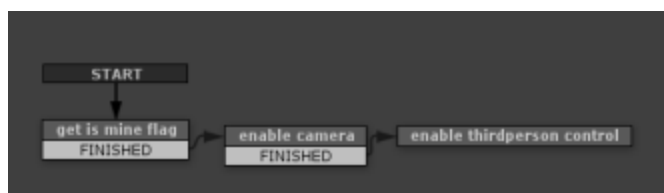


Behaviour FSM

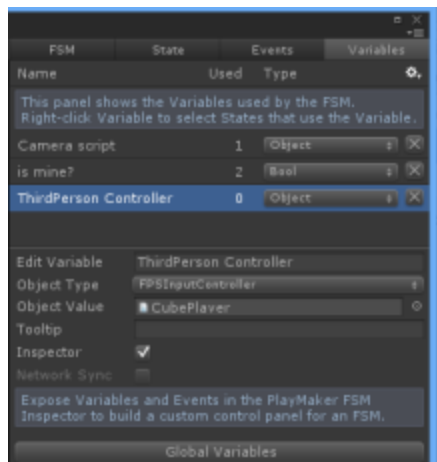
8 Locate the behaviour FSM in the drop down



9 Select the final state “enable third person control”



10 Select Variables from the right pane and choose “ThirdPerson Controller”



11 In the object type select FPSInputController (Click the tiny arrows)

12 Drag the CubePlayer Prefab from the Resources folder to the Object Value

Photon View (If there are instantiation problems)

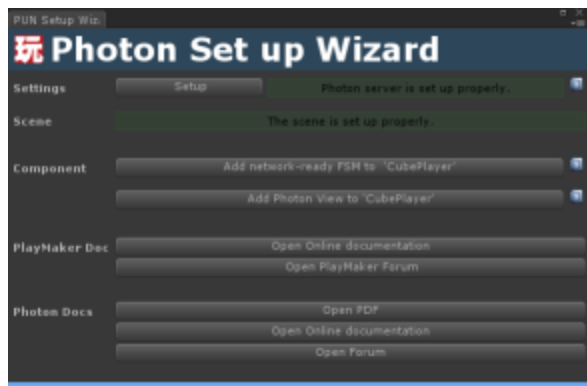
<http://hutonggames.com/playmakerforum/index.php?topic=3430.0>

Go to the player prefab.

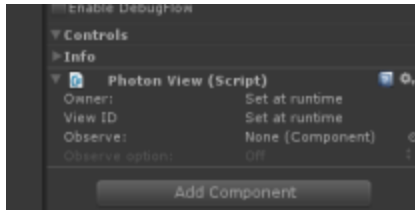
Remove all instances of Photon View Components

Go to Window->Photon Unity Networking

With the the player prefab selected, hit the “Add photon view to xxxx”



Find the view component

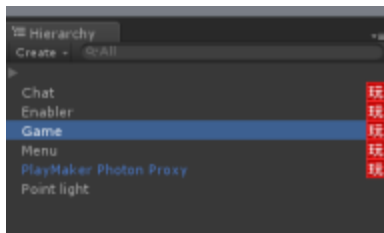


In the player prefab, find the Variable sync repo FSM, and drag it down into the Observe field of the Photon view.

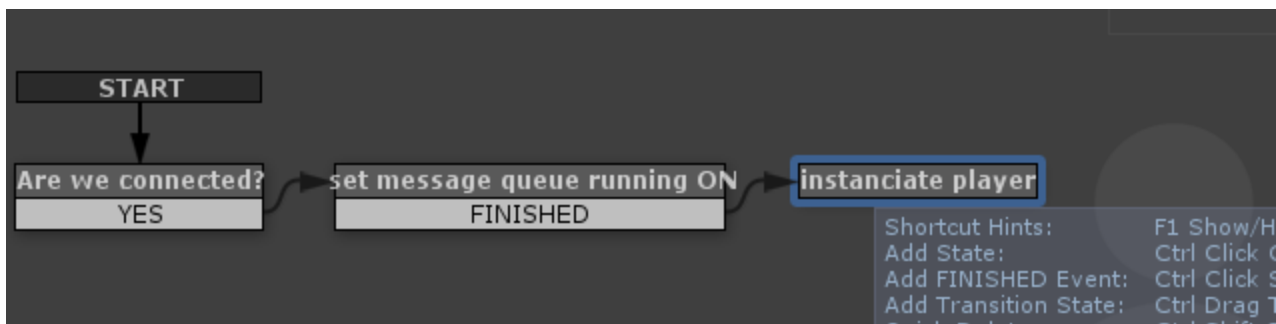
Note that you can drag the component from the same inspector into it.

Game Object

13 In the Hierarchy, select the 'Game' game object

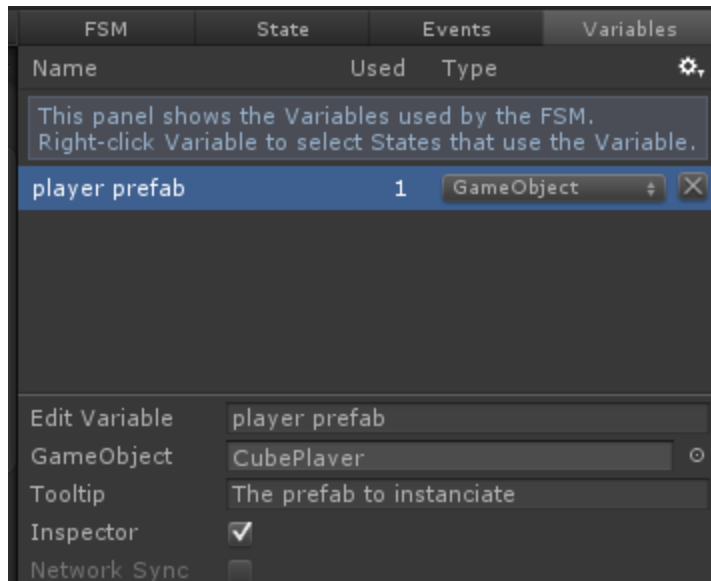


14 Open the Playmaker Editor, and look at the FSM



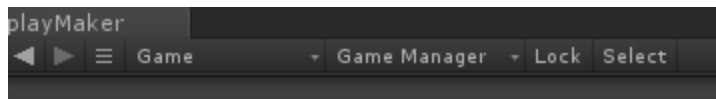
15 Select the Instanciate player state

16 On the right pane, select the Variables tab, then click on 'player prefab'



17 Drag the CubePlayer prefab on to the GameObject field

NB: You may have to hit the 'Lock' button on the PM Editor so it doesn't deselect the Game GO



18 Hit Play to try the scene out - an error appears

playMaker

Game : Game Manager

Instantiate player if connected

START

Are we connected? YES

set message queue running ON FINISHED

! instantiate player

Shortcut Hints:

- Add State: F1 Show/Hide
- Add FINISHED Event: Ctrl Click: Canvas
- Add Transition State: Ctrl Drag Transition
- Quick Delete: Ctrl Shift Click
- Snap To Grid: Ctrl Drag States
- Constrain Drag: Shift Drag States
- Select Start State: Home
- Follow Transition: Alt Click Transition
- Lock Link Direction: Ctrl Left/Right
- Unlock Link Direction: Ctrl Down
- Cycle Link Style: Ctrl Up

FSM

Name	Used	Type
player prefab	1	GameObject

New Variable

Variable Type: Float

Global Variables

Error Check

Refresh

Fsm component 'CubePlayer(Clone)' on gameObject 'CubePlayer(Clone)' has variable checked for network syncing, but no PhotonView component is observing this fsm

Game : Game Manager : instantiate player

Fsm component 'CubePlayer(Clone)' on gameObject 'CubePlayer(Clone)' has variable checked for network syncing, but no PhotonView component is observing this fsm

Game : Game Manager