

How to Setup the Asset

1. After importing the asset, open Asset store and search for PUN 2 asset.
2. Download and import free version of PUN 2 asset.
3. On Asset Store, search for Joystick and open Joystick Pack asset.
4. Download and import it.



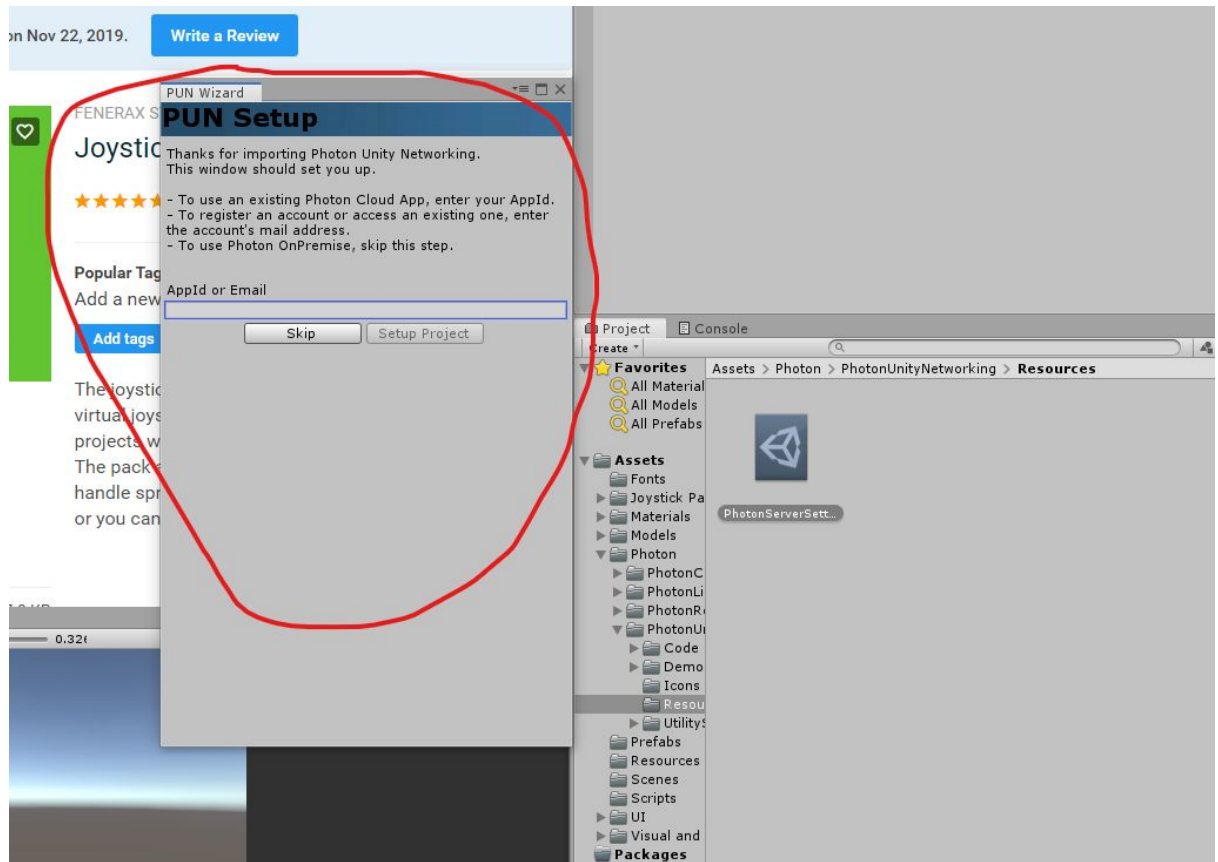
5. Then, open Window > Package Manager.
6. Click on the Advanced tab on the right top corner and check “Show preview packages” toggle.
7. Locate AR Foundation, ARCore and ARKit XR plugins.

▶ AR Foundation	2.0.2
▶ AR Subsystems	2.0.2
▶ ARCore XR Plugin	2.0.2
▶ ARKit Face Tracking	1.0.2
▶ ARKit XR Plugin	2.0.1

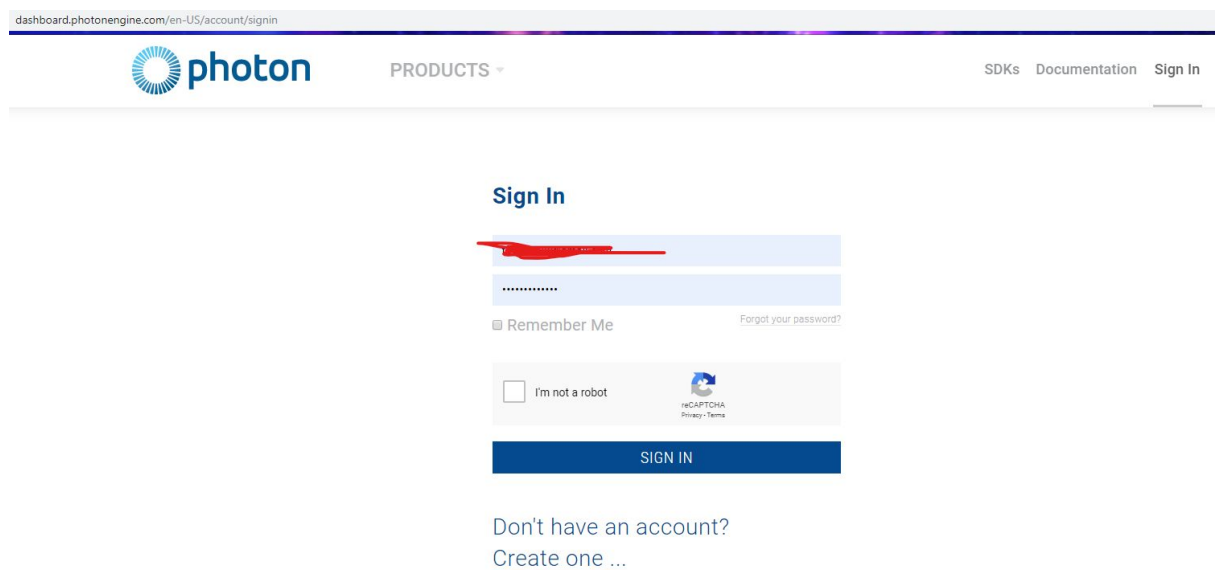
8. Install all of them with the versions at least 3.0.

▶ AR Foundation	preview.1 - 3.1.0	✓
▶ AR Subsystems	preview.1 - 3.1.0	✓
▶ ARCore XR Plugin	preview.1 - 3.1.0	✓
▶ ARKit Face Tracking	1.0.2	
▶ ARKit XR Plugin	preview.1 - 3.1.0	✓

9. Locate the Pun Wizard under Assets> Photon > Photon Unity Networking > Resources.



10. Go to <https://www.photonengine.com/>
11. Sign in OR Sign up if you don't have an account.



12.Create a new cloud application with Photon Pun type.

Create a New Application

The application defaults to the **Free Plan**.
You can change the plan at any time.

Photon Type *
Photon PUN


Name *
MultiplayerARSetup

Description
Short description, 1024 chars max.

Url
http://enter.your-url.here/

CREATE or go back to the application list.

13.Copy appId

 **PUN** **20 CCU**

MultiplayerARSetup

App ID: ~~7eb3336e21147036a335253f2f35bb1~~

Peak CCU
0

Traffic used
0%

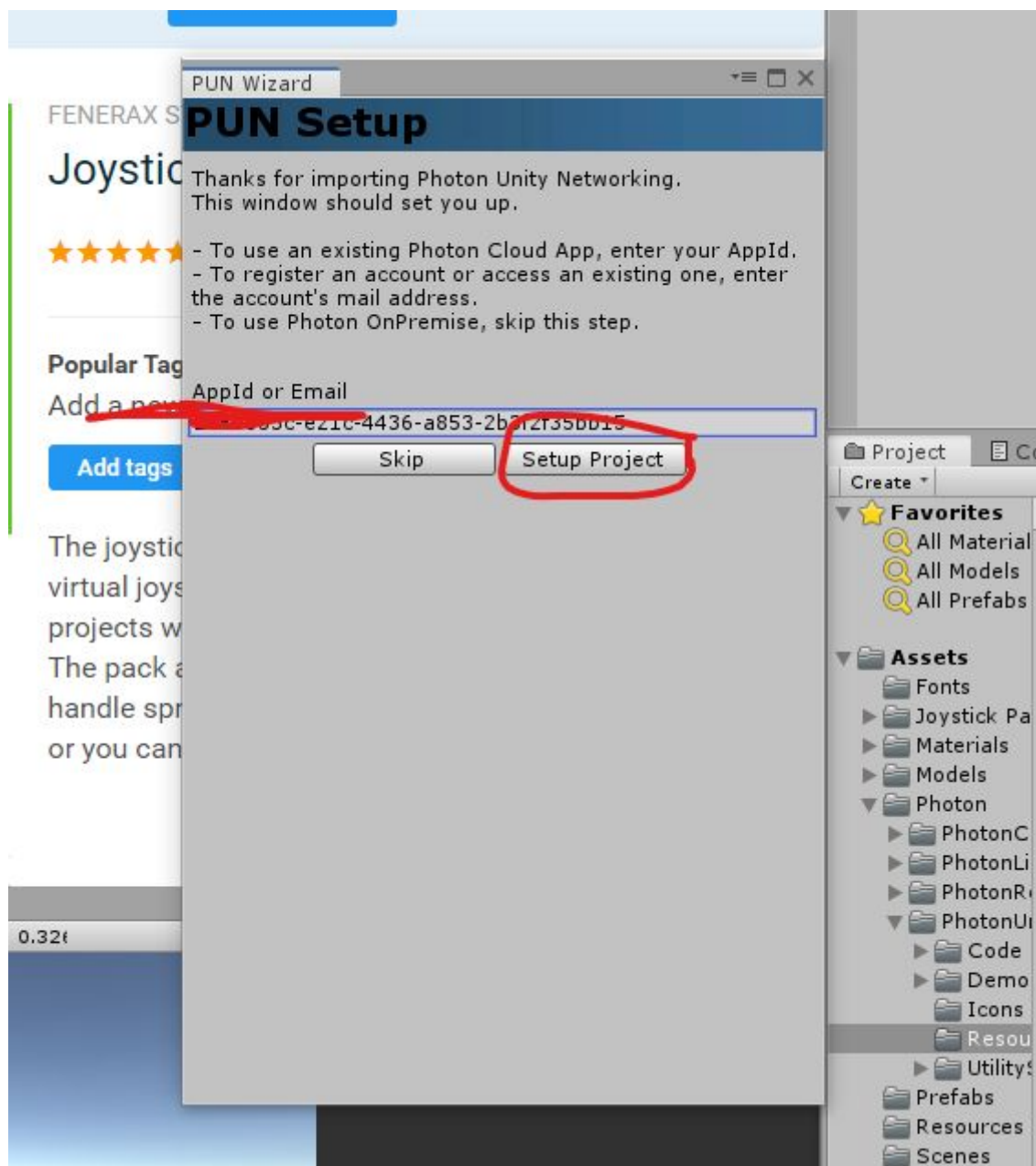
ANALYZE

MANAGE

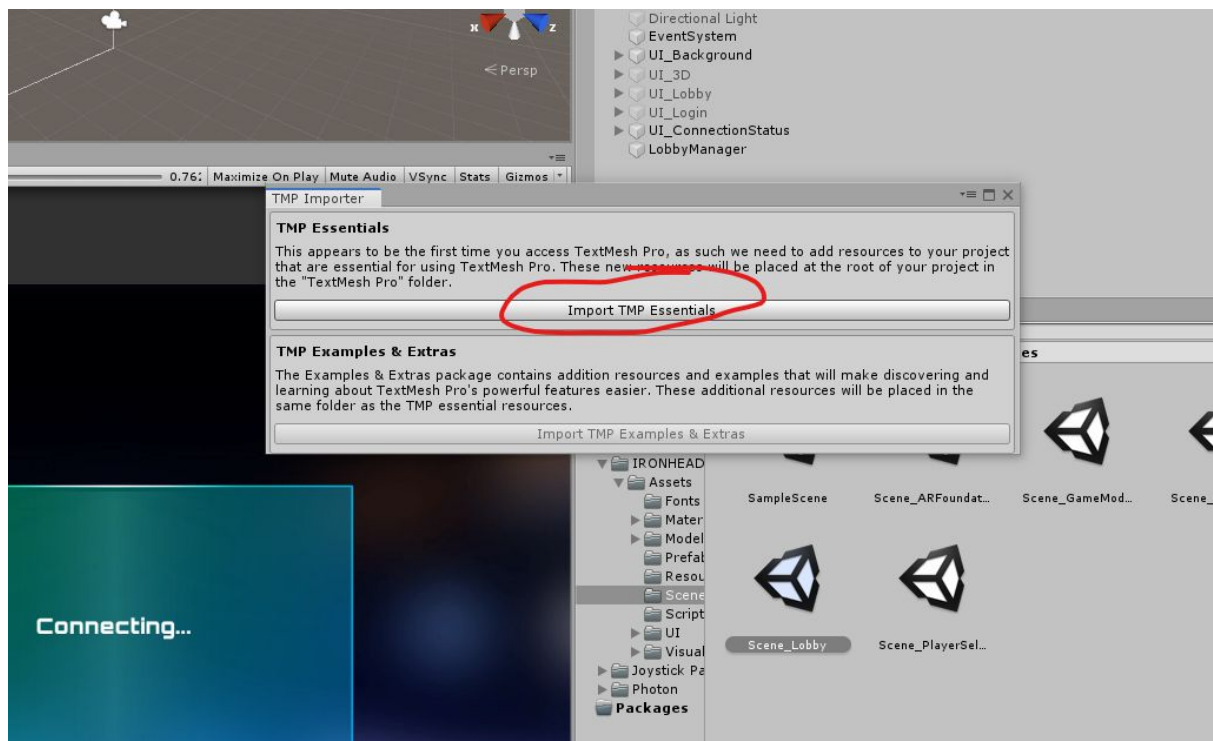
-/+ CCU

ADD COUPON

14. Paste it here and click on Setup.

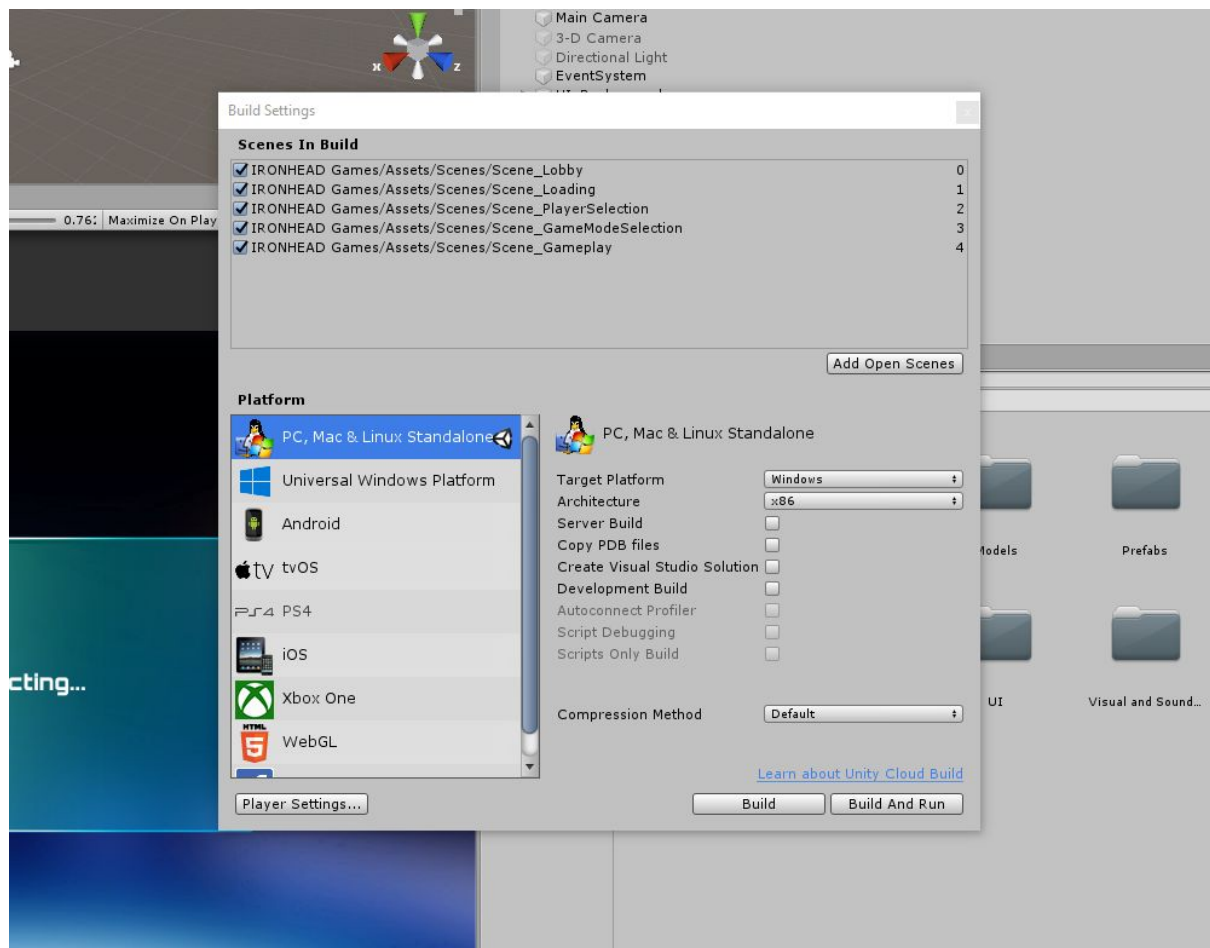


15. Open Scene_Lobby and Import TextMeshPro.

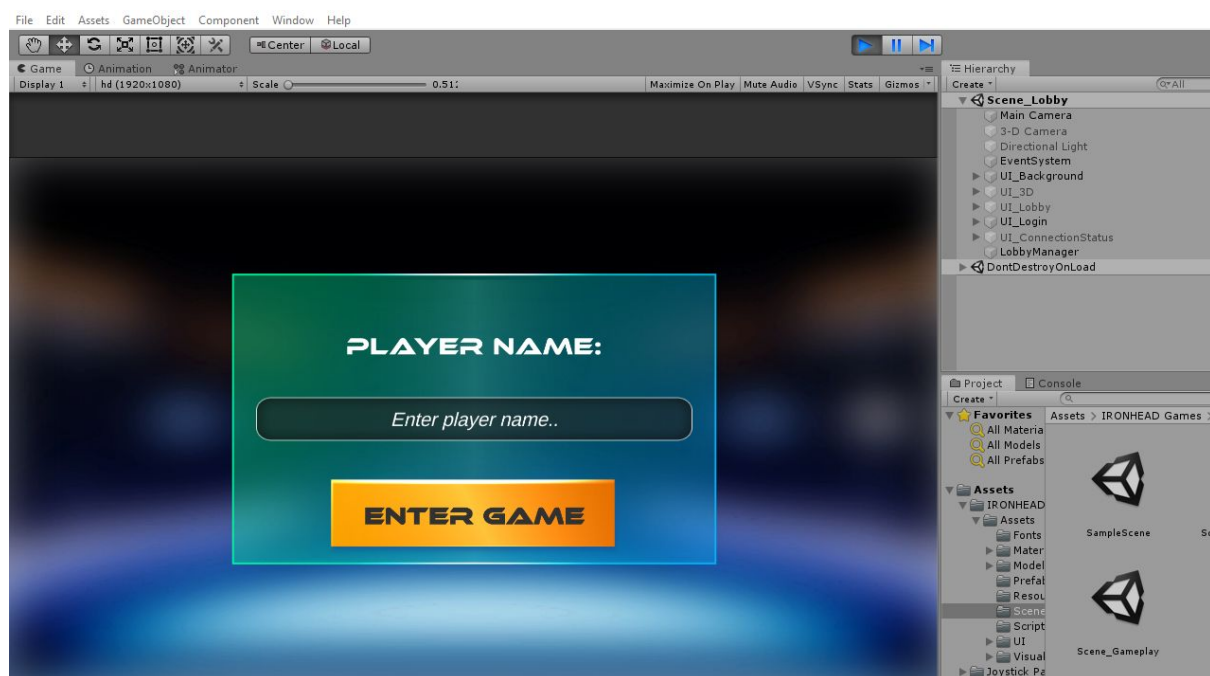


16. Open File> Build Settings.

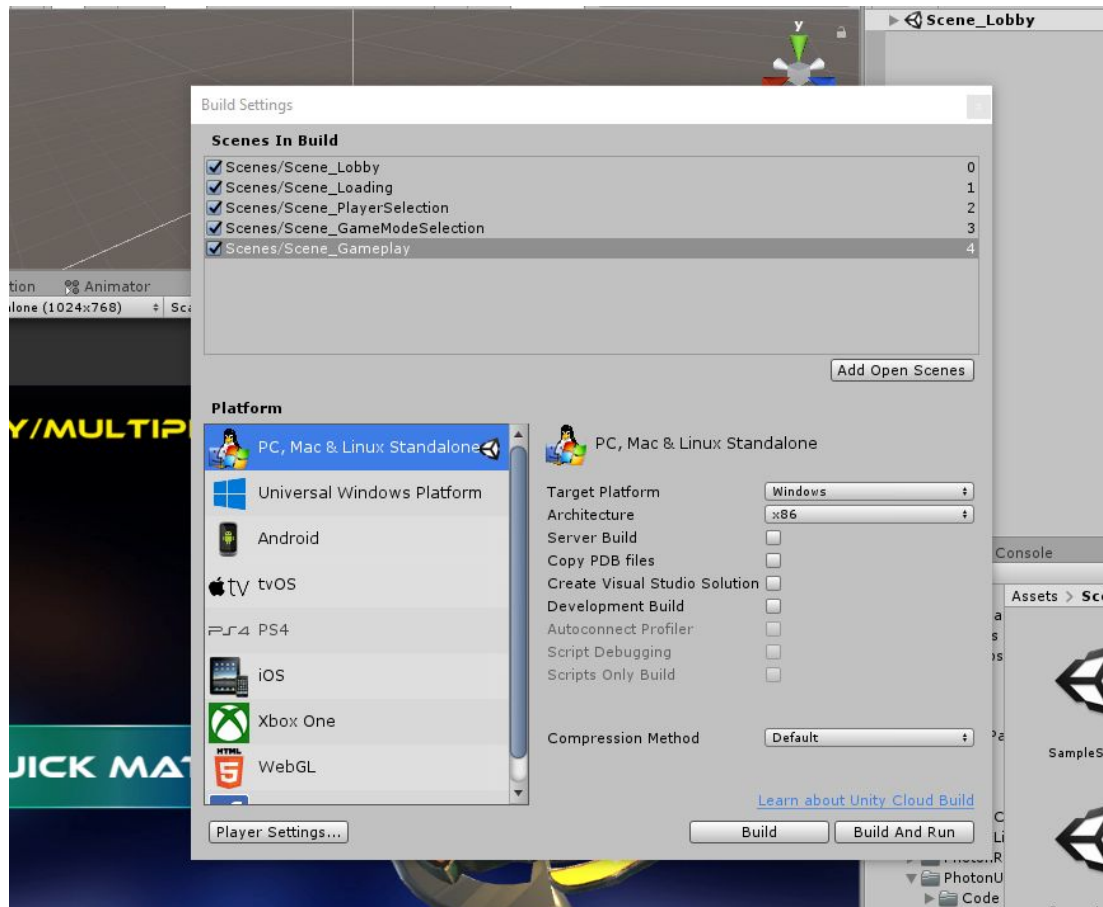
17. Add the following scenes to Scenes in Build:



18. Open Scene_Lobby and hit the play!



17. Add the following scenes to Scenes in Build.



Building for ARCore- Android

1. Click on File>Build Settings.
2. Switch the Platform to Android.
3. Then, click on Player Settings.
4. Under Other Settings, make sure to uncheck Multithreaded Rendering since ARCore does not support that.
5. Also, check AutoGraphics API because ARCore does not support Vulkan graphics API

6. Then, enter your own unique package name.
7. As minimum API level, make sure to choose API Level 24.
8. Also in Target Architectures make sure check ARMv7.
9. Lastly make sure that in XR Settings, ARCore supported toggle unchecked.
10. Connect your phone, click on Build and Run.
11. Enter your apk name. That is it. Unity will know build the app your phone.

Building for ARKit- IOS

1. Click on File>Build Settings.
2. Switch the Platform to IOS.
3. Then, click on Player Settings.
4. In other settings, Enter your own unique package name.
5. For Camera Usage Description, enter something like Camera is required for AR. Make sure that this field is filled.
6. For target minimum IOS Version choose 11.
7. For architecture, choose ARM64
8. Then, connect your iphone, click on Build and Run.
9. Enter your project name and press Save.

10. Now, Unity will build the app and after that you will be directed to XCode.

11. After indexing is done, here click on Folder on left top and then click on Unity-Iphone.

12. Sign the app in signing tab.

13. Hit the play button at the top left.

14. Now, the app will be built and installed to your Iphone.