

DOWNLOAD INSTRUCTIONS:

1. In your browser URL field type: `ftp://jfdhobbies.com`
(wait for the popup box for the username and password)
2. In the popup box, enter the username and password.
(username is: Atmo122012 password is: Atmo12182012)
3. Left-click once on the "Unity-Test-Game" Folder. Wait for the folder to open.
4. Left-click on the "BlocksGameTest.zip" file.
5. Save the zip file to your Downloads folder or you may save the zip file to your desktop to have easy access.
6. If you saved the zip file on your Desktop, simply unzip it there. You will still see the zip file (save it for future use). If you wish, run a virus check on the .exe file with your virus checking program. I do that myself.

There are no viruses or malware on my computer system, as I use Malwarebytes, as well as FixMeStick. I run FixMeStick once each month and it found no viruses or malware on my computer.

7. After the file is unzipped, you will see a folder named "BlocksGameTest" Open the folder and double-click the "MultiplayerTutorial.exe" program. This is a Unity created program. This test program was one of the samples that Unity provided the code for. It is written in C# and should run on your computer. It is a 32 bit program, and will run in Windows XP, XP-PRO, Windows 7 32bit and 64.bit, as well as Windows 8, Windows 8.1, and Windows10, 32 or 64 bit. I don't use Windows 11, so not sure if it will run there, but if you have windows 11, try it. If you are interested in Unity, goto: Unity.com

Details: NOTE: This is only a test game, and you will not be able to be the host of it, however, if you know how to configure your router with port forwarding, and know how to create an internal static IP address on the LAN, you should be able to host. In addition, its best if you have your own external dedicated server. These have static IP addresses and can be connected with. I have one on serverroom.com for \$7.00 / month.

I have a Frontier Router/Modem, so it was very easy to configure

it. I also have a tutorial on how to configure the Frontier Router. I must convert the file to .ogv format to be able to play on my jfdhobbies server due to the https:// SSL. The .ogv/.ogg format seems to work, but .wmv and .mp4 will not work for some reason. These formats (.wmv and .mp4) always worked before the https:// was added to my website. I will be getting rid of this very soon if that is possible. I don't really need it as I do not deal with payments for goods, etc. Its simply my hobby website, with tutorials and fun stuff like Atmosphere and Unity worlds / environments, and will add some future games.

Also note, that I used iptables for port forwarding, and PreRouting, and PostRouting as well as SNAT configuration on my dedicated server. This can be very complicated, and many times I did searches on the internet for methods that could be used.

I had no idea how to do this, but not exactly sure how, it all works!

The Procedures that are required should be made by individuals who really know what they are doing. I have yet to see anything on my searches that specifically teach how to actually configure all this on a dedicated server! That would have been of great help.

There is also a chat function added which does work. I did not create this function, but it was a free download from the Unity Store back in 2014/2015. It actually works. I did not program this, and have no idea how to make the text scroll up the screen. The programmer wrote this and it scrolls down the screen... very unusual, but the latest message typed in the chat entry field shows up at the top of the messages. As the messages show up, the top message is always the latest one, and the body of messages scrolls down by one or more lines, depending on how long the sentences are. The Chat Interface can be accessed by simply tapping the Enter Key on the keyboard. To close the chat window, simply tap the Enter key. The chat Window fades away.

If you have an external static IP address on your internet setup, or use a ddns service such as noip that will point to your MasterServer successfully, you should be able to host your game(s) on your own windows computer.

The MasterServer I use is an older version, but it works for me.