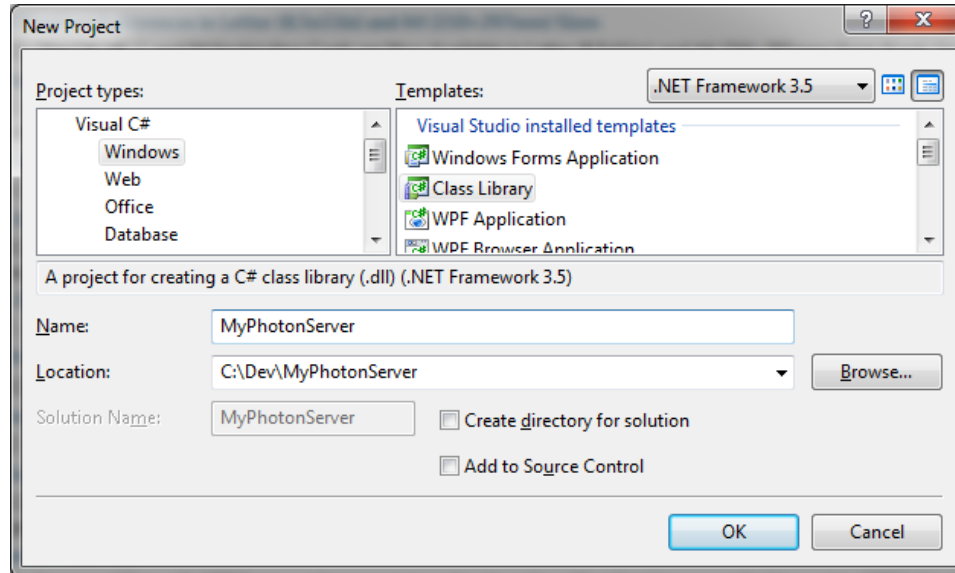
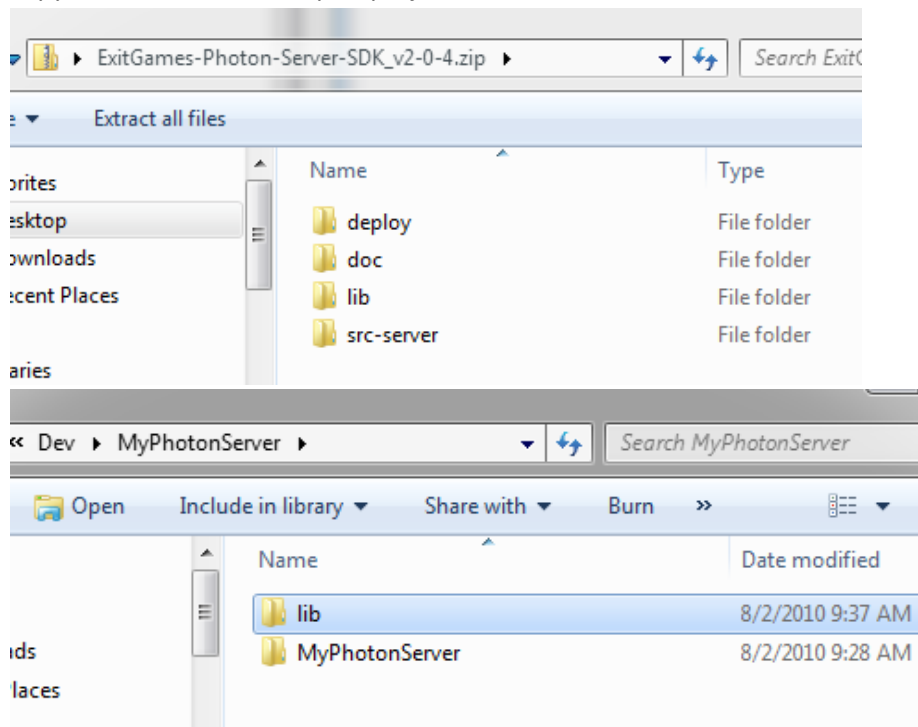


Blank Photon Server Setup

1) Create Class Library .NET Project

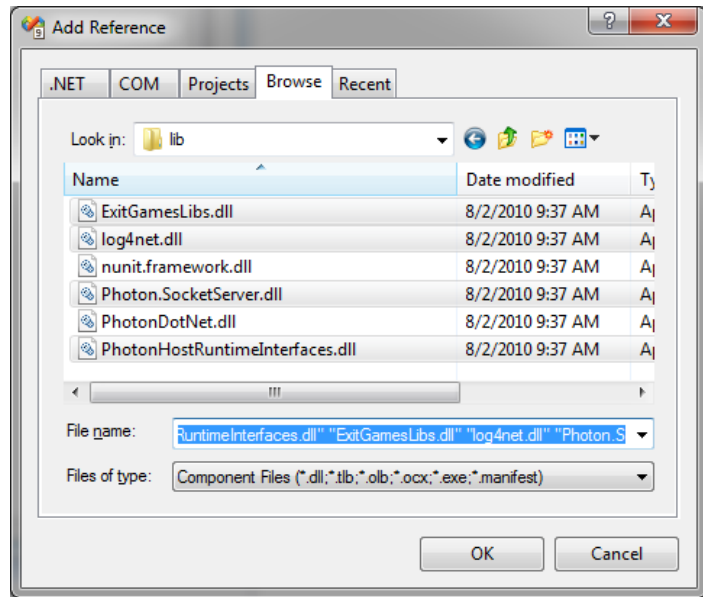


2) Copy lib folder from sdk zip to project



3) Add references to project:

- PhotonHostRuntimeInterfaces.dll
- ExitGamesLibs.dll
- log4net.dll
- Photon.SocketServer.dll



4) Create IPeer implementation

```
namespace MyPhotonServer
{
    using Photon.SocketServer;

    public class MyPeer : IPeer
    {
        private readonly PhotonPeer photonPeer;

        public MyPeer(PhotonPeer photonPeer)
        {
            this.photonPeer = photonPeer;
        }

        public void OnDisconnect()
        {
            // handle disconnect here
        }

        public void OnOperationRequest(OperationRequest request)
        {
            // handle operation here (check request.OperationCode)
        }

        public PhotonPeer PhotonPeer
        {
            get
            {
                return this.photonPeer;
            }
        }
    }
}
```

5) Create Photon.SocketServer.Application subclass

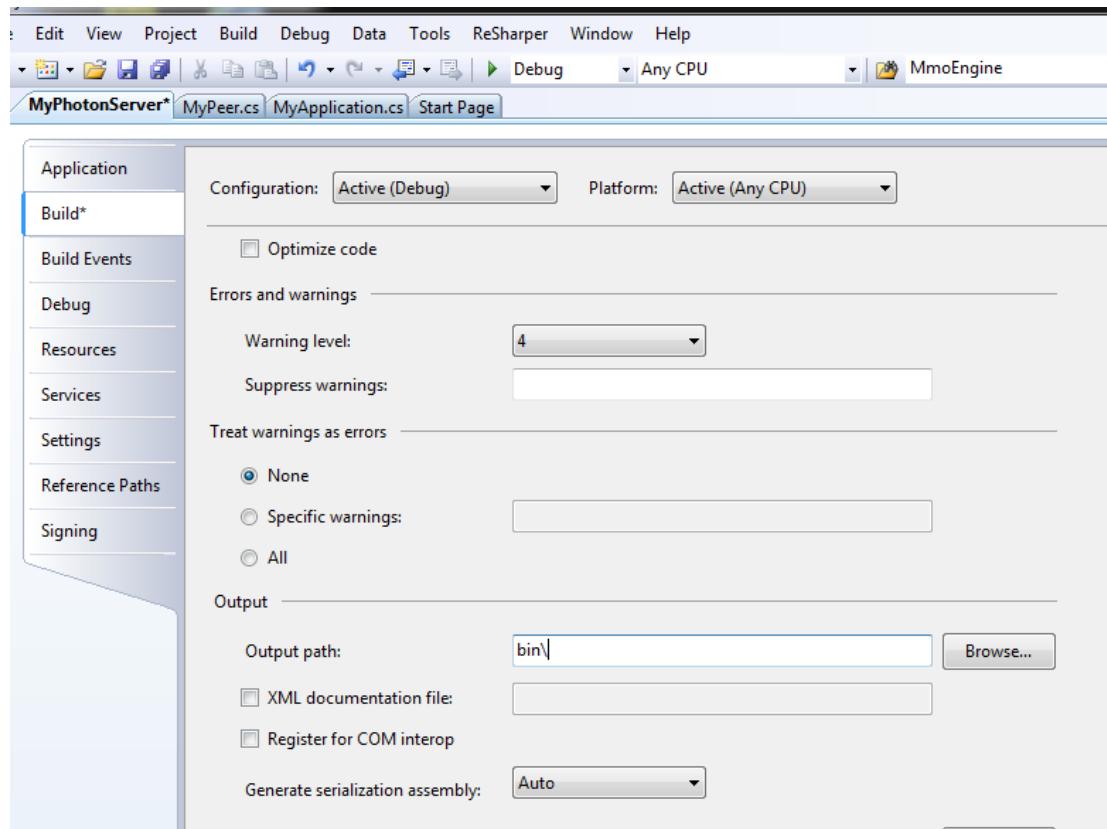
```
namespace MyPhotonServer
{
    using Photon.SocketServer;

    public class MyApplication : Photon.SocketServer.Application
    {
        protected override IPeer CreatePeer(PhotonPeer photonPeer)
        {
            // created when a new peer connects
            return new MyPeer(photonPeer);
        }

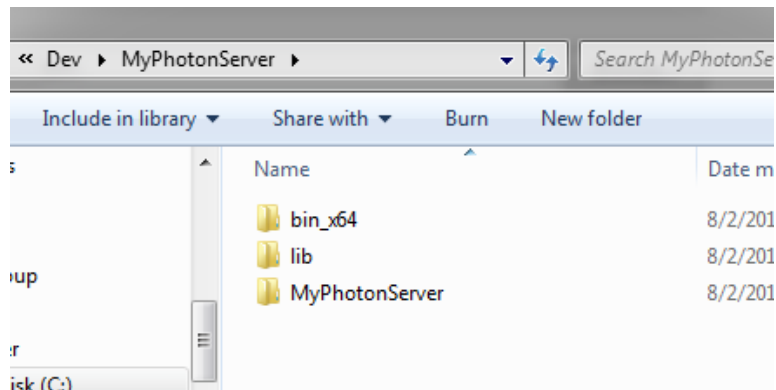
        protected override void Setup()
        {
            // initialize log4net (see Lite or MmoDemo)
            // initialize your game
        }

        protected override void TearDown()
        {
            // clean-up game
        }
    }
}
```

6) Change project output path to “bin” (project properties→build)



8) Copy photon server next to lib folder (from deploy folder in sdk zip)



9) Configure PhotonSocketServer.XML

```
<Applications Default="MyPhotonApp">
  <Application
    Name="MyPhotonApp"
    BaseDirectory="MyPhotonServer"
    Assembly="MyPhotonServer"
    Type="MyPhotonServer.MyApplication">
  </Application>
</Applications>
```