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**Metwork**

The Metworking system is build on top of WebRTC. It is designed to look and act like Unity’s legacy RakNet networking system.

MetworkViews

The MetworkView identifies an object over the network. It is akin to a postal code or a telephone number. Use it to send MRPC calls. Currently, the metwork view ID will not get changed when a GameObject is copied. **THIS IS VERY IMPORTANT! ENSURE YOU DELETE AND RE-ADD THE COMPONENT OTHERWISE TWO GAMEOBJECTS COULD HAVE THE SAME ID.**

MRPC Calls

MRPC calls are invoked exactly as in RakNet; use:

*metView.RPC(“functionName”, MRPCMode.AllBuffered, new object[]{params});*

Ensure the function is tagged with the [MRPC] attribute.

Callbacks

Currently available callbacks are onPlayerConnected(MetworkPlayer \_player) and onPlayerDisconnected(MetworkPlayer \_player). They are available in delegate form, meaning you must subscribe to the callback in order to use it. Both functions are invoked on all clients and the server, possibly on the disconnecting one (not sure about that one yet, probably not). They may be subscribed to in the Metwork class.

Scenes

The scene must contain one Metwork class monobehaviour as well as a WebRTC factory in order to connect.

Possible Issues

* If two players are to connect at nearly the same time, it is possible that they could have their connectionIDs confused. This might be bad.
* When the server disconnects, all the clients lose their MetworkPlayer instance. This will probably be resolved when the player connects to a new server, however, massive authority changes are to be expected. This should be fixed.