NetworkManager:

If you want to add a new NetworkMessage follow these steps.

1. Create the new message for example NetMessagePosition
2. Create a eNetMessageType for it. Like POSITION
3. Add it to the HandleMessage() in SharedNetworkManager
4. Add it to the NetworkSubscriber
5. Now it is ready to be used.

To receive the network message follow these steps.

1. Inherit the NetworkSubscriber to the class that will receive the message
2. Override the ReceiveNetworkMessage function with the message you want to receive
3. Subscribe to the eNetMessageType that the NetMessage are bound to using one of the NetworkManage\*
4. Don’t forget to UnSubscribe the eNetMessageType in the destructor.
5. Now you will receive the message once it is sent.

\* ClientNetworkManager for Game\_Client, ServerNetworkManager for Game\_Server and SharedNetworkManager in all other projects.

To send the network message follow these steps.

1. Use the NetworkManagers AddMessage function\*\*

\* ClientNetworkManager for Game\_Client, ServerNetworkManager for Game\_Server and SharedNetworkManager in all other projects.

\*\*AddMessage(message) and AddMessage(message, 0) will broadcast otherwise AddMessage(message,ID) will send to the connection with that ID.