**STEP BY STEP FOR ADDING A NETWORK VARIABLE AND HAVING IT CHECKED BY ALL CLIENTS**

**STEP 1:**  
Add the variable to the public struct NetworkInputData.cs (example shown, isFireButtonPressed)

Text

Description automatically generated

**STEP 2:**  
Now manage it in the CharacterInputHandler.cs class:

Add to cache a new local bool   
Text

Description automatically generated

Check for button pressed in CharacterInputHandler.Update() and ONLY on our client using the if statement at the start of the update function  
Text

Description automatically generated

We must grab the characterMovementHandler object. Cache it then grab it in Awake()  
Text

Description automatically generated

Now process it in the CharacterInputHandler.GetNetworkInput() function  
Text

Description automatically generated

**STEP 3:**  
Create a class to do something with that code, in this case we create WeaponHandler.cs which will handle the firing of the weapon

Text

Description automatically generated  
Text

Description automatically generatedText

Description automatically generated  
Text

Description automatically generated

**How to add fire code:**

<https://www.youtube.com/watch?v=gxhG9BHcxmc&t=355s>

WeaponHandler.cs class handles the firing code