

# LAB – 6

## MANAGING ACTORS, REPLICATION PROPERTIES PART - 1

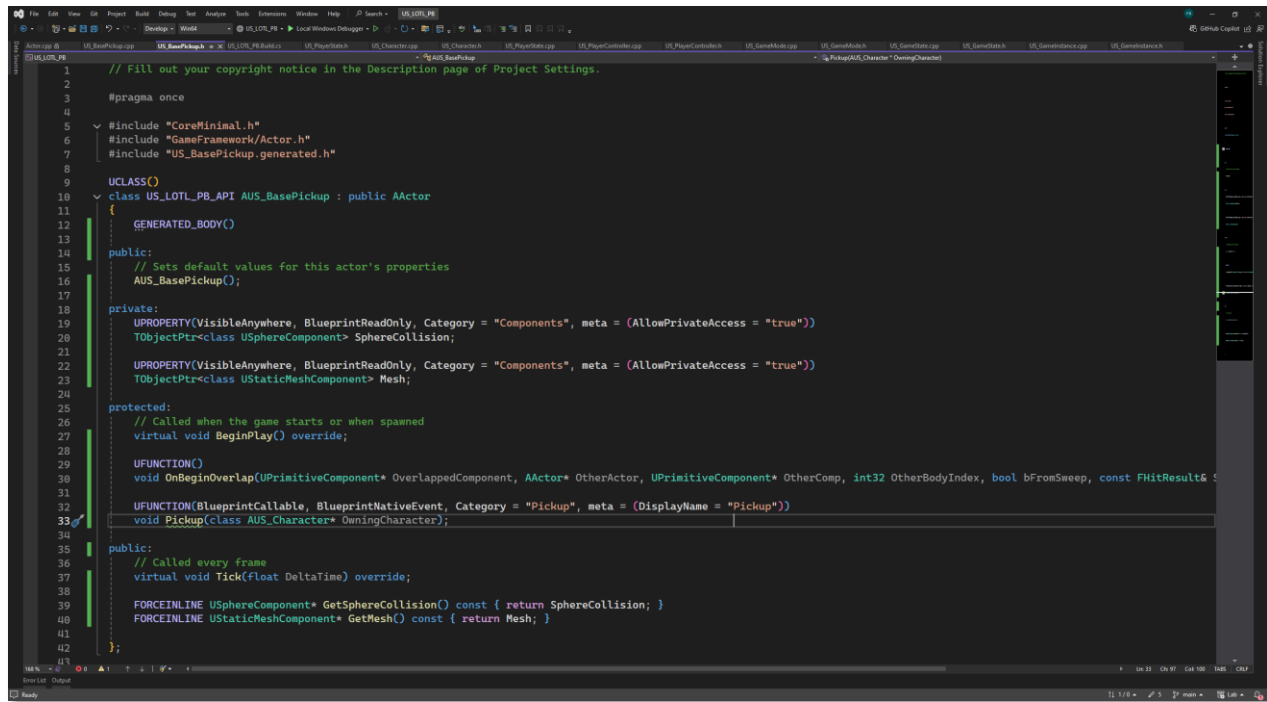


Fig 1.1: Screenshot showing code in header file “US\_Pickup.h”

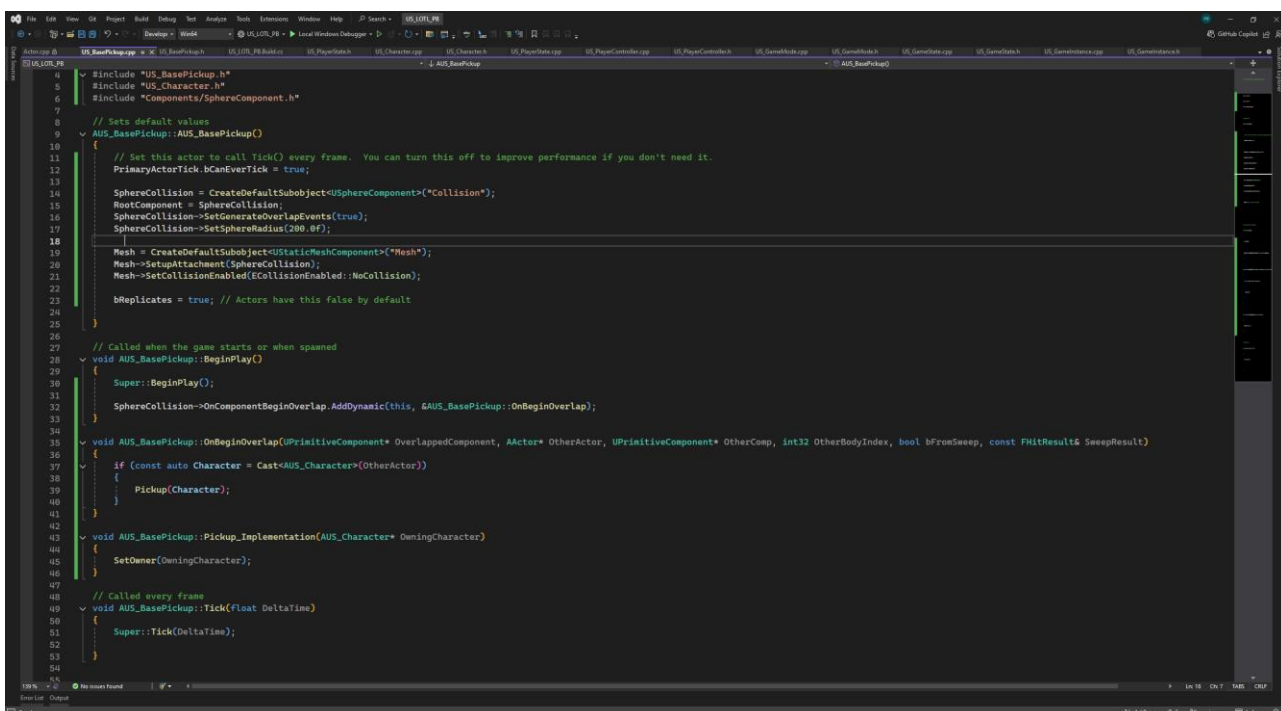


Fig 1.2: Screenshot showing code in cpp file “US\_Pickup.cpp”

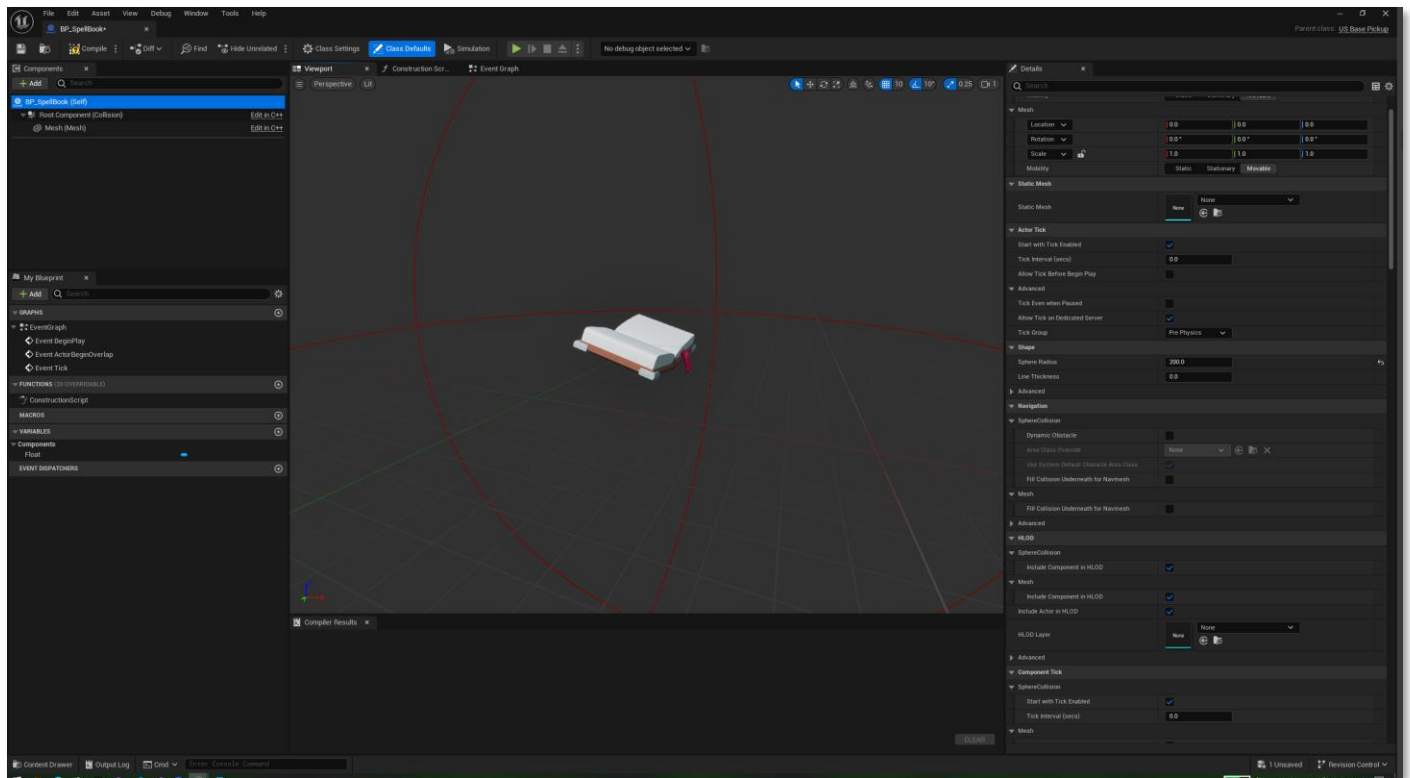


Fig 1.3: Screenshot showing Spellbook for pickup

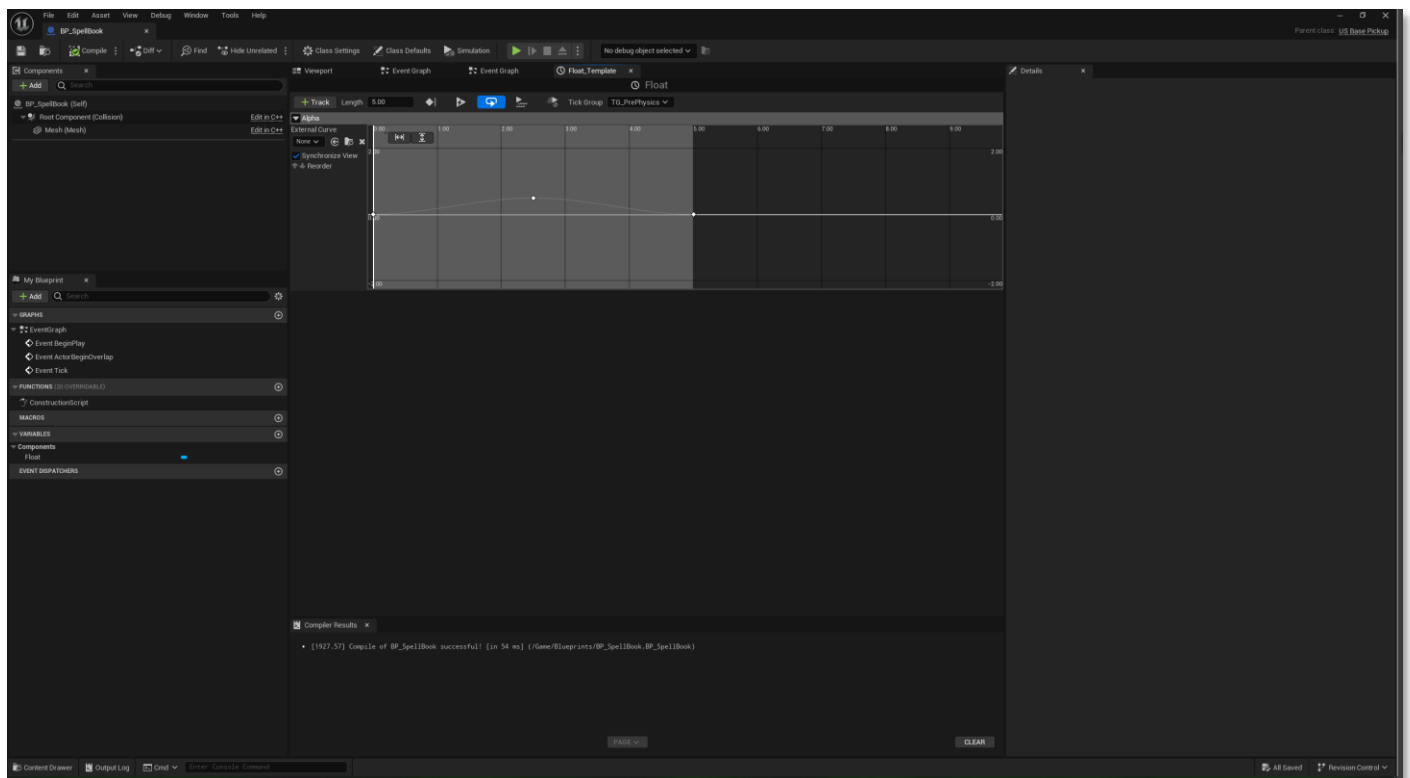


Fig 1.4: Screenshot showing the graph for sinusoidal movement for pickup

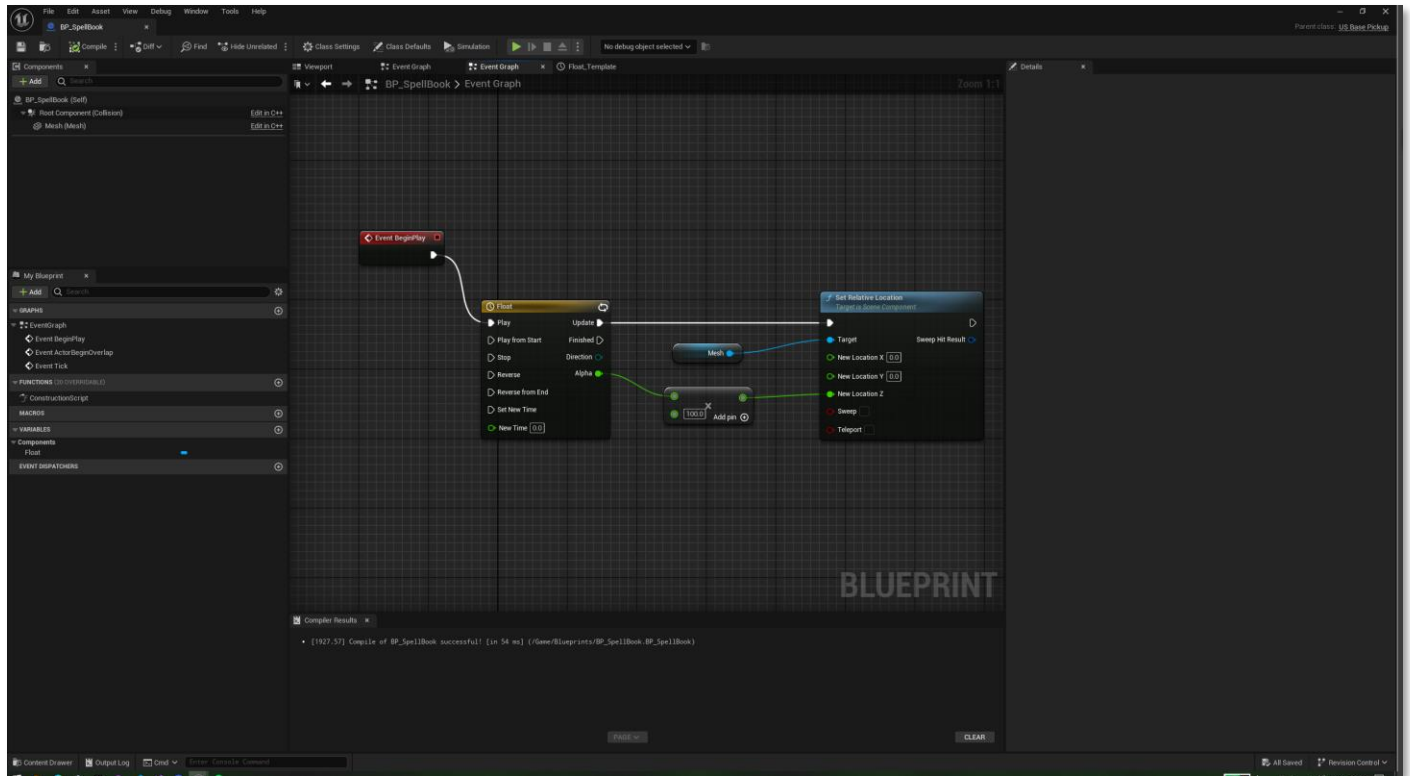


Fig 1.5: Screenshot showing the nodes for EventGraph for Spellbook

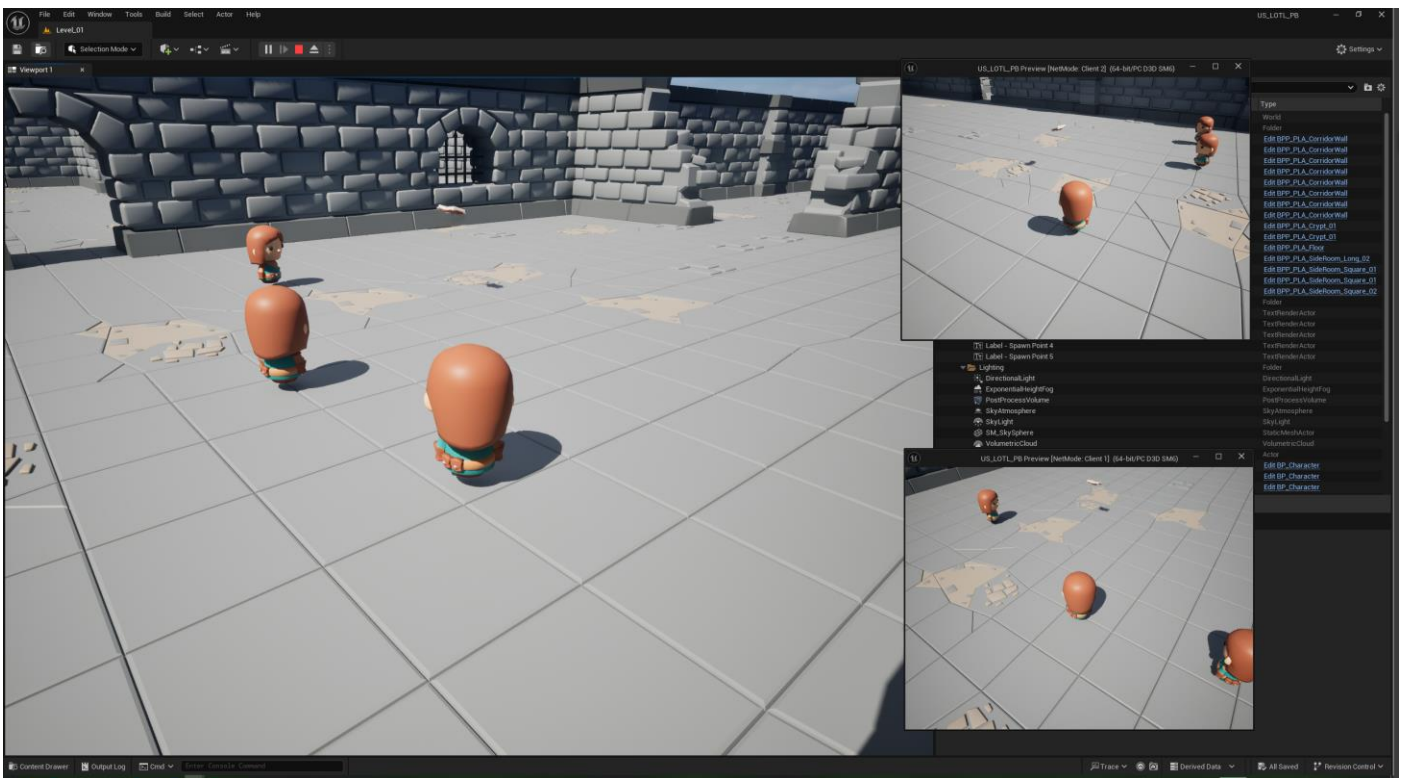


Fig 1.6: Screenshot showing the spellbook in action in play mode



Fig 1.7: Screenshot showing the play mode with Net Load on client Unchecked