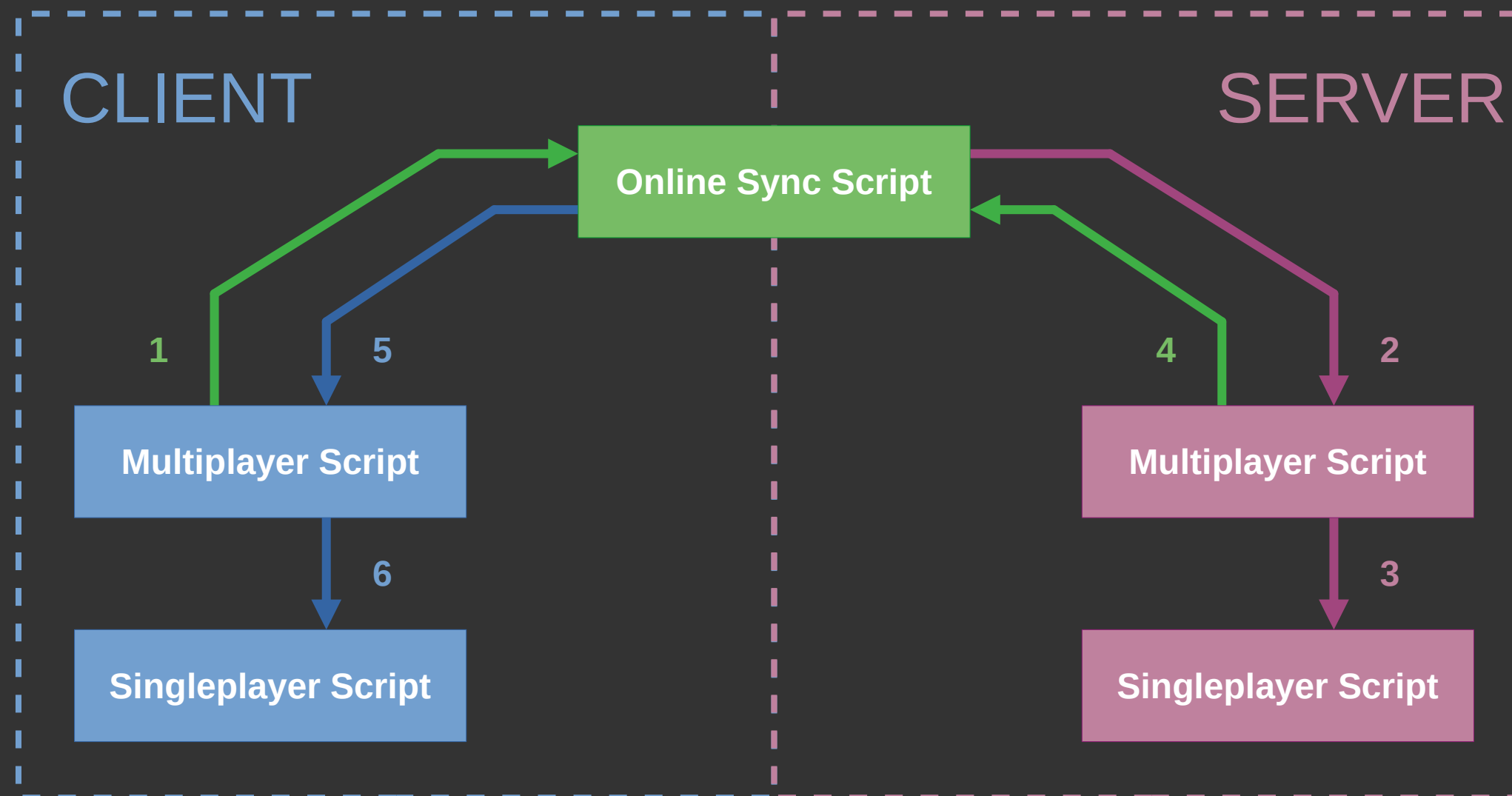


Current client-server architecture in use for the Player



1. The Multiplayer version of a script on a **client** wants to do something and sends a **[Command]** to the Online Sync Script
2. The Online Sync Script on the server executes the appropriate functions on the **server's** Multiplayer script
3. The **server's** Multiplayer script calls the necessary functions on it's Singleplayer version
4. The **server's** Multiplayer script sends **[TargetRpc]** or **[ClientRpc]** calls to the Online Sync Script in order to sync necessary changes to one or more clients
5. The Online Sync Script executes the appropriate functions on the **client's** Multiplayer script
6. The **client's** Multiplayer script calls the necessary functions on it's Singleplayer version