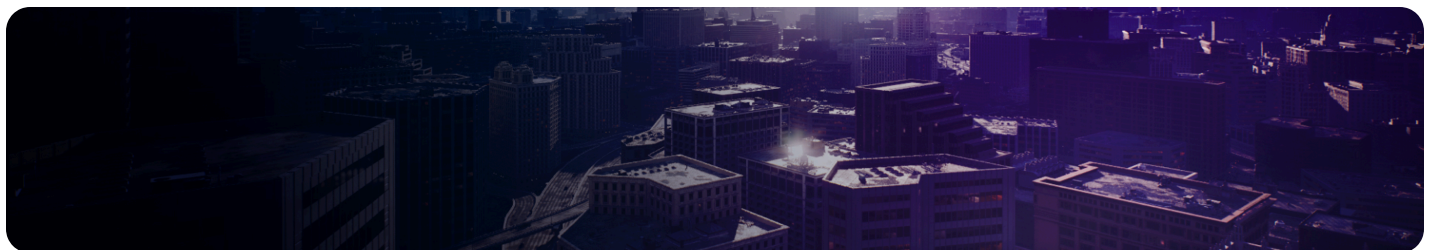


Developer
/ Documentation
/ Unreal Engine ▾
/ Unreal Engine 5.4 Documentation
/ Making Interactive Experiences
/ Networking and Multiplayer
/ Iris Replication System

Iris Replication System

Learn about Iris for network replication in Unreal Engine.



! Learn to use this **Experimental** feature, but use caution when shipping with it.

Iris is an opt-in replication system that works alongside Unreal Engine's existing replication system. Iris builds on Epic's experience with Fortnite Battle Royale to create a replication system that supports:

- Larger, more interactive worlds.
- Higher player counts.
- Lower server costs.

If you are creating a networked multiplayer game in Unreal Engine, you can choose to use the existing replication system or the Iris replication system. For more information about replication systems in Unreal Engine, see:

- [Programming Multiplayer Games](#) to learn about the generic replication system.
- [Iris Replication System](#) to learn about the Iris replication system.



Introduction to Iris

Learn about the design and components of Iris as well as how to configure your project to use Iris.



Migrate to Iris

Learn what has changed between the existing replication systems and Iris.



Components of Iris

Learn more about the primary components of the Iris replication system and how to use them.



Glossary of Iris Terms

Glossary page for Iris terminology.