

Developer

/ Documentation

/ Unreal Engine ▾

/ Unreal Engine 5.4 Documentation

/ Making Interactive Experiences

/ Networking and Multiplayer

/ Programming Multiplayer Games

Programming Multiplayer Games

Learn how to program within the server-client model of Unreal Engine's multiplayer.



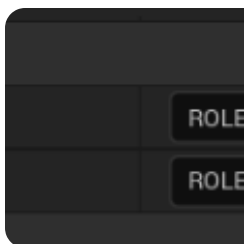
Actor Owner and Owning Connection

Actor owner, owning connection, and what this tells you about an actor in networked gameplay.



Detailed Actor Replication Flow

A detailed description of low-level Actor replication.



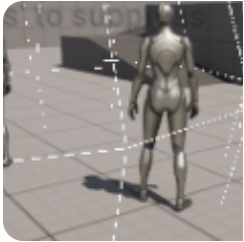
Actor Role and Remote Role

Determine how much control this game instance has over an actor.



Actor Network Dormancy

Optimize your multiplayer game by effectively using dormancy.



Actor Relevancy

Determine whether an actor is currently relevant for replication to a connection.



Actor Priority

Determine the network priority of an actor for replication.



Replicate Actor Properties

Property replication, conditional replication, custom conditions, and object references.



Actor Component Replication

Learn how to replicate actor-owned components.



Object Replication

Learn how to replicate UObjects.



Online Beacons

Mechanism for lightweight interactions between servers and clients.



Remote Procedure Calls

Call functions on remote machines across a network.



Replicated Object Execution Order

Execution order guarantees for replicated properties and remote procedure calls on receiving machines.