

# Network : Server, NetMultiCast, 동기화

클라에서 서버로 요청→서버에서 모든 클라 (멀티)로 요청

```
//클라2 서버 손에 붙여주세요
UFUNCTION(Server,Reliable)
void ServerAttachPistol( AActor* pistol ); //요청
//void ServerAttachPistol_Implementation( AActor* pistol ); //응답

// 서버2 멀티 손에 붙이세요
UFUNCTION(NetMulticast,Reliable)
void MultiAttachPistol(AActor* pistol);
```

동기화 해줘야 서버에서 주운 총 클라에서도 반영됨

```
//동기화
virtual void GetLifetimeReplicatedProps(TArray<FLifetimeProperty>& OutLifetimeProps) const override;
```

```
void ANetTPSCDCharacter::GetLifetimeReplicatedProps( TArray<FLifetimeProperty>& OutLifetimeProps ) const
{
    Super::GetLifetimeReplicatedProps( OutLifetimeProps );
    //동기화
    DOREPLIFETIME( ANetTPSCDCharacter , bHasPistol );
}
```

player 설정

Replication	
Only Relevant to Owner	<input type="checkbox"/>
Always Relevant	<input type="checkbox"/>
Replicate Movement	<input checked="" type="checkbox"/>
Net Load on Client	<input checked="" type="checkbox"/>
Net Use Owner Relevancy	<input type="checkbox"/>
Replicates	<input checked="" type="checkbox"/>
Net Deregister	<input type="checkbox"/>

