

Smooth.NetworkState Class Reference

Wraps the **State** in the NetworkMessage so we can send it over the network. More...

Inherits MessageBase.

Public Member Functions

void	copyFromSmoothSync (SmoothSync smoothSyncScript)
	Copy the SmoothSync object to a NetworkState . More...
override void	Deserialize (NetworkReader reader)
	Deserialize a message from the network. More...
	NetworkState ()
	Default contstructor, does nothing. More...
override void	Serialize (NetworkWriter writer)
	Serialize the message over the network. More...

Public Attributes

SmoothSync	smoothSync
	The SmoothSync object associated with this State . More...
State	state = new State ()
	The State that will be sent over the network More...

Detailed Description

Wraps the **State** in the NetworkMessage so we can send it over the network.

This only sends and receives the parts of the **State** that are enabled on the **SmoothSync** component.

Constructor & Destructor Documentation

◆ NetworkState()

Smooth.NetworkState.NetworkState ()

Default contstructor, does nothing.

inline

Member Function Documentation

◆ copyFromSmoothSync()

```
void Smooth.NetworkState.copyFromSmoothSync ( SmoothSync smoothSyncScript )
```

inline

Copy the **SmoothSync** object to a **NetworkState**.

Parameters

smoothSyncScript The **SmoothSync** object

◆ Deserialize()

```
override void Smooth.NetworkState.Deserialize ( NetworkReader reader )
```

inline

Deserialize a message from the network.

Only receives what it needs and decompresses floats if you chose to.

Parameters

reader The Networkreader to read from.

◆ Serialize()

```
override void Smooth.NetworkState.Serialize ( NetworkWriter writer )
```

inline

Serialize the message over the network.

Only sends what it needs and compresses floats if you chose to.

Parameters

writer The NetworkWriter to write to.

Member Data Documentation

◆ smoothSync

SmoothSync Smooth.NetworkState.smoothSync

The **SmoothSync** object associated with this **State**.

◆ state

State Smooth.NetworkState.state = new **State**()

The **State** that will be sent over the network