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...

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()

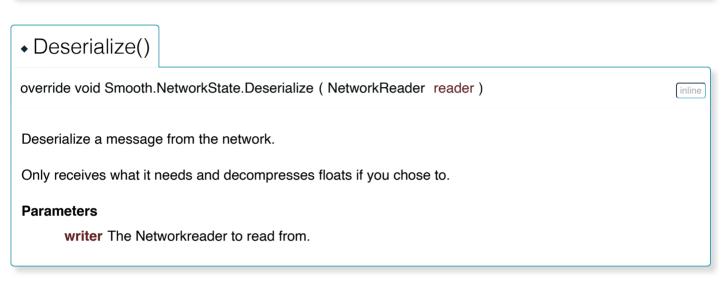
Smooth.NetworkState.NetworkState ()

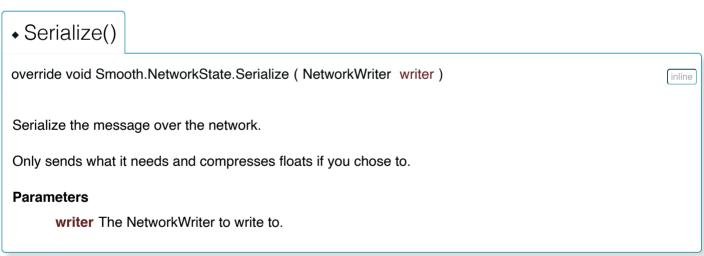
inline

Default contstructor, does nothing.

Member Function Documentation

◆ COPyFromSmoothSync() void Smooth.NetworkState.copyFromSmoothSync (SmoothSync smoothSyncScript) Copy the SmoothSync object to a NetworkState. Parameters smoothSyncScript The SmoothSync object





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