

Namespace HotUpdate

Classes

[UIButton](#)


Class UIButtons

Namespace: [HotUpdate](#)



Assembly: HotUpdate.dll

```
public class UIButtons : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [UIButtons](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#),
[MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) ,
[MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) ,
[MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) ,
[MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#),
[MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#),
[MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationTokens](#),
[MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#),
[Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) ,
[Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) ,
[Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) ,
[Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) ,
[Component.GetComponentInChildren<T>\(bool\)](#) ,
[Component.GetComponentInChildren<T>\(\)](#),
[Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) ,
[Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
[Component.GetComponentsInChildren<T>\(\)](#),
[Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#),
[Component.GetComponentsInParent\(Type, bool\)](#) ,
[Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) 

[Component.GetComponentInParent<T>\(bool, List<T>\)](#),
[Component.GetComponentInParent<T>\(\)](#), [Component.GetComponent\(Type\)](#),
[Component.GetComponent\(Type, List<Component>\)](#),
[Component.GetComponent<T>\(List<T>\)](#), [Component.GetComponent<T>\(\)](#),
[Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#),
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),
[Component.SendMessageUpwards\(string, object\)](#),
[Component.SendMessageUpwards\(string\)](#),
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#),
[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#),
[Object.InstantiateAsync<T>\(T, Transform\)](#), [Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int\)](#), [Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#),
[Object.Destroy\(Object\)](#), [Object.DestroyImmediate\(Object, bool\)](#),
[Object.DestroyImmediate\(Object\)](#), [Object.FindObjectsOfType\(Type\)](#),
[Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),

[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.FindObjectOfType<T>\(\)](#) , [Object.FindObjectOfType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,
[Object.hideFlags](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

playerIdInput

```
public InputField playerIdInput
```

Field Value

InputField

tokenInput

```
public InputField tokenInput
```

Field Value

InputField

worldIdInput

```
public InputField worldIdInput
```

Field Value

InputField

Methods

AddEntityBtnClick()

```
public void AddEntityBtnClick()
```

CreateWorldBtnClick()

```
public void CreateWorldBtnClick()
```

JoinGameBtnClick()

```
public void JoinGameBtnClick()
```

JoinWorldBtnClick()

```
public void JoinWorldBtnClick()
```

OnPlayerIdInputChanged()

```
public void OnPlayerIdInputChanged()
```

Namespace SyncerNet.Hotfix

Classes

[Entity](#)

[Game](#)

[NetworkClient](#)

网络客户端

[NetworkLoop](#)

[NetworkMessage](#)

这个类的数据结构和MemoryPack特性标签需要和服务端一致(函数除外)

[Syncer](#)

这个类的数据结构和MemoryPack特性标签需要和服务端一致(函数除外)

[World](#)

Structs

[DataPack](#)







Struct DataPack

Namespace: [SyncerNet.Hotfix](#)

Assembly: SyncerNet.Hotfix.dll

```
public struct DataPack
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

DataPack(int, ArraySegment<byte>, KcpChannel)

```
public DataPack(int netId, ArraySegment<byte> data, KcpChannel channel)
```

Parameters

netId [int](#)

data [ArraySegment](#) <[byte](#) >

channel KcpChannel

Fields

Channel

```
public KcpChannel Channel
```

Field Value

KcpChannel

Data

```
public ArraySegment<byte> Data
```

Field Value

[ArraySegment](#) <[byte](#)>

NetId

```
public int NetId
```

Field Value

[int](#)

Class Entity

Namespace: [SyncerNet.Hotfix](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class Entity : IMemoryPackable<Entity>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← Entity

Implements

IMemoryPackable<[Entity](#)>, IMemoryPackFormatterRegister

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint EntityIduint WorldIduint OwnerIdstring  
PrefabPathSystem.Collections.Concurrent.ConcurrentDictionary<System.Type,  
SyncerNet.Hotfix.Syncer> Syncers
```

Constructors

Entity(uint, uint, string, World)

```
public Entity(uint entityId, uint ownerId, string prefabPath, World world)
```

Parameters

entityId [uint](#) 

ownerId [uint](#) 

prefabPath [string](#)

world [World](#)

Fields

Initialized

```
[MemoryPackIgnore]  
public bool Initialized
```

Field Value

[bool](#)

World

```
[MemoryPackIgnore]  
public World World
```

Field Value

[World](#)

Properties

EntityId

```
public uint EntityId { get; set; }
```

Property Value

[uint](#)

GameObject

[MemoryPackIgnore]

```
public GameObject? GameObject { get; set; }
```

Property Value

GameObject

IsLocal

[MemoryPackIgnore]

```
public bool IsLocal { get; }
```

Property Value

[bool](#)

OwnerId

```
public uint OwnerId { get; set; }
```

Property Value

[uint](#)

PrefabPath

```
public string PrefabPath { get; set; }
```

Property Value

[string](#)

Syncers

```
public ConcurrentDictionary<Type, Syncer> Syncers { get; }
```

Property Value

[ConcurrentDictionary](#) <[Type](#), [Syncer](#)>

WorldId

```
public uint WorldId { get; set; }
```

Property Value

[uint](#)

Methods

AddOrSetSyncer<T>(T)

```
public void AddOrSetSyncer<T>(T tSyncer) where T : Syncer
```

Parameters

tSyncer T

Type Parameters

T

AddSyncer<T>()

```
public void AddSyncer<T>() where T : Syncer, new()
```

Type Parameters

T

Deserialize(ref MemoryPackReader, ref Entity?)

[Preserve]

```
public static void Deserialize(ref MemoryPackReader reader, ref Entity? value)
```

Parameters

reader MemoryPackReader

value [Entity](#)

Dispose()

```
public void Dispose()
```

GetSyncer<T>()

```
public T? GetSyncer<T>() where T : Syncer
```

Returns

T

Type Parameters

T

Initialize()

```
public void Initialize()
```

NetworkEarlyUpdate()

```
public void NetworkEarlyUpdate()
```

NetworkLateUpdate()

```
public void NetworkLateUpdate()
```

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

RemoveSyncer<T>()

```
public void RemoveSyncer<T>() where T : Syncer
```

Type Parameters

T

Reset()

```
public void Reset()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref Entity?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref
```

```
Entity? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [Entity](#)

Type Parameters

TBufferWriter

Class Game

Namespace: [SyncerNet.Hotfix](#)








Assembly: SyncerNet.Hotfix.dll

```
public class Game
```

Inheritance

[object](#)  ← Game

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#) 

Properties

Client

```
public NetworkClient Client { get; }
```

Property Value

[NetworkClient](#)

CurrentWorld

```
public World? CurrentWorld { get; }
```

Property Value

[World](#)

Instance


```
public static Game Instance { get; }
```

Property Value

[Game](#)

IsReady

```
public bool IsReady { get; }
```

Property Value

[bool](#)

StartCoroutineFunc

```
public Func<IEnumerator, Coroutine> StartCoroutineFunc { get; }
```

Property Value

[Func](#) <[IEnumerator](#), [Coroutine](#)>

Timeout

```
public int Timeout { get; set; }
```

Property Value

[int](#)

Worlds

```
public Dictionary<uint, World> Worlds { get; set; }
```

Property Value

[Dictionary](#) <[uint](#), [World](#)>

Methods

CreateWorld()

创建World

```
public Task<(bool, uint)> CreateWorld()
```

Returns

[Task](#) <([bool](#), [uint](#))>

(isSuccess,WorldId)

GetWorld(uint)

获取World,前提已经是加入这个World

```
public World? GetWorld(uint worldId)
```

Parameters

worldId [uint](#)

WorldId

Returns

[World](#)

JoinWorld(uint)

加入World

```
public Task<bool> JoinWorld(uint worldId)
```

Parameters

worldId [uint](#)

Returns

[Task](#) <[bool](#)>

isSuccess

LoadSceneForWorld(string, uint)

异步加载场景同时激活World

```
public SceneHandle? LoadSceneForWorld(string sceneLocation, uint worldId)
```

Parameters

sceneLocation [string](#)

场景路径

worldId [uint](#)

Returns

SceneHandle

SceneHandle可用于获取场景加载进度

NetworkEarlyUpdate()

```
public void NetworkEarlyUpdate()
```

NetworkLateUpdate()

```
public void NetworkLateUpdate()
```

StartCoroutine(IEnumerator)

可有可无的协程，基本用不上

```
public Coroutine StartCoroutine(IEnumerator routine)
```

Parameters

routine [IEnumerator](#)

Returns

Coroutine

TryJoinGame()

加入游戏。进行任何操作之前都应该先加入游戏。

```
public Task<bool> TryJoinGame()
```

Returns

[Task](#) <[bool](#) >

Class NetworkClient

Namespace: [SyncerNet.Hotfix](#)

Assembly: SyncerNet.Hotfix.dll
















网络客户端

```
public class NetworkClient : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [NetworkClient](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#),
[MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) ,
[MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerable\)](#) ,
[MonoBehaviour.StopCoroutine\(IEnumerable\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#),
[MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#),
[MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#),
[MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#),
[Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) ,
[Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) ,
[Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) ,
[Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) ,
[Component.GetComponentInChildren<T>\(bool\)](#) ,
[Component.GetComponentInChildren<T>\(\)](#),
[Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) ,
[Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
[Component.GetComponentsInChildren<T>\(\)](#),
[Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#),
[Component.GetComponentsInParent\(Type, bool\)](#) ,
[Component.GetComponentsInParent\(Type\)](#) 

[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) ,
 Component.GetComponentInParent<T>() , [Component.GetComponent\(Type\)](#) ,
[Component.GetComponent\(Type, List<Component>\)](#) ,
[Component.GetComponent<T>\(List<T>\)](#) , Component.GetComponent<T>() ,
 Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) ,
[Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
 Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) ,
 Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
 Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>,](#)
[ReadOnlySpan<Quaternion>\)](#) ,
 Object.Instantiate(Object, Vector3, Quaternion) ,
 Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
 Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
 Object.Instantiate<T>(T, Vector3, Quaternion) ,
 Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
 Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
 Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
 Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
 Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,

[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.FindObjectOfType<T>\(\)](#) , [Object.FindObjectOfType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,
[Object.hideFlags](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

FastResend

```
[Tooltip("KCP fastresend parameter. Faster resend for the cost of higher bandwidth. 0 in  
normal mode, 2 in turbo mode.")]  
public int FastResend
```

Field Value

[int](#)

Instance

```
public static NetworkClient? Instance
```

Field Value

[NetworkClient](#)

Interval

```
[Tooltip("KCP internal update interval. 100ms is KCP default, but a lower interval is recommended to minimize latency and to scale to more networked entities.")]  
public uint Interval
```

Field Value

[uint](#)

MaxRetransmits

```
[Tooltip("KCP will try to retransmit lost messages up to MaxRetransmit (aka dead_link) before disconnecting.")]  
public uint MaxRetransmits
```

Field Value

[uint](#)

NoDelay

```
[Tooltip("NoDelay is recommended to reduce latency. This also scales better without buffers getting full.")]  
public bool NoDelay
```

Field Value

[bool](#)

ReceiveWindowSize

```
[Tooltip("KCP window size can be modified to support higher loads. This also increases max message size.")]  
public uint ReceiveWindowSize
```

Field Value

[uint](#)

RecvBufferSize

[Tooltip("Socket receive buffer size. Large buffer helps support more connections. Increase operating system socket buffer size limits if needed.")]

public int RecvBufferSize

Field Value

[int](#)

SendBufferSize

[Tooltip("Socket send buffer size. Large buffer helps support more connections. Increase operating system socket buffer size limits if needed.")]

public int SendBufferSize

Field Value

[int](#)

SendWindowSize

[Tooltip("KCP window size can be modified to support higher loads.")]

public uint SendWindowSize

Field Value

[uint](#)

Timeout

[Tooltip("KCP timeout in milliseconds. Note that KCP sends a ping automatically.")]

```
public int Timeout
```

Field Value

[int](#)

address

```
public string address
```

Field Value

[string](#)

port

```
public ushort port
```

Field Value

[ushort](#)

Properties

Client

```
public KcpClient? Client { get; }
```

Property Value

KcpClient

Methods

Disconnect()

```
public void Disconnect()
```

NetworkEarlyUpdate()

在Unity的Update之前调用

```
public void NetworkEarlyUpdate()
```

NetworkLateUpdate()

在Unity的LateUpdate之后调用

```
public void NetworkLateUpdate()
```

Reconnect()

```
public void Reconnect()
```

Send(NetworkMessage, bool, int)

发送Message消息

```
public Task<NetworkMessage?> Send(NetworkMessage message, bool needToResponse = false, int timeout = 10000)
```

Parameters

message [NetworkMessage](#)

消息

needToResponse [bool](#)

是否需要响应

timeout [int](#)

响应超时时间

Returns

[Task](#) <[NetworkMessage](#)>

如果不需要响应，则返回null。如果需要响应，则在收到响应时返回响应消息，否则返回null。

StartCoroutine(IEnumerator)

```
public Coroutine StartCoroutine(IEnumerator routine)
```

Parameters

routine [IEnumerator](#)

Returns

Coroutine


Class NetworkLoop

Namespace: [SyncerNet.Hotfix](#)








Assembly: SyncerNet.Hotfix.dll

```
public static class NetworkLoop
```

Inheritance

[object](#)  ← NetworkLoop

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,
[object.ToString\(\)](#) 

Class NetworkMessage

Namespace: [SyncerNet.Hotfix](#)

Assembly: SyncerNet.Hotfix.dll

这个类的数据结构和MemoryPack特性标签需要和服务端一致(函数除外)

```
[MemoryPackable(GenerateType.Object)]  
[MemoryPackUnion(0, typeof(AddEntityMessage))]  
[MemoryPackUnion(1, typeof(AddEntityReqMessage))]  
[MemoryPackUnion(2, typeof(AddEntityRespMessage))]  
[MemoryPackUnion(3, typeof(CreateWorldReqMessage))]  
[MemoryPackUnion(4, typeof(CreateWorldRespMessage))]  
[MemoryPackUnion(5, typeof(JoinGameReqMessage))]  
[MemoryPackUnion(6, typeof(JoinGameRespMessage))]  
[MemoryPackUnion(7, typeof(JoinWorldReqMessage))]  
[MemoryPackUnion(8, typeof(JoinWorldRespMessage))]  
[MemoryPackUnion(9, typeof(RemoveEntityReqMessage))]  
[MemoryPackUnion(10, typeof(RemoveEntityRespMessage))]  
[MemoryPackUnion(11, typeof(SyncerMessage))]  
public abstract class NetworkMessage : IMemoryPackFormatterRegister
```

Inheritance

[object](#)  ← NetworkMessage








Implements

IMemoryPackFormatterRegister

Derived

[AddEntityMessage](#), [AddEntityReqMessage](#), [AddEntityRespMessage](#), [CreateWorldReqMessage](#),
[CreateWorldRespMessage](#), [JoinGameReqMessage](#), [JoinGameRespMessage](#),
[JoinWorldReqMessage](#), [JoinWorldRespMessage](#), [RemoveEntityReqMessage](#),
[RemoveEntityRespMessage](#), [SyncerMessage](#)

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,
[object.ToString\(\)](#) 

Fields

Id

```
public uint Id
```

Field Value

[uint](#)

IsResponse

```
public bool IsResponse
```

Field Value

[bool](#)

PlayerId

```
public uint PlayerId
```

Field Value

[uint](#)

Token

```
public string Token
```

Field Value

[string](#)

Methods

Process(Game, KcpChannel)

```
public abstract void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

[Preserve]

```
public static void RegisterFormatter()
```


Class Syncer

Namespace: [SyncerNet.Hotfix](#)

Assembly: SyncerNet.Hotfix.dll

这个类的数据结构和MemoryPack特性标签需要和服务端一致(函数除外)

```
[MemoryPackable(GenerateType.Object)]  
[MemoryPackUnion(0, typeof(AnimatorSyncer))]  
[MemoryPackUnion(1, typeof(TransformSyncer))]  
public abstract class Syncer : IMemoryPackFormatterRegister
```

Inheritance

[object](#)  ← Syncer








Implements

IMemoryPackFormatterRegister

Derived

[AnimatorSyncer](#), [TransformSyncer](#)

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,
[object.ToString\(\)](#) 

Fields

IsChanged

```
[MemoryPackIgnore]  
public bool IsChanged
```

Field Value

[bool](#) 

Methods

NetworkEarlyUpdate(Entity)

```
public virtual void NetworkEarlyUpdate(Entity entity)
```

Parameters

entity [Entity](#)

NetworkLateUpdate(Entity)

```
public virtual void NetworkLateUpdate(Entity entity)
```

Parameters

entity [Entity](#)

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

UpdateSyncer(Entity)

```
public abstract void UpdateSyncer(Entity entity)
```

Parameters

entity [Entity](#)

Class World

Namespace: [SyncerNet.Hotfix](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class World : IMemoryPackable<World>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← World

Implements

IMemoryPackable<[World](#)>, IMemoryPackFormatterRegister

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint WorldIdSystem.Collections.Concurrent.ConcurrentDictionary<uint,  
SyncerNet.Hotfix.Entity> Entities
```

Properties

Entities

```
public ConcurrentDictionary<uint, Entity> Entities { get; set; }
```

Property Value

[ConcurrentDictionary](#)  <[uint](#) , [Entity](#)>

IsActive

```
[MemoryPackIgnore]  
public bool IsActive { get; }
```

Property Value

[bool](#)

WorldId

```
public uint WorldId { get; set; }
```

Property Value

[uint](#)

Methods

Deserialize(ref MemoryPackReader, ref World?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref World? value)
```

Parameters

reader MemoryPackReader

value [World](#)

GetEntity(uint)

获取Entity

```
public Entity? GetEntity(uint id)
```

Parameters

id [uint](#)

Returns

[Entity](#)

NetworkEarlyUpdate()

```
public void NetworkEarlyUpdate()
```

NetworkLateUpdate()

```
public void NetworkLateUpdate()
```

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Reset()

重置World，移除所有已创建的Unity游戏对象（物体），不会移除Entity

```
public void Reset()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref World?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref
```

```
World? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [World](#)

Type Parameters

TBufferWriter

SetActive(bool)

设置World的启用状态。只有启用的World会进行网络同步。

```
public void SetActive(bool active)
```

Parameters

active [bool](#)

TryAddEntity(string)

添加Entity

```
public Task<(bool, uint)> TryAddEntity(string prefabPath = "")
```

Parameters

prefabPath [string](#)

Prefab路径，留空则不创建游戏对象

Returns

[Task](#) <([bool](#), [uint](#))>

(isSuccess,EntityId)

TryRemoveEntity(uint)

移除Entity

```
public Task<bool> TryRemoveEntity(uint entityId)
```

Parameters

entityId [uint](#)

Returns

[Task](#) <[bool](#)>

isSuccess

Namespace SyncerNet.Hotfix.Messages

Classes

[AddEntityMessage](#)

[AddEntityReqMessage](#)

[AddEntityRespMessage](#)

[CreateWorldReqMessage](#)

[CreateWorldRespMessage](#)

[JoinGameReqMessage](#)

[JoinGameRespMessage](#)

[JoinWorldReqMessage](#)

[JoinWorldRespMessage](#)

[RemoveEntityReqMessage](#)

[RemoveEntityRespMessage](#)

[SyncerMessage](#)

Class AddEntityMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class AddEntityMessage : NetworkMessage, IMemoryPackable<AddEntityMessage>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← AddEntityMessage

Implements

IMemoryPackable<[AddEntityMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#), [NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponseuint WorldIduint EntityIduint  
OwnerIdstring PrefabPath
```

Constructors

AddEntityMessage(uint, uint, uint, string)

```
public AddEntityMessage(uint worldId, uint entityId, uint ownerId, string prefabPath)
```

Parameters

worldId [uint](#) 

entityId [uint](#)

ownerId [uint](#)

prefabPath [string](#)

Fields

EntityId

```
public uint EntityId
```

Field Value

[uint](#)

OwnerId

```
public uint OwnerId
```

Field Value

[uint](#)

PrefabPath

```
public string PrefabPath
```

Field Value

[string](#)

WorldId

```
public uint WorldId
```

Field Value

[uint](#)

Methods

Deserialize(ref MemoryPackReader, ref AddEntity Message?)

[Preserve]

```
public static void Deserialize(ref MemoryPackReader reader, ref AddEntityMessage? value)
```

Parameters

reader MemoryPackReader

value [AddEntityMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

[Preserve]

```
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref AddEntityMessage?)

[Preserve]

```
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
AddEntityMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [AddEntityMessage](#)

Type Parameters

TBufferWriter

Class AddEntityReqMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]
```

```
public class AddEntityReqMessage : NetworkMessage, IMemoryPackable<AddEntityReqMessage>,
IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← AddEntityReqMessage

Implements

IMemoryPackable<[AddEntityReqMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#) , [NetworkMessage.PlayerId](#) , [NetworkMessage.Token](#) ,
[NetworkMessage.IsResponse](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  ,
[object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  ,
[object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponseuint WorldIduint OwnerIdstring PrefabPath
```

Constructors

AddEntityReqMessage(uint, uint, string)

```
public AddEntityReqMessage(uint worldId, uint ownerId, string prefabPath)
```

Parameters

worldId [uint](#) 

ownerId [uint](#) 

prefabPath [string](#)

Fields

OwnerId

`public uint OwnerId`

Field Value

[uint](#)

PrefabPath

`public string PrefabPath`

Field Value

[string](#)

WorldId

`public uint WorldId`

Field Value

[uint](#)

Methods

Deserialize(ref MemoryPackReader, ref AddEntityReq Message?)

[Preserve]

```
public static void Deserialize(ref MemoryPackReader reader, ref AddEntityReqMessage? value)
```

Parameters

reader MemoryPackReader

value [AddEntityReqMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

[Preserve]

```
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref AddEntityReqMessage?)

[Preserve]

```
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
AddEntityReqMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [AddEntityReqMessage](#)

Type Parameters

TBufferWriter

Class AddEntityRespMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]
```

```
public class AddEntityRespMessage : NetworkMessage, IMemoryPackable<AddEntityRespMessage>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← AddEntityRespMessage

Implements

IMemoryPackable<[AddEntityRespMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponsebool Successuint EntityId
```

Constructors

AddEntityRespMessage(bool, uint)

```
public AddEntityRespMessage(bool success, uint entityId)
```

Parameters

success [bool](#) 

entityId [uint](#) 

Fields

EntityId

```
public uint EntityId
```

Field Value

[uint](#)

Success

```
public bool Success
```

Field Value

[bool](#)

Methods

Deserialize(ref MemoryPackReader, ref AddEntityResp Message?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref AddEntityRespMessage? value)
```

Parameters

reader MemoryPackReader

value [AddEntityRespMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel [KcpChannel](#)

RegisterFormatter()

[Preserve]

```
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref AddEntityRespMessage?)

[Preserve]

```
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
AddEntityRespMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer [MemoryPackWriter<TBufferWriter>](#)

value [AddEntityRespMessage](#)

Type Parameters

[TBufferWriter](#)

Class CreateWorldReqMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class CreateWorldReqMessage : NetworkMessage, IMemoryPackable<CreateWorldReqMessage>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← CreateWorldReqMessage

Implements

IMemoryPackable<[CreateWorldReqMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponse
```

Methods

Deserialize(ref MemoryPackReader, ref CreateWorldReq Message?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref  
CreateWorldReqMessage? value)
```

Parameters

reader MemoryPackReader

value [CreateWorldReqMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref CreateWorldReqMessage?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
CreateWorldReqMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [CreateWorldReqMessage](#)

Type Parameters

TBufferWriter

Class CreateWorldRespMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class CreateWorldRespMessage : NetworkMessage,  
IMemoryPackable<CreateWorldRespMessage>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← CreateWorldRespMessage

Implements

IMemoryPackable<[CreateWorldRespMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponsebool Successuint WorldId
```

Constructors

CreateWorldRespMessage(bool, uint)

```
public CreateWorldRespMessage(bool success, uint worldId)
```

Parameters

success [bool](#) 

worldId [uint](#) 

Fields

Success

```
public bool Success
```

Field Value

[bool](#) 

WorldId

```
public uint WorldId
```

Field Value

[uint](#) 

Methods

Deserialize(ref MemoryPackReader, ref CreateWorldResp Message?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref  
CreateWorldRespMessage? value)
```

Parameters

reader MemoryPackReader

value [CreateWorldRespMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref CreateWorldRespMessage?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
CreateWorldRespMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [CreateWorldRespMessage](#)

Type Parameters

TBufferWriter

Class JoinGameReqMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]
```

```
public class JoinGameReqMessage : NetworkMessage, IMemoryPackable<JoinGameReqMessage>,  
IMemoryPackFormatterRegister
```








Inheritance

[object](#)  < [NetworkMessage](#) < JoinGameReqMessage

Implements

IMemoryPackable<[JoinGameReqMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponse
```

Methods

Deserialize(ref MemoryPackReader, ref JoinGameReqMessage?)

```
[Preserve]
```

```
public static void Deserialize(ref MemoryPackReader reader, ref JoinGameReqMessage? value)
```

Parameters

reader MemoryPackReader

value [JoinGameReqMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref JoinGameReqMessage?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
JoinGameReqMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [JoinGameReqMessage](#)

Type Parameters

TBufferWriter

Class JoinGameRespMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]
```

```
public class JoinGameRespMessage : NetworkMessage, IMemoryPackable<JoinGameRespMessage>,  
IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← JoinGameRespMessage

Implements

IMemoryPackable<[JoinGameRespMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponse
```

Constructors

JoinGameRespMessage()

```
public JoinGameRespMessage()
```

Methods

Deserialize(ref MemoryPackReader, ref JoinGameResp Message?)

[Preserve]

```
public static void Deserialize(ref MemoryPackReader reader, ref JoinGameRespMessage? value)
```

Parameters

reader MemoryPackReader

value [JoinGameRespMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

[Preserve]

```
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref JoinGameRespMessage?)

[Preserve]

```
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref JoinGameRespMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [JoinGameRespMessage](#)

Type Parameters

TBufferWriter

Class JoinWorldReqMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]
```

```
public class JoinWorldReqMessage : NetworkMessage, IMemoryPackable<JoinWorldReqMessage>,
IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← JoinWorldReqMessage

Implements

IMemoryPackable<[JoinWorldReqMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponseuint WorldId
```

Constructors

JoinWorldReqMessage(uint)

```
public JoinWorldReqMessage(uint worldId)
```

Parameters

worldId [uint](#) 

Fields

WorldId

```
public uint WorldId
```

Field Value

[uint](#)

Methods

Deserialize(ref MemoryPackReader, ref JoinWorldReq Message?)

```
[Preserve]
```

```
public static void Deserialize(ref MemoryPackReader reader, ref JoinWorldReqMessage? value)
```

Parameters

reader MemoryPackReader

value [JoinWorldReqMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref
MemoryPackWriter<TBufferWriter>, ref
JoinWorldReqMessage?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
JoinWorldReqMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [JoinWorldReqMessage](#)

Type Parameters

TBufferWriter

Class JoinWorldRespMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]
```

```
public class JoinWorldRespMessage : NetworkMessage, IMemoryPackable<JoinWorldRespMessage>,  
IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← JoinWorldRespMessage

Implements

IMemoryPackable<[JoinWorldRespMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponsebool SuccessSyncerNet.Hotfix.World World
```

Constructors

JoinWorldRespMessage(bool, World?)

```
public JoinWorldRespMessage(bool success, World? world)
```

Parameters

success [bool](#) 

world [World](#)

Fields

Success

```
public bool Success
```

Field Value

[bool](#) 

World

```
public World? World
```

Field Value

[World](#)

Methods

Deserialize(ref MemoryPackReader, ref JoinWorldResp Message?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref JoinWorldRespMessage? value)
```

Parameters

reader MemoryPackReader

value [JoinWorldRespMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel [KcpChannel](#)

RegisterFormatter()

[Preserve]

```
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref JoinWorldRespMessage?)

[Preserve]

```
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
JoinWorldRespMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer [MemoryPackWriter<TBufferWriter>](#)

value [JoinWorldRespMessage](#)

Type Parameters

[TBufferWriter](#)

Class RemoveEntityReqMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class RemoveEntityReqMessage : NetworkMessage,  
IMemoryPackable<RemoveEntityReqMessage>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← RemoveEntityReqMessage

Implements

IMemoryPackable<[RemoveEntityReqMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponseuint WorldIduint EntityId
```

Constructors

RemoveEntityReqMessage(uint, uint)

```
public RemoveEntityReqMessage(uint worldId, uint entityId)
```

Parameters

worldId [uint](#) 

entityId [uint](#) 

Fields

EntityId

```
public uint EntityId
```

Field Value

[uint](#)

WorldId

```
public uint WorldId
```

Field Value

[uint](#)

Methods

Deserialize(ref MemoryPackReader, ref RemoveEntityReq Message?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref  
RemoveEntityReqMessage? value)
```

Parameters

reader MemoryPackReader

value [RemoveEntityReqMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel [KcpChannel](#)

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref RemoveEntityReqMessage?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
RemoveEntityReqMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer [MemoryPackWriter<TBufferWriter>](#)

value [RemoveEntityReqMessage](#)

Type Parameters

[TBufferWriter](#)

Class RemoveEntityRespMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class RemoveEntityRespMessage : NetworkMessage,  
IMemoryPackable<RemoveEntityRespMessage>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  < [NetworkMessage](#) < RemoveEntityRespMessage

Implements

IMemoryPackable<[RemoveEntityRespMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#) , [NetworkMessage.PlayerId](#) , [NetworkMessage.Token](#) ,
[NetworkMessage.IsResponse](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  ,
[object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  ,
[object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponsebool Success
```

Constructors

RemoveEntityRespMessage(bool)

```
public RemoveEntityRespMessage(bool success)
```

Parameters

success [bool](#) 

Fields

Success

```
public bool Success
```

Field Value

[bool](#) 

Methods

Deserialize(ref MemoryPackReader, ref RemoveEntityResp Message?)

```
[Preserve]
```

```
public static void Deserialize(ref MemoryPackReader reader, ref RemoveEntityRespMessage? value)
```

Parameters

reader MemoryPackReader

value [RemoveEntityRespMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

[Preserve]

```
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref RemoveEntityRespMessage?)

[Preserve]

```
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
RemoveEntityRespMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [RemoveEntityRespMessage](#)

Type Parameters

TBufferWriter

Class SyncerMessage

Namespace: [SyncerNet.Hotfix.Messages](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class SyncerMessage : NetworkMessage, IMemoryPackable<SyncerMessage>,  
    IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [NetworkMessage](#) ← SyncerMessage

Implements

IMemoryPackable<[SyncerMessage](#)>, IMemoryPackFormatterRegister

Inherited Members

[NetworkMessage.Id](#), [NetworkMessage.PlayerId](#), [NetworkMessage.Token](#),
[NetworkMessage.IsResponse](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
uint Iduint PlayerIdstring Tokenbool IsResponseuint WorldIduint  
EntityIdSyncerNet.Hotfix.Syncer Syncer
```

Constructors

SyncerMessage(uint, uint, Syncer)

```
public SyncerMessage(uint worldId, uint entityId, Syncer syncer)
```

Parameters

worldId [uint](#) 

entityId [uint](#)

syncer [Syncer](#)

Fields

EntityId

```
public uint EntityId
```

Field Value

[uint](#)

Syncer

```
public Syncer Syncer
```

Field Value

[Syncer](#)

WorldId

```
public uint WorldId
```

Field Value

[uint](#)

Methods

Deserialize(ref MemoryPackReader, ref SyncerMessage?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref SyncerMessage? value)
```

Parameters

reader MemoryPackReader

value [SyncerMessage](#)

Process(Game, KcpChannel)

```
public override void Process(Game game, KcpChannel channel)
```

Parameters

game [Game](#)

channel KcpChannel

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref SyncerMessage?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
SyncerMessage? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [SyncerMessage](#)

Type Parameters

TBufferWriter

Namespace SyncerNet.Hotfix.Syncers

Classes

[AnimatorSyncer](#)

[TransformSyncer](#)

Class AnimatorSyncer

Namespace: [SyncerNet.Hotfix.Syncers](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class AnimatorSyncer : Syncer, IMemoryPackable<AnimatorSyncer>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  < [Syncer](#) < AnimatorSyncer

Implements

IMemoryPackable<[AnimatorSyncer](#)>, IMemoryPackFormatterRegister

Inherited Members

[Syncer.IsChanged](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
float _animatorSpeedint[] _intParametersfloat[] _floatParametersbool[] _boolParametersint[]  
_stateHashfloat[] _normalizedTimefloat[] _layerWeight
```

Methods

Deserialize(ref MemoryPackReader, ref AnimatorSyncer?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref AnimatorSyncer? value)
```

Parameters

reader MemoryPackReader

value [AnimatorSyncer](#)

NetworkEarlyUpdate(Entity)

```
public override void NetworkEarlyUpdate(Entity entity)
```

Parameters

entity [Entity](#)

NetworkLateUpdate(Entity)

```
public override void NetworkLateUpdate(Entity entity)
```

Parameters

entity [Entity](#)

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref AnimatorSyncer?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
AnimatorSyncer? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [AnimatorSyncer](#)

Type Parameters

TBufferWriter

UpdateSyncer(Entity)

```
public override void UpdateSyncer(Entity entity)
```

Parameters

entity [Entity](#)

Class TransformSyncer

Namespace: [SyncerNet.Hotfix.Syncers](#)

Assembly: SyncerNet.Hotfix.dll

```
[MemoryPackable(GenerateType.Object)]  
public class TransformSyncer : Syncer, IMemoryPackable<TransformSyncer>, IMemoryPackFormatterRegister
```








Inheritance

[object](#)  ← [Syncer](#) ← TransformSyncer

Implements

IMemoryPackable<[TransformSyncer](#)>, IMemoryPackFormatterRegister

Inherited Members

[Syncer.IsChanged](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Remarks

MemoryPack GenerateType: Object

```
UnityEngine.Vector3 _positionUnityEngine.Vector3 _eulerAnglesUnityEngine.Vector3 _localScale
```

Methods

Deserialize(ref MemoryPackReader, ref TransformSyncer?)

```
[Preserve]  
public static void Deserialize(ref MemoryPackReader reader, ref TransformSyncer? value)
```

Parameters

reader MemoryPackReader

value [TransformSyncer](#)

NetworkEarlyUpdate(Entity)

```
public override void NetworkEarlyUpdate(Entity entity)
```

Parameters

entity [Entity](#)

NetworkLateUpdate(Entity)

```
public override void NetworkLateUpdate(Entity entity)
```

Parameters

entity [Entity](#)

RegisterFormatter()

```
[Preserve]  
public static void RegisterFormatter()
```

Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter>, ref TransformSyncer?)

```
[Preserve]  
public static void Serialize<TBufferWriter>(ref MemoryPackWriter<TBufferWriter> writer, ref  
TransformSyncer? value) where TBufferWriter : class, IBufferWriter<byte>
```

Parameters

writer MemoryPackWriter<TBufferWriter>

value [TransformSyncer](#)

Type Parameters

TBufferWriter

UpdateSyncer(Entity)

```
public override void UpdateSyncer(Entity entity)
```

Parameters

entity [Entity](#)