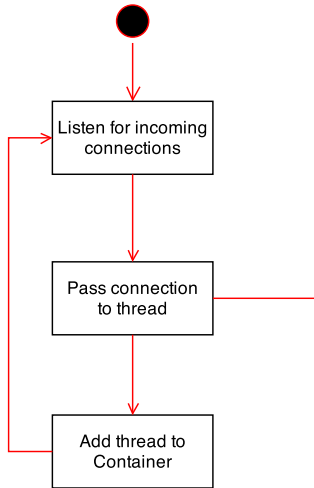


Main server thread



Receiver thread

