Server

SERVER

public:
Server(int)
~Server()
void start()

private:
rty::server::network::UdpServer _udpServer

UDP SERVER

public:
UdpServer(const int)
~UdpServer()
int waitForClients()
void connectClient(const
boost::asio::ip::udp::endpoint &)
void disconnectClient(char id);
void readCommand(const
boost::asio::ip::udp::endpoint &,
const std::string &)
void send(const boost::asio::ip::udp::endpoint &,
const std::string &)
void send(char, const std::string &)
void sendAll(const std::string &)
void sendStartingGame()
void sendLobbyInfo(int)
std::string readAll()
boost::optional<boost::system::error_code>
recvUntilTimeout(UDPEndpoint &, boost::array<char,
4096> &, int)
bool verifID(const boost::asio::ip::udp::endpoint
&, const char)
ServerPlayer getPlayers() const noexcept
void start()

private:
boost::asio::io_service _ioService
boost::asio::ip::udp::socket _socket
ServerPlayer _players
int _port
int _currentID