	Packet Name	Protocol		Input			Outputs			
		TCP	UDP	Tracker	Server	Client	Tracker	Server	Client	
Tracker	Ping	■			■			■		1 per 30 secs
	Pong	■			■			■		
	Tracker_Info	■						■	■	
	Register	■			■				■	
	Settings	■			■				■	
	Status	■			■				■	
Server	Ping	■	■	■		■	■		■	TCP->Tracker(1 per 30 secs) UDP->Client(1 per sec)
	Pong	■	■	■		■	■		■	TCP->Tracker UDP->Client (response to Ping)
	Quit	■				■			■	Client->Server->Other Clients
	Tracker_Info	■		■						
	Register	■					■			
	Settings	■				■	■		■	
	Status	■				■	■			
	Login	■				■			■	Client->Server->Other Clients
	Player	■				■			■	
	Chat	■				■			■	Client->Server->Other Clients
	Sync		■			■			■	(response to Sync)
	Turn		■			■			■	Client->Server->Other Clients
	AckTurn		■			■			■	(response to Turn)
	Start	■							■	Master Client->Server
	StartPos	■							■	
	Death	■							■	
	Score	■							■	
Client	Ping		■		■			■		1 per 5 secs
	Pong		■		■			■		
	Quit	■			■			■		
	Tracker_Info	■		■						
	Register	■		■						
	Settings	■		■	■			■		
	Status	■		■						
	Passwd	■						■		
	Login	■			■			■		
	Player	■			■					
	Chat	■			■			■		
	Sync		■		■					(response to Sync)
	Turn		■		■			■		(resent to Server until corrosponding AckTurn received)
	AckTurn		■		■			■		(respond to Turn from Server only)
	Start	■			■					
	StartPos	■			■					
	Death	■			■					
	Score	■			■					