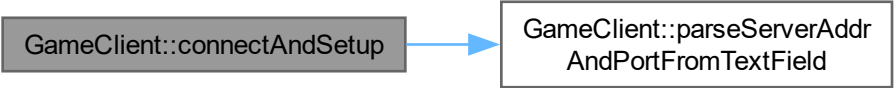


GameClient::connectAndSetup



```
graph LR; A[GameClient::connectAndSetup] --> B[GameClient::parseServerAddrAndPortFromTextField]
```

GameClient::parseServerAddr  
AndPortFromTextField