APacket {abstract}

- type : char

+	to_bytes ()	: std::array<char>
+	to_readable ()	: std::string
+	from_bytes (array<char>& bytes)	: void
+	from_readable (std::string json)	: void
#	to_byte_body ()	: std::array<char>
#	to_readable_body ()	: std::string
#	from_byte_body ()	: void
#	from_readable_body ()	: void

KeyStroke

- data : std::string

#	<<Override>>	to_byte_body ()	: std::array<char>
#	<<Override>>	to_readable_body ()	: std::string
#	<<Override>>	from_byte_body ()	: void
#	<<Override>>	from_readable_body ()	: void

MouseClick

- button : char
- positionX : short
- positionY : short

#	<<Override>>	to_byte_body ()	: std::array<char>
#	<<Override>>	to_readable_body ()	: std::string
#	<<Override>>	from_byte_body ()	: void
#	<<Override>>	from_readable_body ()	: void

ScreenShotRequest

#	<<Override>>	to_byte_body ()	: std::array<char>
#	<<Override>>	to_readable_body ()	: std::string
#	<<Override>>	from_byte_body ()	: void
#	<<Override>>	from_readable_body ()	: void

HandshakeResult

- success : char

#	<<Override>>	to_byte_body ()	: std::array<char>
#	<<Override>>	to_readable_body ()	: std::string
#	<<Override>>	from_byte_body ()	: void
#	<<Override>>	from_readable_body ()	: void

ScreenShot

- success : char
- data : std::string

#	<<Override>>	to_byte_body ()	: std::array<char>
#	<<Override>>	to_readable_body ()	: std::string
#	<<Override>>	from_byte_body ()	: void
#	<<Override>>	from_readable_body ()	: void

KillRequest

#	<<Override>>	to_byte_body ()	: std::array<char>
#	<<Override>>	to_readable_body ()	: std::string
#	<<Override>>	from_byte_body ()	: void
#	<<Override>>	from_readable_body ()	: void

KillConfirm

- success : char

#	<<Override>>	to_byte_body ()	: std::array<char>
#	<<Override>>	to_readable_body ()	: std::string
#	<<Override>>	from_byte_body ()	: void
#	<<Override>>	from_readable_body ()	: void