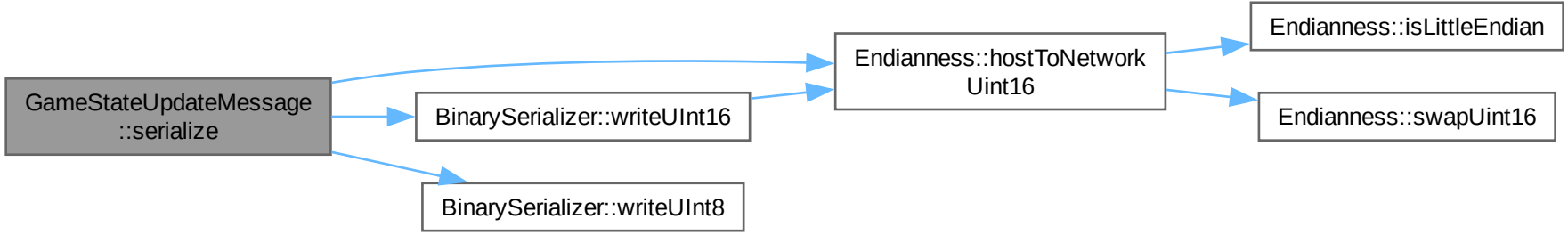
GameStateUpdateMessage
::serialize
BinarySerializer::writeUInt16
BinarySerializer::writeUInt8
Endianness::hostToNetwork
Uint16
Endianness::isLittleEndian
Endianness::swapUint16