

SettingsManager::loadEnv
Data_ErrFlip

```
graph LR; A[SettingsManager::loadEnv Data_ErrFlip] --> B[PacketManager::addMsgEvent_Random]; A --> C[SettingsManager::parserLong2 UInt32];
```

PacketManager::addMsgEvent
_Random

SettingsManager::parserLong2
UInt32