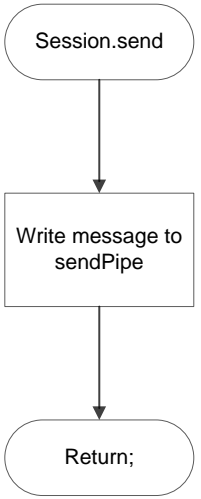
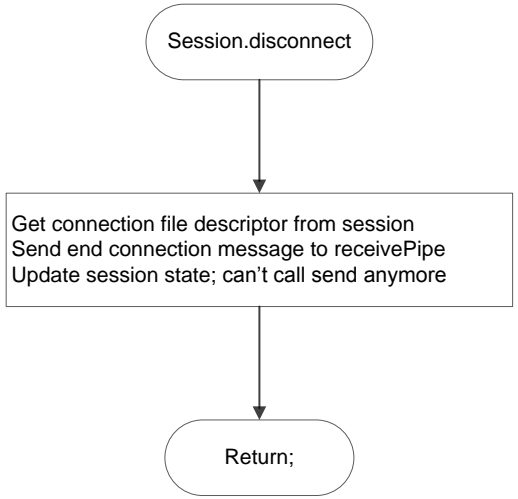
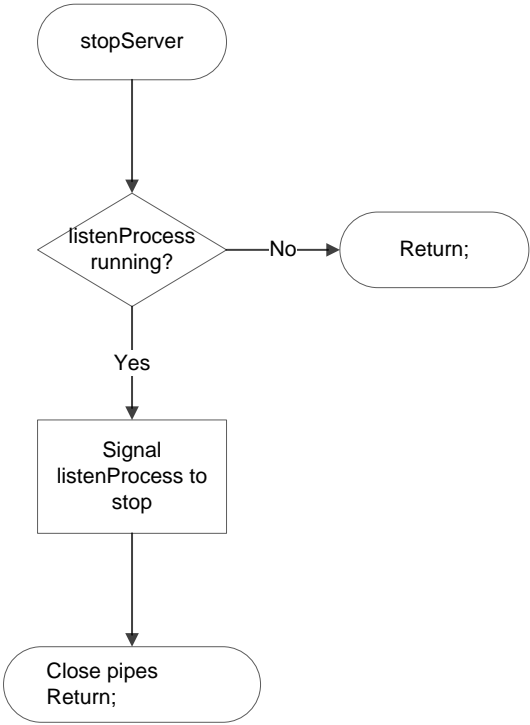
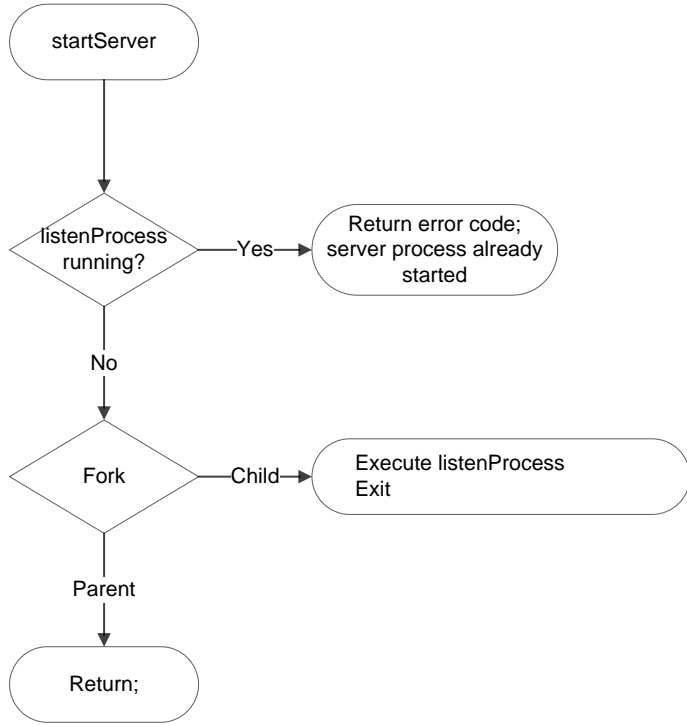
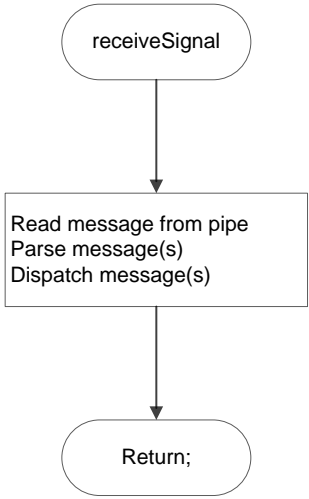
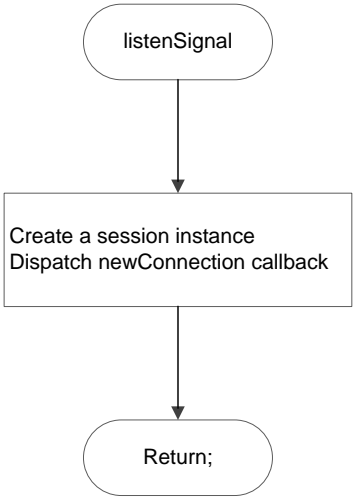
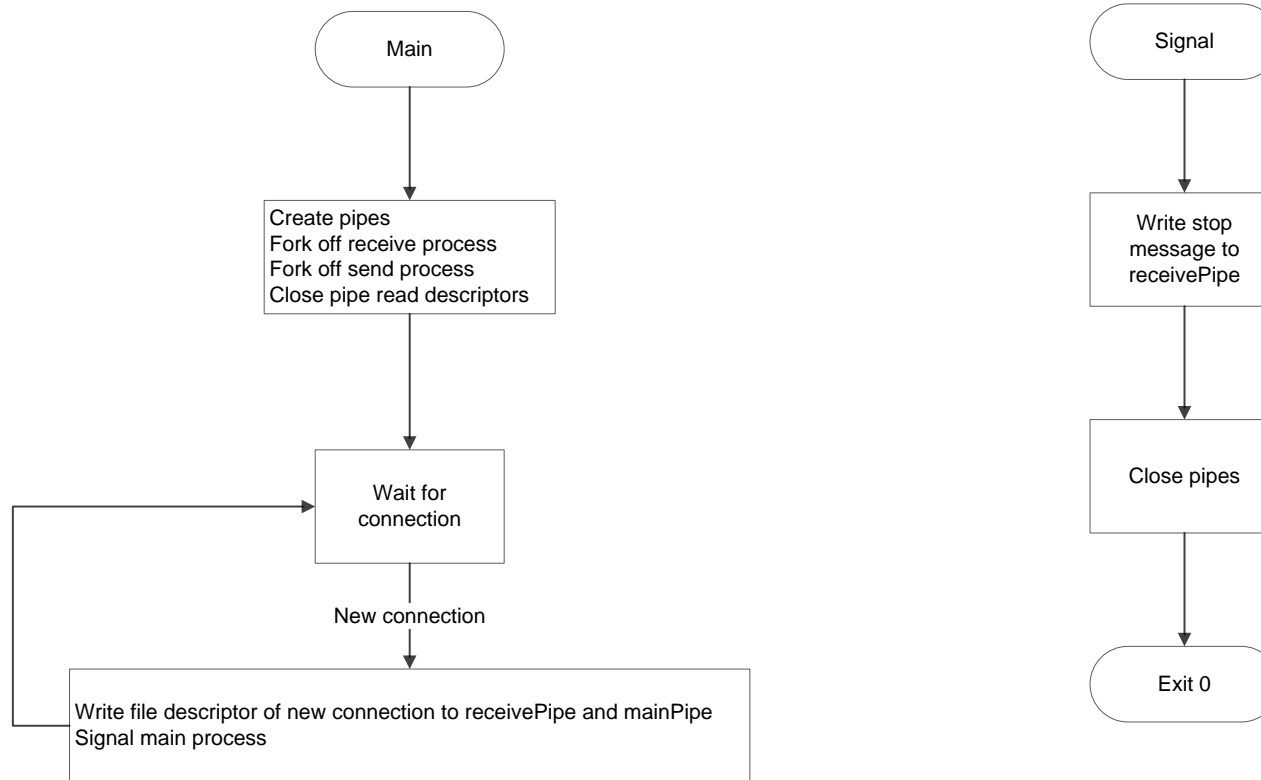


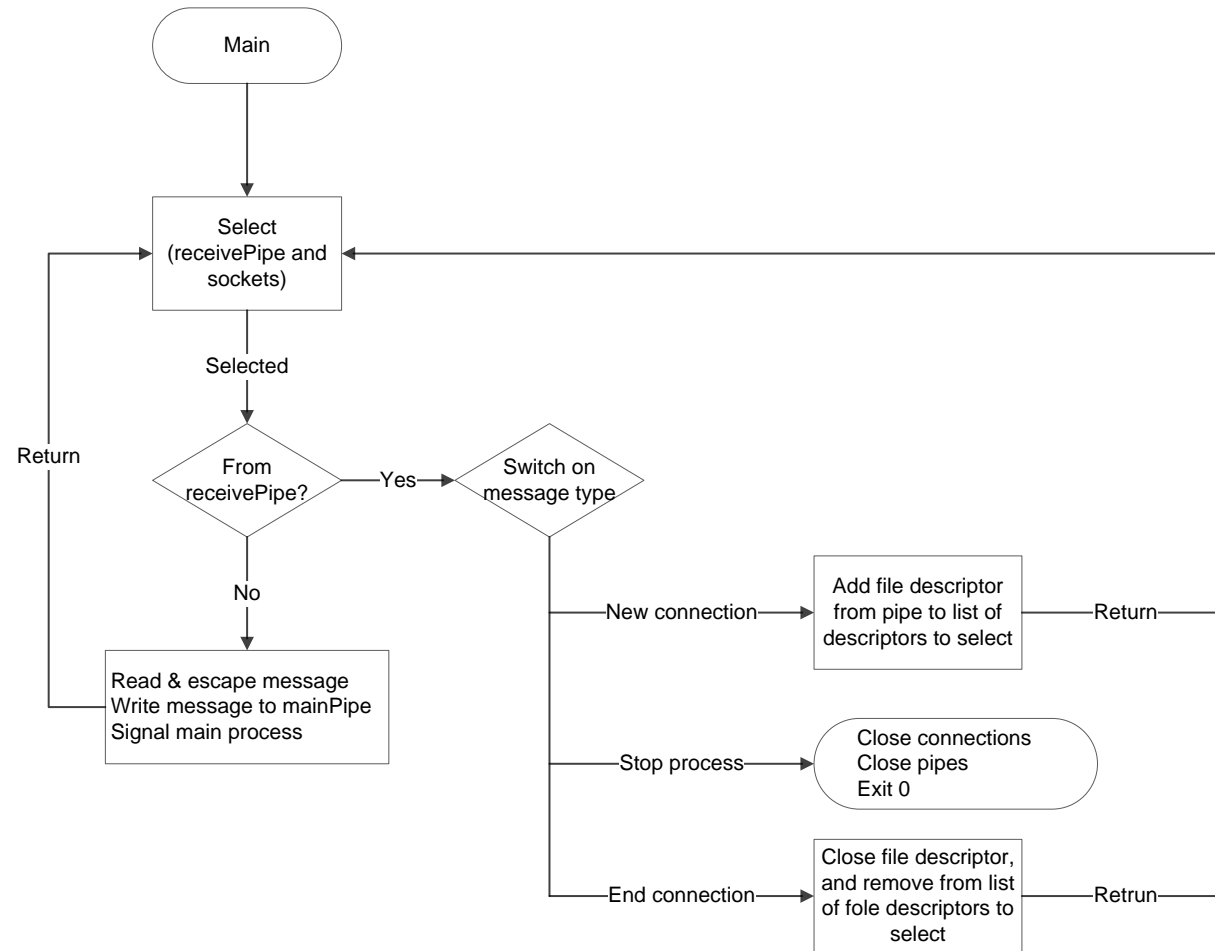
Functions used on game
logic's main thread



Listen process



Receive process



Send process

