

Game::startThread



```
graph LR; A[Game::startThread] --> B[Game::handleRead];
```

A flow diagram consisting of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'Game::startThread'. The right box is gray with a black border and contains the text 'Game::handleRead'. A blue arrow points from the right side of the first box to the left side of the second box.

Game::handleRead