


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 shaded gray and contains the text 'Game::startThread'. The right box is white and contains the text 'Game::handleRead'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Game::handleRead