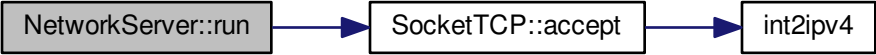


NetworkServer::run



```
graph LR; A[NetworkServer::run] --> B[SocketTCP::accept]; B --> C[int2ipv4];
```

SocketTCP::accept

int2ipv4