ContSelectInt

ViewContEventInt

ContSelect

- waitForNicknameRequest(PlayerV void
- waitingForColorRequest(PlayerVi void
- waitingForMap(PlayerVie void
- waitingForSkull(PlayerVie void
- waitForPing(PlayerVie void
- waitForOk(boolean
- waitForAmIFirstPlaye boolean
- waitForStartGameE NotifyReturn
- waitForNotifyReturnEven NotifyClient

ViewContEvent

- sendSkull(String void
- sendMap(String void
- sendColor(VCColor void
- sendNickname(VCLogi void
- sendNickname(Reconnecti void
- sendPong(void
- sendActionEv(ActionE void

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