

**File - Server.js**

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1 "E:\Program Files\JetBrains\WebStorm 2018.2.5\bin\runnerw.exe" "E:\Program Files\nodejs\node
2 .exe" "C:\Users\nnova\Documents\Random Projects\MindKnight-log\Server.js"
3 [LOG] Client socket connected.
4 2018.11.12 09:36:22: Connection was closed.
5 [LOG] game_close detected.
6 Client requested: /
7 Client requested: /css/reset.css
8 Client requested: /css/global.css
9 Client requested: /css/content.css
10 Client requested: /js/jquery.min.js
11 Client requested: /js/socket.js
12 Client requested: /js/client.js
13 [LOG] Client socket connected.
14 Client requested: /img/background.png
15 Initialize engine version: 2018.2.14f1 (3262fb3b0716)
16 [LOG] game_launch detected.
17 GfxDevice: creating device client; threaded=1
18 Direct3D:
19 Version: Direct3D 11.0 [level 11.1]
20 Renderer: NVIDIA GeForce GTX 980 Ti (ID=0x17c8)
21 Vendor:
22 VRAM: 6097 MB
23 Driver: 25.21.14.1616
24 Begin MonoManager ReloadAssembly
25 - Completed reload, in 0.090 seconds
26 <RI> Initializing input.
27
28 <RI> Input initialized.
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29
30 <RTI> Initialized touch support.
31
32 UnloadTime: 0.431104 ms
33 Unloading 6 Unused Serialized files (Serialized files now loaded: 0)
34 Setting up 4 worker threads for Enlighten.
35 Thread -> id: db0 -> priority: 1
36 Thread -> id: e54 -> priority: 1
37 Thread -> id: 34ac -> priority: 1
38 Thread -> id: 3ecc -> priority: 1
39 UnloadTime: 2.992390 ms
40 2018.11.12 11:44:26: Discord: init
41 2018.11.12 11:44:26: Loading Main menu Background
42
43 Unloading 60 unused Assets to reduce memory usage. Loaded Objects now: 1258.
44 Total: 1.090306 ms (FindLiveObjects: 0.531457 ms CreateObjectMapping: 0.048128 ms
45 MarkObjects: 0.446977 ms DeleteObjects: 0.063488 ms)
46
47 2018.11.12 11:44:28: Activate Main menu Background
48 2018.11.12 11:44:28: Background done, loading MainMenu
49 UnloadTime: 0.220928 ms
50
51 2018.11.12 11:44:28: System.Collections.Generic.List`1[Mindnight.EventManager+Event]
52
53 Unloading 4 unused Assets to reduce memory usage. Loaded Objects now: 11037.
54 Total: 3.403271 ms (FindLiveObjects: 1.159682 ms CreateObjectMapping: 0.084480 ms
55 MarkObjects: 2.139908 ms DeleteObjects: 0.019200 ms)
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56 2018.11.12 11:44:28: Destroying GameControl because it already existed.
57 2018.11.12 11:44:28: load skin colors
58 2018.11.12 11:44:28: load skin colors done
59 2018.11.12 11:44:28: Starting main menu
60 2018.11.12 11:44:28: MusicManager: start music Music
61 2018.11.12 11:44:28: Steam Manager Inialized
62 2018.11.12 11:44:28: Init Steam Avatar Async Loading
63 2018.11.12 11:44:28: Initialized False
64 2018.11.12 11:44:28: Connect, Current stateNotConnected
65 2018.11.12 11:44:28: Network state changed to: Connecting
66 2018.11.12 11:44:28: connecting to ws://173.212.195.37:6543/
67 2018.11.12 11:44:28: Network state changed to: Connected
68 2018.11.12 11:44:28: Sending PlayerInfoPacket:{ "Type":601, "Nickname": "2JJZ_4U", "SteamId": "76561198073023481" }

69 2018.11.12 11:44:28: Sending AuthorizationRequestPacket: { "Type": 801, "SteamTicket": "14000000CFE5734169484409F98BB806010015142E95B1800000001000000020000009706BE6B0000000007ABC9C000700000B200000003200000004000000000F98BB80601001001DE300A009706BE6B6D01A8C0000000009706BE6B00000000000F32DE55B73DD005C0100617003000000000002546D9190BE5988A59E71357D3D374CDC24546980CB6A2CAEE8203C863D9BC50615CB7AB021A585FB79ADD2492B9DF22C78940ABC5F1F6E5C98A1DF821FFEA0BE1D4552AA9208421C7075819D7AD429CBA7CB6762EF0C410C7D6D347D6C5E492A93C3A70CA59E25447AC98F84694FC19380F10CDD7459E5FEDCC0B6F0A9C5EE318", "ClientToken": "2.5-c1957bac-e290-11e8-9f32-f2801f1b9fd1" }

70 2018.11.12 11:44:28: connected
71 2018.11.12 11:44:28: Received EventInfo packet: { "Type": 3, "Events": [ ] }
72 2018.11.12 11:44:28: System.Collections.Generic.List`1[Mindnight.EventManager+Event]
73 2018.11.12 11:44:29: Received Achievements packet: { "Type": 607, "Achievements": [ { "achievementId": "10", "reward": 1000}, {"achievementId": "15", "reward": 1000}, {"achievementId": "44", "reward": 1000}, {"achievementId": "43", "reward": 250}, {"achievementId": "46", "reward": 10}, {"achievementId": "47", "reward": 20}, {"achievementId": "49", "reward": 25} ] }

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73 achievementId": "50", "reward": 100}, {"achievementId": "51", "reward": 50}, {"achievementId": "52",  
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74 2018.11.12 11:44:30: Received PlayerStats packet: {"Type": "602", "Stats": {"TimePlayed": 529377, "Credits": 1204, "Level": 30, "MaxLevel": 30, "EXP": 0, "MaxEXP": 11168, "GamesPlayedHacker": 173, "GamesPlayedAgent": 288, "GamesWonAgent": 102, "GamesLostHacker": 129, "GamesLostAgent": 159, "WordsWritten": 107383, "BadWordsWritten": 250, "CurrentWinStreak": 0, "BestWinStreak": 9, "MaxAchievements": 90, "MaxSkins": 46, "MaxEmojis": 20, "MaxGestures": 7, "ClaimedItems": ["61", "72", "70", "7", "66", "28", "57", "6", "27", "5", "26", "4", "25", "3", "24", "2", "23", "35", "34", "33", "22", "21", "20", "1"], "ClaimedAchievements": ["15", "10", "53", "89", "88", "57", "55", "50", "49", "48", "33", "81", "14", "9", "5", "75", "56", "52", "51", "47", "46", "31", "80", "79", "78", "43", "42", "41", "40", "39", "37", "36", "35", "34", "32", "29", "28", "27", "26", "25", "24", "23", "22", "21", "19", "18", "17", "16", "13", "12", "11", "8", "7", "6", "4", "3", "2", "1", "0"], "CurrentSkin": "72", "RandomNamePreference": 0, "AccountRoles": [0], "Muted": 0, "LongestGame": 3056, "ShortestGame": 192, "CustomGamesPlayed": 48, "CreditsObtained": 69604, "PlayersReported": 40, "ReportsReceived": 34, "LeavePenalties": 4, "BansReceived": 0, "BanAppreciation": false, "ItemOfTheWeek": 13, "ItemOfTheWeekTimeLeft": 1542050746, "ItemOfTheWeekSKU": 1008})
75 2018.11.12 11:44:30: Received AuthResponse packet: {"Type": 802}
76 2018.11.12 11:44:30: Network state changed to: Authorized
77 2018.11.12 11:44:30: Sending SteamFriendListPacket: {"Type": 701, "SteamIDs": ["76561197960459533", "76561197960512132", "76561197960535884", "76561197961174257", "76561197962025305", "76561197962038248", "76561197962085858", "76561197962853057", "76561197962859432", "76561197963839453", "76561197965025381", "76561197965210064", "76561197965226583", "76561197965353810", "76561197965920614", "76561197966546209", "76561197967457534", "76561197968569296", "76561197970757339", "76561197972585317", "76561197976474049", "76561197977169761", "76561197977185530", "76561197980010372", "76561197980258601", "76561197982192968", "76561197982834361", "76561197985016605", "76561197985837799", "76561197987653371", "76561197988205434", "76561197989708228", "76561197993402823", "76561197990900121", "76561197994406148", "76561197994406148"]

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78	2018.11.12 11:44:30: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":10,"PlayersOnlineSilver":5,"PlayersOnlineGold":11,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":16,"PublicCustomGames":0,"MaintenanceIn":-1}	
79	2018.11.12 11:44:30: Received News packet: {"Type":605,"News": [{"Title":"MAINFRAME","Category":0,"Link":"http://www.mindnightgame.com/mainframe/","ImageSrc":"http://www.mindnightgame.com/static/mainframe_update.png"}, {"Title":"CHANGELOG","Category":0,"Link":"https://store.steampowered.com/news/?appids=667870","ImageSrc":"#patchnotes"}, {"Title":"DISCORD","Category":0,"Link":"https://discord.gg/mindnight","ImageSrc":"#discord"}, {"Title":"PATREON","Category":0,"Link":"https://www.patreon.com/mindnight","ImageSrc":"#patreon"}, {"Title":"SPECIAL DEAL","Category":1,"Link":"","ImageSrc":""}]}]	
80	2018.11.12 11:44:30: Received Items packet: {"Type":613,"Items": [{"ItemId":1,"Name":"skin_default","Category":0,"Price":0,"UnlockLevel":0,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":2,"Name":"skin_cadet","Category":0,"Price":0,"UnlockLevel":5,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":3,"Name":"skin_ensign","Category":0,"Price":0,"UnlockLevel":10,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":4,"Name":"skin_lieutenant","Category":0,"Price":0,"UnlockLevel":15,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":5,"Name":"skin_sergeant","Category":0,"Price":0,"UnlockLevel":20,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":6,"Name":"skin_admiral","Category":0,"Price":0,"UnlockLevel":25,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":7,"Name":"skin_master","Category":0,"Price":0,"UnlockLevel":30,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":8,"Name":"skin_heckard","Category":0,"Price":2000,"UnlockLevel":0,"Premium":true,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":9,"Name":"skin_lin_baden","Category":0,"Price":2000,"UnlockLevel":0,"Premium":true,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":10,"Name":"skin_micky","Category":0,"Price":5000,"UnlockLevel":0,"Premium":true,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":11,"Name":"skin_loolee","Category":0,"Price":0,"Event":null,"EventEnd":null,"MadeBy":null}]}]	

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80 Premium":true,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null},{ "ItemId":64,"Name":  
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81 2018.11.12 11:44:30: Sending RequestUnlockAchievementsPacket: {"Type": 610}  
82 2018.11.12 11:44:30: Received PlayerFriendList packet: {"Type": 702,"FriendList": [{"SteamId":  
"76561198313654508","Status":5}, {"SteamId": "76561198066124937","Status":5}, {"SteamId": "  
765611998392766","Status":5}, {"SteamId": "76561198812796787","Status":5}, {"SteamId": "  
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File - Server.js

## File - Server.js

```

91   "Timestamp":1542021422}, {"Message": "come", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021424}, {"Message": "here 2 save the day", "SteamId": "76561198251408214", "Username": "Boner", "Roles": [0], "Timestamp": 1542021431}, {"Message": "oh jeez", "SteamId": "76561198251408214", "Username": "Boner", "Roles": [0], "Timestamp": 1542021440}, {"Message": "omg", "SteamId": "76561197990915722", "Username": "Karl\u266bss", "Roles": [0], "Timestamp": 1542021456}, {"Message": "cmon", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021460}, {"Message": "just one", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021463}, {"Message": "lest play", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021465}, {"Message": "guys", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021466}, {"Message": "gogogo 1 more", "SteamId": "76561198067826783", "Username": "Zombiez", "Roles": [0], "Timestamp": 1542021471}, {"Message": "poor guy died waiting", "SteamId": "76561198251408214", "Username": "Boner", "Roles": [0], "Timestamp": 1542021472}, {"Message": "come come", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021480}, {"Message": "go queue", "SteamId": "76561198280106410", "Username": "XxDarkGhostXX", "Roles": [0], "Timestamp": 1542022258}, {"Message": "3/5", "SteamId": "76561198280106410", "Username": "XxDarkGhostXX", "Roles": [0], "Timestamp": 1542022263} ] }

92 [LOG] game menu detected
93
94 2018.11.12 11:44:37: Resolution changed: 1920x1080 windowed
95 2018.11.12 11:44:37: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":10, "PlayersOnlineSilver":5, "PlayersPlayingGold":11, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingOther":21, "PublicCustomGames":0, "MaintenanceIn":-1}
96 2018.11.12 11:44:38: Resolution changed: 1920x1079 windowed
97 2018.11.12 11:44:38: Resolution changed: 1920x1078 windowed
98 2018.11.12 11:44:38: Resolution changed: 1920x1077 windowed
99 2018.11.12 11:44:38: Resolution changed: 1920x1074 windowed

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100 2018.11.12 11:44:38: Resolution changed: 1920x1073 windowed
101 2018.11.12 11:44:38: Resolution changed: 1920x1072 windowed
102 2018.11.12 11:44:38: Resolution changed: 1920x1071 windowed
103 2018.11.12 11:44:38: Received KeepAlive packet: {"Type": -1}
104 2018.11.12 11:44:38: Sending Packet: {"Type": -1}
105 2018.11.12 11:44:40: Resolution changed: 2560x1377 windowed
106 2018.11.12 11:44:42: Resolution changed: 1920x1071 windowed
107 2018.11.12 11:44:42: Resolution changed: 1920x1068 windowed
108 2018.11.12 11:44:42: Resolution changed: 1920x1063 windowed
109 2018.11.12 11:44:42: Resolution changed: 1920x1059 windowed
110 2018.11.12 11:44:42: Resolution changed: 1920x1052 windowed
111 2018.11.12 11:44:42: Resolution changed: 1920x1047 windowed
112 2018.11.12 11:44:42: Resolution changed: 1920x1041 windowed
113 2018.11.12 11:44:42: Resolution changed: 1920x1035 windowed
114 2018.11.12 11:44:43: Resolution changed: 1920x1030 windowed
115 2018.11.12 11:44:43: Resolution changed: 1920x1023 windowed
116 2018.11.12 11:44:43: Resolution changed: 1920x1016 windowed
117 2018.11.12 11:44:43: Resolution changed: 1920x1008 windowed
118 2018.11.12 11:44:43: Resolution changed: 1920x1000 windowed
119 2018.11.12 11:44:43: Resolution changed: 1920x989 windowed
120 2018.11.12 11:44:43: Resolution changed: 1920x981 windowed
121 2018.11.12 11:44:43: Resolution changed: 1920x963 windowed
122 2018.11.12 11:44:43: Resolution changed: 1920x946 windowed
123 2018.11.12 11:44:43: Resolution changed: 1920x927 windowed
124 2018.11.12 11:44:43: Resolution changed: 1920x908 windowed
125 2018.11.12 11:44:43: Resolution changed: 1920x891 windowed
126 2018.11.12 11:44:43: Resolution changed: 1920x875 windowed
127 2018.11.12 11:44:43: Resolution changed: 1920x865 windowed
128 2018.11.12 11:44:43: Resolution changed: 1920x854 windowed
```

## File - Server.js

129	2018.11.12	11:44:43:	Resolution changed:	1920x843	windowed
130	2018.11.12	11:44:43:	Resolution changed:	1920x839	windowed
131	2018.11.12	11:44:43:	Resolution changed:	1920x834	windowed
132	2018.11.12	11:44:43:	Resolution changed:	1920x831	windowed
133	2018.11.12	11:44:43:	Resolution changed:	1920x829	windowed
134	2018.11.12	11:44:43:	Resolution changed:	1920x826	windowed
135	2018.11.12	11:44:43:	Resolution changed:	1920x825	windowed
136	2018.11.12	11:44:43:	Resolution changed:	1920x823	windowed
137	2018.11.12	11:44:43:	Resolution changed:	1920x818	windowed
138	2018.11.12	11:44:43:	Resolution changed:	1920x811	windowed
139	2018.11.12	11:44:43:	Resolution changed:	1920x806	windowed
140	2018.11.12	11:44:43:	Resolution changed:	1920x796	windowed
141	2018.11.12	11:44:43:	Resolution changed:	1920x790	windowed
142	2018.11.12	11:44:43:	Resolution changed:	1920x774	windowed
143	2018.11.12	11:44:43:	Resolution changed:	1920x766	windowed
144	2018.11.12	11:44:43:	Resolution changed:	1920x756	windowed
145	2018.11.12	11:44:43:	Resolution changed:	1920x749	windowed
146					
147	2018.11.12	11:44:43:	Resolution changed:	1920x742	windowed
148	2018.11.12	11:44:43:	Resolution changed:	1920x736	windowed
149	2018.11.12	11:44:43:	Resolution changed:	1920x727	windowed
150	2018.11.12	11:44:43:	Resolution changed:	1920x716	windowed
151	2018.11.12	11:44:43:	Resolution changed:	1920x713	windowed
152	2018.11.12	11:44:43:	Resolution changed:	1920x712	windowed
153	2018.11.12	11:44:43:	Resolution changed:	1920x713	windowed
154	2018.11.12	11:44:44:	Resolution changed:	1920x722	windowed
155	2018.11.12	11:44:44:	Resolution changed:	1920x732	windowed
156	2018.11.12	11:44:44:	Resolution changed:	1920x810	windowed
157	2018.11.12	11:44:44:	Resolution changed:	1920x853	windowed

## File - Server.js

158	2018.11.12	11:44:44:	Resolution changed:	1920x890	windowed
159	2018.11.12	11:44:44:	Resolution changed:	1920x920	windowed
160	2018.11.12	11:44:44:	Resolution changed:	1920x948	windowed
161	2018.11.12	11:44:44:	Resolution changed:	1920x965	windowed
162	2018.11.12	11:44:44:	Resolution changed:	1920x988	windowed
163	2018.11.12	11:44:44:	Resolution changed:	1920x1003	windowed
164	2018.11.12	11:44:44:	Resolution changed:	1920x1018	windowed
165	2018.11.12	11:44:44:	Resolution changed:	1920x1024	windowed
166	2018.11.12	11:44:44:	Resolution changed:	1920x1032	windowed
167	2018.11.12	11:44:44:	Resolution changed:	1920x1035	windowed
168	2018.11.12	11:44:44:	Resolution changed:	1920x1040	windowed
169	2018.11.12	11:44:44:	Resolution changed:	1920x1041	windowed
170	2018.11.12	11:44:44:	Resolution changed:	1920x1040	windowed
171	2018.11.12	11:44:44:	Resolution changed:	1920x1039	windowed
172	2018.11.12	11:44:44:	Resolution changed:	1920x1036	windowed
173	2018.11.12	11:44:44:	Resolution changed:	1920x1033	windowed
174	2018.11.12	11:44:44:	Resolution changed:	1920x1023	windowed
175	2018.11.12	11:44:44:	Resolution changed:	1920x1014	windowed
176	2018.11.12	11:44:44:	Resolution changed:	1920x996	windowed
177	2018.11.12	11:44:44:	Resolution changed:	1920x982	windowed
178	2018.11.12	11:44:44:	Resolution changed:	1920x969	windowed
179	2018.11.12	11:44:44:	Resolution changed:	1920x957	windowed
180	2018.11.12	11:44:44:	Resolution changed:	1920x931	windowed
181	2018.11.12	11:44:44:	Resolution changed:	1920x915	windowed
182	2018.11.12	11:44:44:	Resolution changed:	1920x895	windowed
183	2018.11.12	11:44:44:	Resolution changed:	1920x884	windowed
184	2018.11.12	11:44:44:	Resolution changed:	1920x875	windowed
185	2018.11.12	11:44:44:	Resolution changed:	1920x866	windowed
186	2018.11.12	11:44:45:	Resolution changed:	1920x861	windowed

## File - Server.js

187	2018.11.12	11:44:45:	Resolution changed:	1920x857	windowed
188	2018.11.12	11:44:45:	Resolution changed:	1920x861	windowed
189	2018.11.12	11:44:45:	Resolution changed:	1920x869	windowed
190	2018.11.12	11:44:45:	Resolution changed:	1920x886	windowed
191	2018.11.12	11:44:45:	Resolution changed:	1920x911	windowed
192	2018.11.12	11:44:45:	Resolution changed:	1920x959	windowed
193	2018.11.12	11:44:45:	Resolution changed:	1920x964	windowed
194	2018.11.12	11:44:45:	Resolution changed:	1920x965	windowed
195	2018.11.12	11:44:47:	Resolution changed:	1912x965	windowed
196	2018.11.12	11:44:47:	Resolution changed:	1896x966	windowed
197	2018.11.12	11:44:47:	Resolution changed:	1848x969	windowed
198	2018.11.12	11:44:47:	Resolution changed:	1814x971	windowed
199	2018.11.12	11:44:47:	Resolution changed:	1748x974	windowed
200	2018.11.12	11:44:47:	Resolution changed:	1655x975	windowed
201	2018.11.12	11:44:47:	Resolution changed:	1578x976	windowed
202					
203	2018.11.12	11:44:47:	Resolution changed:	1464x985	windowed
204	2018.11.12	11:44:47:	Resolution changed:	1383x990	windowed
205	2018.11.12	11:44:47:	Resolution changed:	1277x980	windowed
206	2018.11.12	11:44:47:	Resolution changed:	1218x972	windowed
207	2018.11.12	11:44:47:	Resolution changed:	1139x982	windowed
208	2018.11.12	11:44:47:	Resolution changed:	1075x997	windowed
209	2018.11.12	11:44:47:	Resolution changed:	1022x1004	windowed
210	2018.11.12	11:44:47:	Resolution changed:	990x1006	windowed
211	2018.11.12	11:44:47:	Resolution changed:	978x1006	windowed
212	2018.11.12	11:44:47:	Resolution changed:	974x1003	windowed
213	2018.11.12	11:44:47:	Resolution changed:	972x1001	windowed
214	2018.11.12	11:44:47:	Resolution changed:	969x999	windowed
215	2018.11.12	11:44:47:	Resolution changed:	967x999	windowed

**File - Server.js**

21	6	2018	11	12	11:44:47:	Resolution changed:	965x999 windowed
21	7	2018	11	12	11:44:47:	Resolution changed:	954x1001 windowed
21	8	2018	11	12	11:44:47:	Resolution changed:	936x1000 windowed
21	9	2018	11	12	11:44:47:	Resolution changed:	910x997 windowed
22	0	2018	11	12	11:44:47:	Resolution changed:	869x994 windowed
22	1	2018	11	12	11:44:47:	Resolution changed:	833x994 windowed
22	2	2018	11	12	11:44:47:	Resolution changed:	780x994 windowed
22	3	2018	11	12	11:44:47:	Resolution changed:	745x995 windowed
22	4	2018	11	12	11:44:47:	Resolution changed:	685x997 windowed
22	5	2018	11	12	11:44:47:	Resolution changed:	630x999 windowed
22	6	2018	11	12	11:44:47:	Resolution changed:	589x1000 windowed
22	7	2018	11	12	11:44:47:	Resolution changed:	565x1001 windowed
22	8	2018	11	12	11:44:47:	Resolution changed:	534x1001 windowed
22	9	2018	11	12	11:44:47:	Resolution changed:	513x1001 windowed
23	0	2018	11	12	11:44:47:	Resolution changed:	498x1001 windowed
23	1	2018	11	12	11:44:47:	Resolution changed:	490x1000 windowed
23	2	2018	11	12	11:44:47:	Resolution changed:	489x1000 windowed
23	3	2018	11	12	11:44:48:	Resolution changed:	495x998 windowed
23	4	2018	11	12	11:44:48:	Resolution changed:	503x996 windowed
23	5	2018	11	12	11:44:48:	Resolution changed:	512x994 windowed
23	6	2018	11	12	11:44:48:	Resolution changed:	522x992 windowed
23	7	2018	11	12	11:44:48:	Resolution changed:	533x991 windowed
23	8	2018	11	12	11:44:48:	Resolution changed:	542x990 windowed
23	9	2018	11	12	11:44:48:	Resolution changed:	551x989 windowed
24	0	2018	11	12	11:44:48:	Resolution changed:	554x989 windowed
24	1	2018	11	12	11:44:48:	Resolution changed:	555x989 windowed
24	2	2018	11	12	11:44:48:	Resolution changed:	556x989 windowed
24	3	2018	11	12	11:44:48:	Resolution changed:	557x989 windowed
24	4	2018	11	12	11:44:48:	Resolution changed:	562x988 windowed

## File - Server.js

```
245 2018-11-12 11:44:48: Resolution changed: 568x986 windowed
246 2018-11-12 11:44:48: Resolution changed: 594x980 windowed
247 2018-11-12 11:44:48: Resolution changed: 635x968 windowed
248 2018-11-12 11:44:48: Resolution changed: 719x938 windowed
249 2018-11-12 11:44:48: Resolution changed: 830x900 windowed
250 2018-11-12 11:44:48: Resolution changed: 908x884 windowed
251 2018-11-12 11:44:48: Resolution changed: 989x870 windowed
252 2018-11-12 11:44:48: Resolution changed: 1092x852 windowed
253 2018-11-12 11:44:48: Resolution changed: 1176x839 windowed
254 2018-11-12 11:44:48: Resolution changed: 1252x820 windowed
255 2018-11-12 11:44:48: Resolution changed: 1288x803 windowed
256 2018-11-12 11:44:48: Resolution changed: 1330x778 windowed
257 2018-11-12 11:44:48: Resolution changed: 1370x755 windowed
258 2018-11-12 11:44:48: Resolution changed: 1401x736 windowed
259 2018-11-12 11:44:48: Resolution changed: 1418x724 windowed
260 2018-11-12 11:44:48: Resolution changed: 1460x698 windowed
261 2018-11-12 11:44:48: Resolution changed: 1492x682 windowed
262 2018-11-12 11:44:48: Resolution changed: 1538x663 windowed
263 2018-11-12 11:44:48: Resolution changed: 1562x655 windowed
264 2018-11-12 11:44:48: Resolution changed: 1589x647 windowed
265 2018-11-12 11:44:48: Received KeepAlive packet: {"Type": -1}
266 2018-11-12 11:44:48: Sending Packet: {"Type": -1}
267 2018-11-12 11:44:48: Resolution changed: 1619x642 windowed
268 2018-11-12 11:44:48: Resolution changed: 1634x641 windowed
269 2018-11-12 11:44:48: Resolution changed: 1640x641 windowed
270 2018-11-12 11:44:48: Resolution changed: 1641x641 windowed
271 2018-11-12 11:44:49: Resolution changed: 1643x640 windowed
272 2018-11-12 11:44:49: Resolution changed: 1645x639 windowed
273 2018-11-12 11:44:49: Resolution changed: 1648x638 windowed
```

## File - Server.js

274	2018.11.12	11:44:49:	Resolution changed:	1651x636	windowed
275	2018.11.12	11:44:49:	Resolution changed:	1654x635	windowed
276	2018.11.12	11:44:49:	Resolution changed:	1657x633	windowed
277	2018.11.12	11:44:49:	Resolution changed:	1660x632	windowed
278	2018.11.12	11:44:49:	Resolution changed:	1667x630	windowed
279	2018.11.12	11:44:49:	Resolution changed:	1673x627	windowed
280	2018.11.12	11:44:49:	Resolution changed:	1689x621	windowed
281	2018.11.12	11:44:49:	Resolution changed:	1705x615	windowed
282	2018.11.12	11:44:49:	Resolution changed:	1737x602	windowed
283	2018.11.12	11:44:49:	Resolution changed:	1757x592	windowed
284	2018.11.12	11:44:49:	Resolution changed:	1779x580	windowed
285	2018.11.12	11:44:49:	Resolution changed:	1804x559	windowed
286	2018.11.12	11:44:49:	Resolution changed:	1813x549	windowed
287	2018.11.12	11:44:49:	Resolution changed:	1820x540	windowed
288	2018.11.12	11:44:49:	Resolution changed:	1825x535	windowed
289	2018.11.12	11:44:49:	Resolution changed:	1824x547	windowed
290	2018.11.12	11:44:49:	Resolution changed:	1822x564	windowed
291	2018.11.12	11:44:49:	Resolution changed:	1820x587	windowed
292	2018.11.12	11:44:49:	Resolution changed:	1819x619	windowed
293	2018.11.12	11:44:49:	Resolution changed:	1821x689	windowed
294	2018.11.12	11:44:49:	Resolution changed:	1823x731	windowed
295	2018.11.12	11:44:49:	Resolution changed:	1828x777	windowed
296	2018.11.12	11:44:49:	Resolution changed:	1832x817	windowed
297	2018.11.12	11:44:49:	Resolution changed:	1840x868	windowed
298	2018.11.12	11:44:49:	Resolution changed:	1846x895	windowed
299	2018.11.12	11:44:49:	Resolution changed:	1854x921	windowed
300	2018.11.12	11:44:49:	Resolution changed:		
301	2018.11.12	11:44:49:	Resolution changed:		
302	2018.11.12	11:44:49:	Resolution changed:		

```
303 2018.11.12 11:44:49: Resolution changed: 1862x947 windowed
304 2018.11.12 11:44:49: Resolution changed: 1865x953 windowed
305 2018.11.12 11:44:49: Resolution changed: 1865x954 windowed
306 2018.11.12 11:44:50: Resolution changed: 1866x954 windowed
307 2018.11.12 11:44:50: Resolution changed: 1865x956 windowed
308 2018.11.12 11:44:50: Resolution changed: 1864x959 windowed
309
310 2018.11.12 11:44:50: Resolution changed: 1861x970 windowed
311 2018.11.12 11:44:50: Resolution changed: 1857x983 windowed
312 2018.11.12 11:44:50: Resolution changed: 1849x1006 windowed
313 2018.11.12 11:44:50: Resolution changed: 1844x1021 windowed
314 2018.11.12 11:44:50: Resolution changed: 1842x1029 windowed
315 2018.11.12 11:44:50: Resolution changed: 1840x1036 windowed
316 2018.11.12 11:44:50: Resolution changed: 1838x1050 windowed
317 2018.11.12 11:44:50: Resolution changed: 1837x1056 windowed
318 2018.11.12 11:44:53: Resolution changed: 2560x1440 fullscreen
319 2018.11.12 11:44:58: Received KeepAlive packet: {"Type": -1}
320 2018.11.12 11:44:58: Sending Packet: {"Type": -1}
321 2018.11.12 11:45:08: Received KeepAlive packet: {"Type": -1}
322 2018.11.12 11:45:08: Sending Packet: {"Type": -1}
323 2018.11.12 11:45:09: Resolution changed: 2560x1440 windowed
324 2018.11.12 11:45:14: Resolution changed: 2560x1377 windowed
325 2018.11.12 11:45:18: Received KeepAlive packet: {"Type": -1}
326 2018.11.12 11:45:18: Sending Packet: {"Type": -1}
327 2018.11.12 11:45:21: Resolution changed: 1920x1440 windowed
328 2018.11.12 11:45:25: Resolution changed: 720x720 windowed
329 2018.11.12 11:45:27: Resolution changed: 2560x1440 windowed
330 2018.11.12 11:45:28: Received KeepAlive packet: {"Type": -1}
331 2018.11.12 11:45:28: Sending Packet: {"Type": -1}
```

## File - Server.js

332	2018.11.12 11:45:31:	Resolution changed:	720x720	windowed
333	2018.11.12 11:45:33:	Resolution changed:	719x720	windowed
334	2018.11.12 11:45:33:	Resolution changed:	717x718	windowed
335	2018.11.12 11:45:33:	Resolution changed:	711x713	windowed
336	2018.11.12 11:45:33:	Resolution changed:	700x708	windowed
337	2018.11.12 11:45:33:	Resolution changed:	690x701	windowed
338	2018.11.12 11:45:33:	Resolution changed:	684x697	windowed
339	2018.11.12 11:45:33:	Resolution changed:	679x692	windowed
340	2018.11.12 11:45:33:	Resolution changed:	675x687	windowed
341	2018.11.12 11:45:33:	Resolution changed:	671x681	windowed
342	2018.11.12 11:45:33:	Resolution changed:	667x675	windowed
343	2018.11.12 11:45:33:	Resolution changed:	662x667	windowed
344	2018.11.12 11:45:33:	Resolution changed:	659x661	windowed
345	2018.11.12 11:45:33:	Resolution changed:	656x656	windowed
346	2018.11.12 11:45:33:	Resolution changed:	653x651	windowed
347	2018.11.12 11:45:33:	Resolution changed:	649x646	windowed
348	2018.11.12 11:45:33:	Resolution changed:	641x635	windowed
349	2018.11.12 11:45:33:	Resolution changed:	634x625	windowed
350	2018.11.12 11:45:33:	Resolution changed:	623x610	windowed
351	2018.11.12 11:45:33:	Resolution changed:	609x597	windowed
352	2018.11.12 11:45:33:	Resolution changed:	598x589	windowed
353	2018.11.12 11:45:34:	Resolution changed:	587x581	windowed
354	2018.11.12 11:45:34:	Resolution changed:	581x574	windowed
355	2018.11.12 11:45:34:	Resolution changed:	577x555	windowed
356	2018.11.12 11:45:34:	Resolution changed:	581x544	windowed
357	2018.11.12 11:45:34:	Resolution changed:	592x533	windowed
358	2018.11.12 11:45:34:	Resolution changed:	618x512	windowed
359	2018.11.12 11:45:34:	Resolution changed:	650x490	windowed
360	2018.11.12 11:45:34:	Resolution changed:	674x474	windowed

361	2018.11.12 11:45:34:	Resolution changed:	705x456	windowed
362	2018.11.12 11:45:34:	Resolution changed:	729x442	windowed
363	2018.11.12 11:45:34:	Resolution changed:	748x434	windowed
364	2018.11.12 11:45:34:	Resolution changed:	765x429	windowed
365	2018.11.12 11:45:34:	Resolution changed:	783x423	windowed
366	2018.11.12 11:45:34:	Resolution changed:	799x417	windowed
367	2018.11.12 11:45:34:	Resolution changed:	819x413	windowed
368	2018.11.12 11:45:34:	Resolution changed:	857x415	windowed
369	2018.11.12 11:45:34:	Resolution changed:	887x425	windowed
370	2018.11.12 11:45:34:	Resolution changed:	909x439	windowed
371	2018.11.12 11:45:34:	Resolution changed:	927x456	windowed
372	2018.11.12 11:45:34:	Resolution changed:	944x480	windowed
373	2018.11.12 11:45:34:	Resolution changed:	959x503	windowed
374	2018.11.12 11:45:34:	Resolution changed:	977x536	windowed
375	2018.11.12 11:45:34:	Resolution changed:	996x570	windowed
376	2018.11.12 11:45:34:	Resolution changed:	1015x603	windowed
377	2018.11.12 11:45:34:	Resolution changed:	1033x630	windowed
378	2018.11.12 11:45:34:	Resolution changed:	1042x642	windowed
379	2018.11.12 11:45:34:	Resolution changed:	1050x652	windowed
380	2018.11.12 11:45:34:	Resolution changed:	1055x658	windowed
381	2018.11.12 11:45:34:	Resolution changed:	1057x662	windowed
382	2018.11.12 11:45:34:	Resolution changed:	1061x669	windowed
383	2018.11.12 11:45:34:	Resolution changed:	1067x679	windowed
384	2018.11.12 11:45:34:	Resolution changed:	1071x686	windowed
385	2018.11.12 11:45:34:	Resolution changed:	1076x693	windowed
386	2018.11.12 11:45:34:	Resolution changed:	1081x701	windowed
387	2018.11.12 11:45:34:	Resolution changed:	1089x711	windowed
388	2018.11.12 11:45:34:	Resolution changed:	1098x724	windowed
389	2018.11.12 11:45:34:	Resolution changed:	1107x736	windowed

## File - Server.js

```
390 2018.11.12 11:45:34: Resolution changed: 1120x752 windowed
391 2018.11.12 11:45:34: Resolution changed: 1128x760 windowed
392 2018.11.12 11:45:34: Resolution changed: 1142x771 windowed
393 2018.11.12 11:45:34: Resolution changed: 1151x778 windowed
394 2018.11.12 11:45:34: Resolution changed: 1167x788 windowed
395 2018.11.12 11:45:34: Resolution changed: 1180x795 windowed
396 2018.11.12 11:45:34: Resolution changed: 1199x803 windowed
397 2018.11.12 11:45:34: Resolution changed: 1219x812 windowed
398 2018.11.12 11:45:34: Resolution changed: 1233x817 windowed
399 2018.11.12 11:45:34: Resolution changed: 1261x827 windowed
400 2018.11.12 11:45:35: Resolution changed: 1275x832 windowed
401
402 2018.11.12 11:45:35: Resolution changed: 1298x843 windowed
403 2018.11.12 11:45:35: Resolution changed: 1309x850 windowed
404 2018.11.12 11:45:35: Resolution changed: 1323x859 windowed
405 2018.11.12 11:45:35: Resolution changed: 1332x865 windowed
406 2018.11.12 11:45:35: Resolution changed: 1336x867 windowed
407 2018.11.12 11:45:35: Resolution changed: 1338x868 windowed
408 2018.11.12 11:45:36: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":9,"PlayersOnlineSilver":6,"PlayersOnlineGold":11,"PlayersPlayingBronze":0,"
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":21,"PublicCustomGames
":0,"MaintenanceIn":-1}
409 2018.11.12 11:45:38: Resolution changed: 1344x863 windowed
410 2018.11.12 11:45:38: Resolution changed: 1359x850 windowed
411 2018.11.12 11:45:38: Resolution changed: 1387x827 windowed
412 2018.11.12 11:45:38: Resolution changed: 1414x816 windowed
413 2018.11.12 11:45:38: Resolution changed: 1451x807 windowed
414 2018.11.12 11:45:38: Resolution changed: 1505x796 windowed
415 2018.11.12 11:45:38: Resolution changed: 1537x789 windowed
```

## File - Server.js

```
41 6 2018.11.12 11:45:38: Resolution changed: 1585x773 windowed
41 7 2018.11.12 11:45:38: Resolution changed: 1642x748 windowed
41 8 2018.11.12 11:45:38: Resolution changed: 1677x730 windowed
41 9 2018.11.12 11:45:38: Resolution changed: 1761x713 windowed
42 0 2018.11.12 11:45:38: Resolution changed: 1814x714 windowed
42 1 2018.11.12 11:45:38: Resolution changed: 1880x723 windowed
42 2 2018.11.12 11:45:38: Resolution changed: 1915x729 windowed
42 3 2018.11.12 11:45:38: Resolution changed: 1945x736 windowed
42 4 2018.11.12 11:45:38: Resolution changed: 1986x747 windowed
42 5 2018.11.12 11:45:38: Resolution changed: 2030x759 windowed
42 6 2018.11.12 11:45:38: Resolution changed: 2051x767 windowed
42 7 2018.11.12 11:45:38: Resolution changed: 2067x776 windowed
42 8 2018.11.12 11:45:38: Resolution changed: 2083x790 windowed
42 9 2018.11.12 11:45:38: Resolution changed: 2089x797 windowed
43 0 2018.11.12 11:45:38: Received KeepAlive packet: {"Type": -1}
43 1 2018.11.12 11:45:38: Sending Packet: {"Type": -1}
43 2 2018.11.12 11:45:38: Resolution changed: 2099x810 windowed
43 3 2018.11.12 11:45:38: Resolution changed: 2103x817 windowed
43 4 2018.11.12 11:45:38: Resolution changed: 2110x829 windowed
43 5 2018.11.12 11:45:38: Resolution changed: 2115x836 windowed
43 6 2018.11.12 11:45:38: Resolution changed: 2123x850 windowed
43 7 2018.11.12 11:45:39: Resolution changed: 2133x869 windowed
43 8 2018.11.12 11:45:39: Resolution changed: 2137x883 windowed
43 9 2018.11.12 11:45:39: Resolution changed: 2139x897 windowed
44 0 2018.11.12 11:45:39: Resolution changed: 2141x912 windowed
44 1 2018.11.12 11:45:39: Resolution changed: 2144x925 windowed
44 2 2018.11.12 11:45:39: Resolution changed: 2148x936 windowed
44 3 2018.11.12 11:45:39: Resolution changed: 2148x939 windowed
44 4 2018.11.12 11:45:39: Resolution changed: 2148x942 windowed
```

## File - Server.js

```
445 2018.11.12 11:45:39: Resolution changed: 2149x946 windowed
446 2018.11.12 11:45:39: Resolution changed: 2149x947 windowed
447 2018.11.12 11:45:39: Resolution changed: 2150x947 windowed
448 2018.11.12 11:45:39: Resolution changed: 2154x947 windowed
449 2018.11.12 11:45:39: Resolution changed: 2159x946 windowed
450 2018.11.12 11:45:39: Resolution changed: 2164x945 windowed
451 2018.11.12 11:45:39: Resolution changed: 2166x945 windowed
452 2018.11.12 11:45:39: Resolution changed: 2167x944 windowed
453 2018.11.12 11:45:39: Resolution changed: 2168x944 windowed
454 2018.11.12 11:45:39: Resolution changed: 2169x944 windowed
455 2018.11.12 11:45:39: Resolution changed: 2170x944 windowed
456 2018.11.12 11:45:39: Resolution changed: 2171x944 windowed
457 2018.11.12 11:45:39: Resolution changed: 2172x944 windowed
458 2018.11.12 11:45:39: Resolution changed: 2174x944 windowed
459 2018.11.12 11:45:39: Resolution changed: 2175x944 windowed
460 2018.11.12 11:45:39: Resolution changed: 2177x946 windowed
461 2018.11.12 11:45:39: Resolution changed: 2179x947 windowed
462 2018.11.12 11:45:39: Resolution changed: 2182x948 windowed
463 2018.11.12 11:45:39: Resolution changed: 2188x949 windowed
464 2018.11.12 11:45:39: Resolution changed: 2192x949 windowed
465 2018.11.12 11:45:39: Resolution changed: 2193x949 windowed
466 2018.11.12 11:45:39: Resolution changed: 2194x949 windowed
467 2018.11.12 11:45:39: Resolution changed: 2195x950 windowed
468 2018.11.12 11:45:39: Resolution changed: 2196x950 windowed
469 2018.11.12 11:45:39: Resolution changed: 2197x950 windowed
470 2018.11.12 11:45:39: Resolution changed: 2197x951 windowed
471 2018.11.12 11:45:39: Resolution changed: 2198x951 windowed
472 2018.11.12 11:45:40: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":9,"PlayersOnlineSilver":6,"PlayersOnlineGold":11,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0}
```

## File - Server.js

```

472 PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":20,"PublicCustomGames
    ":0,"MaintenanceIn":1}
473 2018.11.12 11:45:48: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":9,
    "PlayersOnlineSilver":6,"PlayersOnlineGold":11,"PlayersPlayingBronze":0,"_
    PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":19,"PublicCustomGames
    ":0,"MaintenanceIn":1}
474 2018.11.12 11:45:48: Received KeepAlive packet: {"Type":-1}
475 2018.11.12 11:45:48: Sending Packet: {"Type":-1}
476 2018.11.12 11:45:49: Resolution changed: 2205x954 windowed
477 2018.11.12 11:45:49: Resolution changed: 2215x957 windowed
478 2018.11.12 11:45:49: Resolution changed: 2243x965 windowed
479 2018.11.12 11:45:49: Resolution changed: 2259x971 windowed
480 2018.11.12 11:45:49: Resolution changed: 2294x986 windowed
481 2018.11.12 11:45:49: Resolution changed: 2331x1007 windowed
482 2018.11.12 11:45:49: Resolution changed: 2357x1021 windowed
483 2018.11.12 11:45:49: Resolution changed: 2387x1035 windowed
484 2018.11.12 11:45:49: Resolution changed: 2418x1052 windowed
485 2018.11.12 11:45:49: Resolution changed: 2437x1066 windowed
486 2018.11.12 11:45:49: Resolution changed: 2453x1079 windowed
487 2018.11.12 11:45:49: Resolution changed: 2457x1081 windowed
488 2018.11.12 11:45:49: Resolution changed: 2459x1082 windowed
489 2018.11.12 11:45:49: Resolution changed: 2460x1081 windowed
490 2018.11.12 11:45:50: Resolution changed: 2461x1080 windowed
491 2018.11.12 11:45:50: Resolution changed: 2462x1080 windowed
492 2018.11.12 11:45:50: Resolution changed: 2463x1079 windowed
493 2018.11.12 11:45:50: Resolution changed: 2464x1079 windowed
494 2018.11.12 11:45:50: Resolution changed: 2467x1077 windowed
495 2018.11.12 11:45:50: Resolution changed: 2469x1076 windowed
496 2018.11.12 11:45:50: Resolution changed: 2474x1076 windowed

```

## File - Server.js

```
497 2018.11.12 11:45:50: Resolution changed: 2478x1077 windowed
498 2018.11.12 11:45:50: Resolution changed: 2483x1079 windowed
499 2018.11.12 11:45:50: Resolution changed: 2489x1081 windowed
500 2018.11.12 11:45:50: Resolution changed: 2494x1084 windowed
501 2018.11.12 11:45:50: Resolution changed: 2499x1088 windowed
502 2018.11.12 11:45:50: Resolution changed: 2504x1093 windowed
503 2018.11.12 11:45:50: Resolution changed: 2505x1093 windowed
504
505 2018.11.12 11:45:51: Resolution changed: 2503x1093 windowed
506 2018.11.12 11:45:51: Resolution changed: 2503x1092 windowed
507 2018.11.12 11:45:51: Resolution changed: 2501x1091 windowed
508 2018.11.12 11:45:51: Resolution changed: 2500x1091 windowed
509 2018.11.12 11:45:51: Resolution changed: 2500x1090 windowed
510 2018.11.12 11:45:51: Resolution changed: 2503x1089 windowed
511 2018.11.12 11:45:51: Resolution changed: 2506x1089 windowed
512 2018.11.12 11:45:51: Resolution changed: 2514x1087 windowed
513 2018.11.12 11:45:51: Resolution changed: 2527x1082 windowed
514 2018.11.12 11:45:51: Resolution changed: 2531x1081 windowed
515 2018.11.12 11:45:51: Resolution changed: 2533x1081 windowed
516 2018.11.12 11:45:51: Resolution changed: 2536x1080 windowed
517 2018.11.12 11:45:51: Resolution changed: 2541x1078 windowed
518 2018.11.12 11:45:51: Resolution changed: 2545x1077 windowed
519 2018.11.12 11:45:51: Resolution changed: 2551x1075 windowed
520 2018.11.12 11:45:55: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":9,"PlayersOnlineSilver":6,"PlayersOnlineGold":11,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":18,"PublicCustomGames":0,"MaintenanceIn":-1}
521 2018.11.12 11:45:56: Discord: shutdown
522 2018.11.12 11:45:56: Network state changed to: NotConnected
```

File - Server.js

```
523 2018.11.12 11:45:56: Connection was closed.  
524 [LOG] game_close detected  
525 NullReferenceException: Object reference not set to an instance of an object  
526 at TooltipTrigger.UnityEngine.EventSystems.PointerExitHandler.OnPointerExit (UnityEngine.  
EventSystems.PointerEventData eventData) [0x000000] in <filename unknown>:0  
527 at UnityEngine.EventSystems.ExecuteEvents.Execute (IPointerExitHandler handler, UnityEngine.  
.EventSystems.BaseEventData eventData) [0x000000] in <filename unknown>:0  
528 at UnityEngine.EventSystems.ExecuteEvents.ExecuteEvents [IPointerExitHandler] (UnityEngine.  
GameObject target, UnityEngine.EventSystems.BaseEventData eventData, UnityEngine.  
.EventSystems.EventFunction`1 functor) [0x000000] in <filename unknown>:0  
529 UnityEngine.DebugLogHandler:Internal_LogException (Exception, Object)  
530 UnityEngine.DebugLogHandler:LogException (Exception, Object)  
531 UnityEngine.Logger:LogException (Exception, Object)  
532 UnityEngine.Debug:LogException (Exception)  
533  
534 UnityEngine.EventSystems.ExecuteEvents:Execute (GameObject, BaseEventData, EventFunction`1)  
535 UnityEngine.EventSystems.PointerModule:HandlePointerExitAndEnter (PointerEventData,  
GameObject)  
536 UnityEngine.EventSystems.PointerInputModule:ClearSelection()  
537 UnityEngine.EventSystems.StandaloneInputModule:DeactivateModule()  
538 UnityEngine.EventSystems.EventSystem:OnDisable ()  
539  
540 (Filename: Line: -1)  
541  
542 Initialize engine version: 2018.2.14f1 (3262fb3b0716)  
543 [LOG] game_launch detected  
544 GfxDevice: creating device client; threaded=1  
545 Direct3D:  
546 Version: Direct3D 11.0 [level 11.1]
```

File - Server.js

```
547 Renderer: NVIDIA GeForce GTX 980 Ti (ID=0x17c8)
548 Vendor: [REDACTED]
549 VRAM: 6097 MB
550 Driver: 25.21.14.1616
551 Begin MonoManager ReloadAssembly
552 - Completed reload, in 0.091 seconds
553 <RI> Initializing input.
554
555 <RI> Input initialized.
556
557 <RI> Initialized touch support.
558
559 UnloadTime: 0.442625 ms
560 Unloading 6 Unused Serialized files (Serialized files now loaded: 0)
561 Setting up 4 worker threads for Enlighten.
562 Thread -> id: 2478 -> priority: 1
563 Thread -> id: 3f28 -> priority: 1
564 Thread -> id: 1bb4 -> priority: 1
565 Thread -> id: 28a4 -> priority: 1
566 UnloadTime: 4.164617 ms
567 2018.11.12 11:46:09: Discord: init [REDACTED]
568 2018.11.12 11:46:09: Loading Main menu Background
569
570 Unloading 60 unused Assets to reduce memory usage. Loaded Objects now: 1258 .
571 Total: 1.432323 ms (FindLiveObjects: 0.932098 ms CreateObjectMapping: 0.048896 ms
MarkObjects: 0.386560 ms DeleteObjects: 0.064768 ms)
572
573 Unloading 8 Unused Serialized files (Serialized files now loaded: 0)
574 2018.11.12 11:46:17: Activate Main menu Background
```

File - Server.js

```
575 2018.11.12 11:46:17: Background done, loading MainMenu  
576 UnloadTime: 0.202496 ms  
577 2018.11.12 11:46:17: System.Collections.Generic.List`1[Mindnight.EventManager+Event]  
578  
579 Unloading 4 unused Assets to reduce memory usage. Loaded Objects now: 11037.  
580 Total: 3.081991 ms (FindLiveObjects: 1.142530 ms CreateObjectMapping: 0.075776 ms  
MarkObjects: 1.848068 ms DeleteObjects: 0.015616 ms)  
581  
582 2018.11.12 11:46:17: Destroying GameControl because it already existed.  
583 2018.11.12 11:46:17: load skin colors  
584 2018.11.12 11:46:17: load skin colors done  
585 2018.11.12 11:46:17: Starting main menu  
586 2018.11.12 11:46:17: MusicManager: start music Music  
587 2018.11.12 11:46:17: Steam Manager Inialized  
588 2018.11.12 11:46:17: Init Steam Avatar Async Loading  
589 2018.11.12 11:46:17: Initialized False  
590 2018.11.12 11:46:17: Connect, Current stateNotConnected  
591 2018.11.12 11:46:17: Network state changed to: Connecting  
592 2018.11.12 11:46:17: connecting to ws://173.212.195.37:6543/  
593 2018.11.12 11:46:17: Network state changed to: Connected  
594 2018.11.12 11:46:17: Sending PlayerInfoPacket: {"Type":601,"Nickname": "2JZ_4U", "Steamid": "76561198073023481"}  
595 2018.11.12 11:46:17: Sending AuthorizationRequestPacket: {"Type":801,"SteamTicket": "  
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59E000800000B200000032000000040000000F98BB80601001001DE300A009706BE6B6D01A8C0000000000F32DE5  
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C50615CB7AB021A585FB79ADD2492B9DF22C78940ABC5F1F6E5C98A1DF821FEA0BE1D4552AA9208421C7075819D  
7AD429CBA7CB6762EF0C410C7D6D347D6C5E492A93C3A70CA59E25447AC98F84694FC19380F10CDD7459E5FEDC0  
B6F0A9C5EE318", "ClientToken": "2.5-c1957bac-e290-11e8-9f32-f2801f1b9fd1"}
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596 2018-11-12 11:46:17: connected
597 2018-11-12 11:46:17: Received EventInfo packet: {"Type":3, "Events":[]}
598 2018-11-12 11:46:17: System.Collections.Generic.List`1[Mindnight.EventManager+Event]
599 2018-11-12 11:46:18: Received Achievements packet: {"Type":607, "Achievements": [{"achievementId": "10", "reward": 1000}, {"achievementId": "15", "reward": 1000}, {"achievementId": "42", "reward": 250}, {"achievementId": "43", "reward": 250}, {"achievementId": "44", "reward": 1000}, {"achievementId": "45", "reward": 1500}, {"achievementId": "46", "reward": 10}, {"achievementId": "47", "reward": 15}, {"achievementId": "48", "reward": 20}, {"achievementId": "49", "reward": 25}, {"achievementId": "50", "reward": 100}, {"achievementId": "51", "reward": 50}, {"achievementId": "52", "reward": 100}, {"achievementId": "53", "reward": 200}, {"achievementId": "54", "reward": 10}, {"achievementId": "55", "reward": 50}, {"achievementId": "56", "reward": 50}, {"achievementId": "57", "reward": 50}, {"achievementId": "58", "reward": 50}, {"achievementId": "59", "reward": 50}, {"achievementId": "60", "reward": 50}, {"achievementId": "61", "reward": 50}, {"achievementId": "62", "reward": 50}, {"achievementId": "63", "reward": 50}, {"achievementId": "64", "reward": 50}, {"achievementId": "65", "reward": 50}, {"achievementId": "66", "reward": 50}, {"achievementId": "67", "reward": 50}, {"achievementId": "68", "reward": 50}, {"achievementId": "69", "reward": 50}, {"achievementId": "70", "reward": 50}, {"achievementId": "71", "reward": 50}, {"achievementId": "72", "reward": 50}, {"achievementId": "73", "reward": 50}, {"achievementId": "74", "reward": 50}, {"achievementId": "75", "reward": 50}, {"achievementId": "76", "reward": 50}, {"achievementId": "77", "reward": 50}, {"achievementId": "78", "reward": 50}, {"achievementId": "79", "reward": 100}, {"achievementId": "80", "reward": 200}, {"achievementId": "81", "reward": 300}, {"achievementId": "0", "reward": 5}, {"achievementId": "1", "reward": 10}, {"achievementId": "2", "reward": 50}, {"achievementId": "3", "reward": 100}, {"achievementId": "4", "reward": 200}, {"achievementId": "5", "reward": 500}, {"achievementId": "6", "reward": 10}, {"achievementId": "7", "reward": 50}, {"achievementId": "8", "reward": 150}, {"achievementId": "9", "reward": 100}, {"achievementId": "11", "reward": 100}, {"achievementId": "10", "reward": 50}, {"achievementId": "13", "reward": 100}, {"achievementId": "16", "reward": 10}, {"achievementId": "17", "reward": 20}, {"achievementId": "18", "reward": 75}, {"achievementId": "19", "reward": 200}, {"achievementId": "21", "reward": 100}, {"achievementId": "22"}]}

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604 2018.11.12 11:46:18: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":9,"PlayersOnlineSilver":6,"PlayersOnlineGold":11,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":17,"PublicCustomGames":0,"MaintenanceIn":-1}
605 2018.11.12 11:46:18: Received News packet: {"Type":605,"News":[{"Title":"MAINFRAME","Category":0,"Link":"http://www.mindnightgame.com/mainframe/","ImageSrc":"http://www.mindnightgame.com/static/mainframe_update.png"}, {"Title":"CHANGELOG","Category":0,"Link":"https://store.steampowered.com/news/?appids=667870","ImageSrc":"#patchnotes"}, {"Title":"DISCORD","Category":0,"Link":"https://discord.gg/mindnight","ImageSrc":"#discord"}, {"Title":"PATREON","Category":0,"Link":"https://www.patreon.com/mindnight","ImageSrc":"#patreon"}], {"Title":"SPECIAL DEAL","Category":1,"Link":""}, {"Title":"SPECIAL DEAL","Category":1,"Link":""}]
606 2018.11.12 11:46:18: Received Items packet: {"Type":613,"Items":[{"ItemId":1,"Name":"skin_cadet","Category":0,"Price":0,"UnlockLevel":0,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":2,"Name":"skin_cadet","Category":0,"Price":0,"UnlockLevel":0,"Premium":true,"Buyable":false,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":3,"Name":"skin_ensign","Category":0,"Price":0,"UnlockLevel":10,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":4,"Name":"skin_lieutenant","Category":0,"Price":0,"UnlockLevel":15,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":5,"Name":"skin_sergeant","Category":0,"Price":0,"UnlockLevel":20,"Premium":false,"Buyable":true,"Event":null,"EventEnd":null,"MadeBy":null}, {"ItemId":6,"Name":"skin_admiral","Category":0,"Price":0,"UnlockLevel":25,"Premium":false}]}

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606   "":false,"Buyable":true,"Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 7, "Name": "skin_master", "Category": 0, "Price": 0, "UnlockLevel": 30, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 8, "Name": "skin_heckard", "Category": 0, "Price": 2000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 9, "Name": "skin_lin_baden", "Category": 0, "Price": 2000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 10, "Name": "skin_micky", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 11, "Name": "skin_loolee", "Category": 0, "Price": 10000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 12, "Name": "skin_suit_guy", "Category": 0, "Price": 20000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 13, "Name": "skin_aloire_of_satora", "Category": 0, "Price": 10000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 14, "Name": "skin_chef", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null}, {"ItemId": 15, "Name": "skin_ketchup", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 16, "Name": "skin_hacker_man", "Category": 0, "Price": 2000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 17, "Name": "skin_pierrot", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 18, "Name": "skin_ghaben", "Category": 0, "Price": 10000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 19, "Name": "skin_mcfly", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 20, "Name": "emoji_smile", "Category": 1, "Price": 0, "UnlockLevel": 0, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 21, "Name": "emoji_big_smile", "Category": 1, "Price": 0, "UnlockLevel": 0, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 22, "Name": "emoji_sad_face", "Category": 1, "Price": 0, "UnlockLevel": 0, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 23, "Name": "emoji_cry", "Category": 1, "Price": 0, "UnlockLevel": 3, "Premium": false, "Buyable": true, "Event": ""}

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606     "": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 24, "Name": "emoji_tongue", "Category": 1, "Price": 0, "UnlockLevel": 7, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 25, "Name": "emoji_saint", "Category": 1, "Price": 0, "UnlockLevel": 12, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 26, "Name": "emoji Devil", "Category": 1, "Price": 0, "UnlockLevel": 17, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 27, "Name": "emoji_hypnotized", "Category": 1, "Price": 0, "UnlockLevel": 22, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 28, "Name": "emoji_wink", "Category": 1, "Price": 0, "UnlockLevel": 27, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 29, "Name": "emoji_surprised", "Category": 1, "Price": 1500, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 30, "Name": "emoji_straight_face", "Category": 1, "Price": 1500, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 31, "Name": "emoji_angry", "Category": 1, "Price": 4000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 32, "Name": "emoji_kiss", "Category": 1, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 33, "Name": "gesture_wave", "Category": 2, "Price": 0, "UnlockLevel": 0, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 34, "Name": "gesture_crying", "Category": 2, "Price": 0, "UnlockLevel": 0, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 35, "Name": "gesture_celebrate", "Category": 2, "Price": 0, "UnlockLevel": 0, "Premium": false, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 36, "Name": "gesture_fart", "Category": 2, "Price": 2000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 37, "Name": "gesture_facepalm", "Category": 2, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 38, "Name": "gesture_sleep", "Category": 2, "Price": 2000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 39, "Name": "gesture_laugh", "Category": 2, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 40, "Name": "emoji_cute", "Category": 1, "Price": 2000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}

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606 MadeBy":null}, {"ItemId":41, "Name":"skin_elf_f", "Category":0, "Price":5000, "UnlockLevel":0,
Premium":true, "Buyable":false, "Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":42, "Name":
":skin_elf_m", "Category":0, "Price":5000, "UnlockLevel":0, "Premium":true, "Buyable":false,
Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":43, "Name":"skin_santa", "Category":0,
Price":20000, "UnlockLevel":0, "Premium":true, "Buyable":false, "Event": "", "EventEnd":null,
MadeBy":null}, {"ItemId":44, "Name":"skin_xmastrree", "Category":0, "Price":20000, "UnlockLevel":0,
"Premium":true, "Buyable":false, "Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":45,
Name":"skin_mandeer", "Category":0, "Price":10000, "UnlockLevel":0, "Premium":true, "Buyable":true,
Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":46, "Name":"skin_snowman", "Category":
":0, "Price":15000, "UnlockLevel":0, "Premium":true, "Buyable":true, "Event": "", "EventEnd":null,
"MadeBy":null}, {"ItemId":47, "Name":"skin_mr_robot", "Category":0, "Price":10000, "UnlockLevel":0,
"Premium":true, "Buyable":true, "Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":49,
Name":"emoji_thumbs_up", "Category":1, "Price":1500, "UnlockLevel":0, "Premium":true, "Buyable":true,
Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":50, "Name":"emoji_thumbs_down", "Category":1,
"Price":1, "Price":1500, "UnlockLevel":0, "Premium":true, "Buyable":true, "Event": "", "EventEnd":null,
"MadeBy":null}, {"ItemId":51, "Name":"emoji_thinking", "Category":1, "Price":3000, "UnlockLevel":0,
"Premium":true, "Buyable":true, "Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":52,
"Name":"emoji_heart", "Category":1, "Price":4000, "UnlockLevel":0, "Premium":true, "Buyable":true,
Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":53, "Name":"skin_hangover_john",
"Category":0, "Price":5000, "UnlockLevel":0, "Premium":true, "Buyable":true, "Event": "", "EventEnd":null,
"MadeBy":null}, {"ItemId":54, "Name":"skin_leela", "Category":0, "Price":5000, "UnlockLevel":0,
"Premium":true, "Buyable":true, "Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":55,
"Name":"skin_reaper", "Category":0, "Price":10000, "UnlockLevel":0, "Premium":true, "Buyable":true,
Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":56, "Name":"skin_shodan", "Category":0,
"Price":10000, "UnlockLevel":0, "Premium":true, "Buyable":true, "Event": "", "EventEnd":null,
"MadeBy":null}, {"ItemId":57, "Name":"skin_tuxedo guy", "Category":0, "Price":15000, "UnlockLevel":0,
"Premium":true, "Buyable":true, "Event": "", "EventEnd":null, "MadeBy":null}, {"ItemId":58,
"Name":"skin_jukebox", "Category":0, "Price":0, "UnlockLevel":0, "Premium":true, "Buyable":false, "Event": ""

```

```

606   "": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 59, "Name": "skin_raggy", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 60, "Name": "skin_alice", "Category": 0, "Price": 10000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 61, "Name": "skin_angela", "Category": 0, "Price": 25000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 62, "Name": "skin_holo_san", "Category": 0, "Price": 20000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 63, "Name": "skin_bob", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 64, "Name": "skin.spy_infinity", "Category": 0, "Price": 6000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 65, "Name": "skin_developer_skin", "Category": 0, "Price": 0, "UnlockLevel": 0, "Premium": true, "Buyable": false, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 66, "Name": "emoji_hammer", "Category": 1, "Price": 4000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 67, "Name": "emoji_broken_heart", "Category": 1, "Price": 4000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 68, "Name": "skin_chicken_man", "Category": 0, "Price": 20000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 69, "Name": "skin_hot_chick", "Category": 0, "Price": 20000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 70, "Name": "skin_develyn", "Category": 0, "Price": 20000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 71, "Name": "skin_wizard", "Category": 0, "Price": 15000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 72, "Name": "skin_metalhead", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 73, "Name": "skin_indie", "Category": 0, "Price": 10000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null}, {"ItemId": 74, "Name": "skin_claudette", "Category": 0, "Price": 5000, "UnlockLevel": 0, "Premium": true, "Buyable": true, "Event": "", "EventEnd": null, "MadeBy": null} }

2018.11.12 11:46:18: Sending RequestUnlockAchievementsPacket: {"Type": 610}

```

## File - Server.js

```

608 2018.11.12 11:46:19: Received PlayerFriendList packet: {"Type":702, "FriendList": [{"SteamId": "76561198313654508", "Status": 5}, {"SteamId": "76561198392766", "Status": 5}, {"SteamId": "76561198841040165", "Status": 5}, {"SteamId": "7656119809851754", "Status": 5}, {"SteamId": "76561197998477508", "Status": 5}, {"SteamId": "76561198403309923", "Status": 5}, {"SteamId": "76561198027955330", "Status": 5}, {"SteamId": "76561198441838874", "Status": 5}, {"SteamId": "76561198206648431", "Status": 5}, {"SteamId": "76561198079166731", "Status": 5}, {"SteamId": "76561198867287373", "Status": 5}, {"SteamId": "76561197987653371", "Status": 5}, {"SteamId": "76561198329247286", "Status": 5}, {"SteamId": "7656119799754957", "Status": 5}, {"SteamId": "76561198067613754", "Status": 5}, {"SteamId": "76561198255998734", "Status": 5}, {"SteamId": "76561198146003890", "Status": 5}]]}
609 2018.11.12 11:46:19: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":9, "PlayersOnlineSilver":6, "PlayersOnlineGold":11, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":16, "PublicCustomGames": "0, "MaintenanceIn": -1}
610 Unloading 4 Unused Serialized files (Serialized files now loaded: 0)
611 2018.11.12 11:46:21: Sending RandomSkinPacket: {"Type":623, "RandomSkin": true}
612 2018.11.12 11:46:21: Sending GlobalChathisotryRequestPacket: {"Type": 903}
613 2018.11.12 11:46:21: Sending Packet: {"Type": 108}
614
615 Unloading 116 unused Assets to reduce memory usage. Loaded Objects now: 17698.
616 Total: 9.592342 ms (FindLiveObjects: 1.422083 ms CreateObjectMapping: 0.161280 ms

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616 MarkObjects: 7.887634 ms DeleteObjects: 0.121344 ms)
617
618 2018.11.12 11:46:21: Received GlobalChatHistoryResponse packet: { "Type": 904, "Messages": [ { "Message": "GOOOOOOOOO", "SteamId": "76561198280106410", "Username": "XxDarkGhostXX", "SteamId": "[REDACTED]", "Timestamp": 1542020891 }, { "Message": "but aloire looks cool aasfuck", "SteamId": "76561198323636850", "Username": "Lighthouse", "Roles": [0], "Timestamp": 154202114 }, { "Message": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 154202114 }, { "Message": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021265 }, { "Message": "just on", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021414 }, { "Message": "one", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021420 }, { "Message": "cmon", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021422 }, { "Message": "come", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021424 }, { "Message": "here 2 save the day", "SteamId": "76561198251408214", "Username": "Boner", "Roles": [0], "Timestamp": 1542021431 }, { "Message": "oh jeez", "SteamId": "76561198251408214", "Username": "Boner", "Roles": [0], "Timestamp": 1542021440 }, { "Message": "omg", "SteamId": "76561197990915722", "Username": "karl", "Roles": 420, "Timestamp": 1542021456 }, { "Message": "dileovalentina", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021463 }, { "Message": "just one", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021465 }, { "Message": "lest play", "SteamId": "76561198074393558", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021466 }, { "Message": "gogogo 1 more", "SteamId": "76561198067826783", "Username": "ZombieZ", "Roles": [0], "Timestamp": 1542021471 }, { "Message": "poor guy died waiting", "SteamId": "76561198251408214", "Username": "Boner", "Roles": [0], "Timestamp": 1542021472 }, { "Message": "come come", "SteamId": "76561198280106410", "Username": "go queue", "Roles": [0], "Timestamp": 1542021480 }, { "Message": "XxDarkGhostXX", "SteamId": "[REDACTED]", "Username": "dileovalentina", "Roles": [0], "Timestamp": 1542021480 } ]

```

## File - Server.js

```
620 "Timestamp":1542022258}, {"Message": "3/5", "SteamId": "76561198280106410", "Username": "XxDarkGhostXX", "Roles": [0], "Timestamp":1542022263} ] }  
621 2018.11.12 11:46:24: Sending RequestServerInfoPacket: {"Type":5}  
622 2018.11.12 11:46:24: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":9, "PlayersOnlineSilver":6, "PlayersOnlineGold":11, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":16, "PublicCustomGames":0, "MaintenanceIn": -1}  
623 2018.11.12 11:46:24: Network state changed to: FindingGame  
624 2018.11.12 11:46:24: Sending FindGamePacket: {"Type":101, "LevelGroup":0, "RandomSkin":true}  
625 Unloading 1 Unused Serialized files (Serialized files now loaded: 0)  
626 2018.11.12 11:46:24: Sending RandomSkinPacket: {"Type":623, "RandomSkin":true}  
627  
628 Unloading 82 unused Assets to reduce memory usage. Loaded Objects now: 18787.  
629 Total: 15.301923 ms (FindLiveObjects: 1.713411 ms CreateObjectMapping: 0.222976 ms  
MarkObjects: 13.271326 ms DeleteObjects: 0.093696 ms)  
630  
631 2018.11.12 11:46:24: Received RoomInfo packet: {"Type":103, "PlayersCount":1, "MaxPlayers":8, "AcceptedPlayers":0, "StartIn": -1}  
632 2018.11.12 11:46:25: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":0, "StartIn": -1}  
633 2018.11.12 11:46:25: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":0, "StartIn": -1}  
634 2018.11.12 11:46:25: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":0, "StartIn": -1}  
635 2018.11.12 11:46:26: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":0, "StartIn": 90000}  
636 2018.11.12 11:46:26: Sending AcceptMatchPacket: {"Type":105}  
637 2018.11.12 11:46:26: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":1, "StartIn": 8532}
```

## File - Server.js

```

638 2018.11.12 11:46:27: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":2, "StartIn":8352}
639 2018.11.12 11:46:27: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":2, "StartIn":8000}
640 2018.11.12 11:46:27: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":3, "StartIn":7763}
641 2018.11.12 11:46:27: Received KeepAlive packet: {"Type":-1}
642 2018.11.12 11:46:27: Sending Packet: {"Type":-1}
643 2018.11.12 11:46:27: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":4, "StartIn":7486}
644 2018.11.12 11:46:28: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":4, "StartIn":69999}
645 2018.11.12 11:46:29: Received RoomInfo packet: {"Type":103, "PlayersCount":5, "MaxPlayers":8, "AcceptedPlayers":5, "StartIn":-1}
646 2018.11.12 11:46:29: Received ServerInfo packet: {"Type":2, "PlayerOnlineBronze":9, "PlayersOnlineSilver":6, "PlayersOnlineGold":11, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames":0, "MaintenanceIn":-1}
647 2018.11.12 11:46:29: Received GameFound packet: {"Type":102, "PlayerNumber":5, "Hacker":true, "GuyRole":20, "HackersAmount":2, "MissionInfo": [2, 3, 2, 3, 3], "MissionMinhacks": [1, 1, 1, 1, 1], "Hackers": [0, 3], "MatchType": 0, "FirstPlayer": 0, "Map": 31, "Options": {"GameMode": 0, "MaxPlayers": 8, "Visibility": 0, "NamingConvention": 1, "HammerEnabled": true, "SkipTalkingPhaseEnabled": true, "MapPickOption": 1, "Maps": []}}
648 2018.11.12 11:46:29: GameSession:Awake
649 2018.11.12 11:46:29: GameFound - Map: Hideout
650 2018.11.12 11:46:29: Network state changed to: InGame
651 2018.11.12 11:46:29: SceneLoader: LoadingScene is loading.
652 2018.11.12 11:46:29: Received SpawnPlayer packet: {"Type":202, "Slot": 0, "Color": 5, "Username": "Vera", "Female": true, "IsLocal": false, "Skin": "skin_mandeer"}

```

File - Server.js

```
653 2018.11.12 11:46:29: Received SpawnPlayer packet: {"Type":202, "Slot":1, "Color":0, "Username  
": "Nunya", "Female":false, "IsLocal":false, "Skin":"skin_chicken_man"}  
654 2018.11.12 11:46:29: Received SpawnPlayer packet: {"Type":202, "Slot":2, "Color":3, "Username  
": "Logan", "Female":false, "IsLocal":false, "Skin":"skin_pierrot"}  
655 2018.11.12 11:46:29: Received SpawnPlayer packet: {"Type":202, "Slot":3, "Color":7, "Username  
": "Brittany", "Female":true, "IsLocal":true, "Skin":"skin_tuxedo guy"}  
656 2018.11.12 11:46:29: Received SpawnPlayer packet: {"Type":202, "Slot":4, "Color":6, "Username  
": "Zelda", "Female":true, "IsLocal":false, "Skin":"skin_ensign"}  
657 Unloading 5 Unused Serialized files (Serialized files now loaded: 0)  
658 UnloadTime: 14.111520 ms  
659 2018.11.12 11:46:29: Destroying GameControl because it already existed.  
660 2018.11.12 11:46:29: SceneLoader: LoadingScene loaded.  
661  
662 Unloading 1215 unused Assets to reduce memory usage. Loaded Objects now: 1467.  
663 Total: 2.376197 ms (FindLiveObjects: 0.593409 ms CreateObjectMapping: 0.104448 ms  
MarkObjects: 0.985346 ms DeleteObjects: 0.692993 ms)  
664  
665 2018.11.12 11:46:31: SceneLoader: Play is loading.  
666 2018.11.12 11:46:31: LoadingManager is loading: Play  
667 2018.11.12 11:46:31: LoadingManager finished loading: Play  
668 2018.11.12 11:46:32: Destroying GameControl because it already existed.  
669 2018.11.12 11:46:32: PlayReference:Awake  
670 2018.11.12 11:46:32: PlayManager:Awake  
671 Your current multi-scene setup has inconsistent Lighting settings which may lead to  
different lighting when loading scenes individually or in a different order! Consider  
homogenizing the following:  
672 1/2 scenes have different Realtime GI settings.  
673  
674
```

675 (Filename: Line: 124)

```
676
677 2018.11.12 11:46:32: Scene is fully loaded: Play True
678 2018.11.12 11:46:32: Scene is fully active: LoadingScene=>Play
679 2018.11.12 11:46:32: PlayReference:Start
680 2018.11.12 11:46:32: PlayManager:Start
681 2018.11.12 11:46:32: SceneLoader: Play loaded.
682 2018.11.12 11:46:32: SubsceneManager awake
683 Your current multi-scene setup has inconsistent Lighting settings which may lead to
different lighting when loading scenes individually or in a different order! Consider
homogenizing the following:
684 1/3 scenes have different Realtime GI settings.
685 1/3 scenes use different skyboxes.
686
687
688 (Filename: Line: 124)
689
690 2018.11.12 11:46:32: SubsceneManager start. wait for playscene
691 2018.11.12 11:46:32: PlayReference:CrossSceneReferences
692 2018.11.12 11:46:32: SubsceneManager:CrossSceneReferenceSetup
693 2018.11.12 11:46:32: SubsceneManager:getting references from play scene
694 2018.11.12 11:46:32: MusicManager: start music Music
695 2018.11.12 11:46:32: PlayState: Entering Init
696 Unloading 6 Unused Serialized files (Serialized files now loaded: 0)
697 2018.11.12 11:46:32: Spawn player Vera on slot 0
698 2018.11.12 11:46:32: Spawn player Nunya on slot 1
699 2018.11.12 11:46:32: Spawn player Logan on slot 2
700 2018.11.12 11:46:33: Localplayer is on slot 3
701 2018.11.12 11:46:33: Spawn player Brittany on slot 3
```

File - Server.js

```
702 2018.11.12 11:46:33: Spawn player Zelda on slot 4
703 2018.11.12 11:46:33: First player: 0
704 2018.11.12 11:46:33: Sending ReadyPacket:{ "Type": "401" }

705 Unloading 389 unused Assets to reduce memory usage. Loaded Objects now: 11558.
706 Total: 8.781588 ms (FindLiveObjects: 1.340931 ms CreateObjectMapping: 0.215296 ms
MarkObjects: 6.870799 ms DeleteObjects: 0.354560 ms)

707 Unloading 1 Unused Serialized files (Serialized files now loaded: 0)

708 Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 11559.
709 Total: 8.701716 ms (FindLiveObjects: 1.080066 ms CreateObjectMapping: 0.142080 ms
MarkObjects: 7.464977 ms DeleteObjects: 0.014336 ms)

710 Unloading 1 Unused Serialized files (Serialized files now loaded: 0)

711 Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 11559.
712 Total: 7.087888 ms (FindLiveObjects: 1.073922 ms CreateObjectMapping: 0.137216 ms
MarkObjects: 5.867021 ms DeleteObjects: 0.009472 ms)

713 Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

714 Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

715 Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 11559.
716 Total: 7.087888 ms (FindLiveObjects: 1.073922 ms CreateObjectMapping: 0.137216 ms
MarkObjects: 5.867021 ms DeleteObjects: 0.009472 ms)

717 Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

718 Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

719 Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

720 Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 11559.
721 Total: 7.468305 ms (FindLiveObjects: 1.102338 ms CreateObjectMapping: 0.152320 ms
MarkObjects: 6.202638 ms DeleteObjects: 0.011008 ms)

722 Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

723 Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

724 Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

725 Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 11559.

726 Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 11559.
```

```

727 Total: 8.965140 ms (FindLiveObjects: 1.656067 ms CreateObjectMapping: 0.304896 ms
MarkObjects: 6.991888 ms DeleteObjects: 0.011776 ms)

728
729 2018.11.12 11:46:37: Received KeepAlive packet: {"Type": -1}
730 2018.11.12 11:46:37: Sending Packet: {"Type": -1}
731 2018.11.12 11:46:38: Received GameStart packet: {"Type": 201, "Disconnected": [], "AFK": []}
732 [LOG] game_start detected
733 2018.11.12 11:46:38: Received TalkPhaseStart packet: {"Type": 301, "Duration": 300000}
734 2018.11.12 11:46:38: PlayState: Entering TalkingPhase
735 Client requested: /game
736 Client requested: /css/reset.css
737 Client requested: /css/global.css
738 Client requested: /page_game/css/content.css
739 Client requested: /page_game/css/5man.css
740 Client requested: /page_game/css/colour.css
741 Client requested: /page_game/img/skin-default.png
742 Client requested: /page_game/js/jquery.min.js
743 Client requested: /page_game/js/ResetManager.js
744 Client requested: /page_game/js/socket.js
745 Client requested: /page_game/js/client.js
746 [LOG] Client socket connected
747 [LOG] game_start detected
748 2018.11.12 11:46:42: Sending TalkPhaseSkipPacket: {"Type": 313}
749 2018.11.12 11:46:44: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": true}
750 2018.11.12 11:46:45: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
751 2018.11.12 11:46:46: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
752 2018.11.12 11:46:46: Received ChatMessageReceive packet: {"Type": 205, "Message": "vera", "Slot": 2}
753 2018.11.12 11:46:46: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}

```

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```

754 2018.11.12 11:46:47: Received KeepAlive packet: {"Type": -1}
755 2018.11.12 11:46:47: Sending Packet: {"Type": -1}
756 2018.11.12 11:46:47: Sending SendTypingPacket: {"Type": 404, "Typing": true}
757 2018.11.12 11:46:47: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
758 2018.11.12 11:46:47: Received ChatMessageReceive packet: {"Type": 205, "Message": "are u ", "Slot": 2}

759 2018.11.12 11:46:48: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": true}
760 2018.11.12 11:46:48: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": false}
761 2018.11.12 11:46:48: Received ChatMessageReceive packet: {"Type": 205, "Message": "oh the magic clown again", "Slot": 0}

762 2018.11.12 11:46:48: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": true}
763 2018.11.12 11:46:48: Sending SendTypingPacket: {"Type": 404, "Typing": false}
764 2018.11.12 11:46:48: Sending SendChatPacket: {"Type": 204, "Message": "heya"}
765 2018.11.12 11:46:48: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": false}
766 2018.11.12 11:46:48: Received ChatMessageReceive packet: {"Type": 205, "Message": "heya", "Slot": 3}

767 2018.11.12 11:46:49: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": false}
768 2018.11.12 11:46:49: Received ChatMessageReceive packet: {"Type": 205, "Message": ";D", "Slot": 0}

769 2018.11.12 11:46:49: Received ReceiveGlobalChatMessage packet: {"Type": 902, "Message": {"": "watch out there is cheaters in quickplay", "SteamId": "76561198869827286", "Username": "NeverMore", "Roles": [0], "Timestamp": 1542023210}}
770 2018.11.12 11:46:49: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
771 2018.11.12 11:46:51: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
772 2018.11.12 11:46:52: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
773 2018.11.12 11:46:53: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
774 2018.11.12 11:46:53: Received ChatMessageReceive packet: {"Type": 205, "Message": "Hello", "Slot": 2}

775 2018.11.12 11:46:54: Received ChatUpdate packet: {"Type": 405, "Slot": 4, "Typing": true}

```

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```

776 2018.11.12 11:46:55: Received ReceiveGlobalChatMessage packet: { "Type": 902, "Message": { "Username": "NeverMore", "Roles": [0], "Timestamp": 1542023216 } }

777 2018.11.12 11:46:56: Received ChatUpdate packet: { "Type": 405, "Slot": 0, "Typing": true }
778 2018.11.12 11:46:57: Received ChatUpdate packet: { "Type": 405, "Slot": 2, "Typing": true }
779 2018.11.12 11:46:57: Received ChatUpdate packet: { "Type": 405, "Slot": 2, "Typing": false }
780 2018.11.12 11:46:57: Received ChatMessageReceive packet: { "Type": 205, "Message": "so ", "Slot": 2 }

781 2018.11.12 11:46:57: Received KeepAlive packet: { "Type": -1 }

782
783 2018.11.12 11:46:57: Sending Packet: { "Type": -1 }
784 2018.11.12 11:46:58: Received ChatUpdate packet: { "Type": 405, "Slot": 2, "Typing": false }
785 2018.11.12 11:47:00: Received ChatUpdate packet: { "Type": 405, "Slot": 4, "Typing": false }
786 2018.11.12 11:47:01: Received ChatMessageReceive packet: { "Type": 205, "Message": "im again agent please trust me", "Slot": 4 }

787 2018.11.12 11:47:02: Received ChatUpdate packet: { "Type": 405, "Slot": 0, "Typing": false }
788 2018.11.12 11:47:02: Received ChatMessageReceive packet: { "Type": 205, "Message": "let's see ur n2 guess this time", "Slot": 0 }

789 2018.11.12 11:47:07: Received ChatUpdate packet: { "Type": 405, "Slot": 2, "Typing": true }
790 2018.11.12 11:47:07: Received KeepAlive packet: { "Type": -1 }
791 2018.11.12 11:47:07: Sending Packet: { "Type": -1 }
792 2018.11.12 11:47:08: Received TalkPhaseEnd packet: { "Type": 302 }
793 2018.11.12 11:47:08: Received SelectPhaseStart packet: { "Type": 303, "Player": 0, "NextPlayer": 1, "Amount": 2, "Duration": 60000, "Mission": 1 }

794 2018.11.12 11:47:08: PlayState: Entering SelectPhase
795 2018.11.12 11:47:08: SelectPhase: 0 2
796 2018.11.12 11:47:09: Received ChatUpdate packet: { "Type": 405, "Slot": 2, "Typing": false }
797 2018.11.12 11:47:09: Received ChatMessageReceive packet: { "Type": 205, "Message": "will do it dw ", "Slot": 2 }

```

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```

798 2018.11.12 11:47:10: Received SelectUpdate packet: {"Type":305,"Slots":[0],"Submit":false,
  "Pass":false}
799 2018.11.12 11:47:11: Received SelectUpdate packet: {"Type":305,"Slots":[0,2],"Submit":false
  , "Pass":false}
800 2018.11.12 11:47:13: Received ReceiveGlobalChatMessage packet: {"Type":902,"Message": {
  "Message": "Never More you're the shittiest hacker on here", "SteamId": "765611990915722", "Username": "KarlisS420", "Roles": [0], "Timestamp": 1542023234}}
801 2018.11.12 11:47:14: Received SelectPhaseEnd packet: {"Type":304,"Proposer":0,"SelectedTeam
  ":[0,2],"Passed":false}
802 [LOG] game_selectPhaseEnd detected
803 2018.11.12 11:47:14: Received VotePhaseStart packet: {"Type":306,"Proposer":0,"Players": [0,2
  ], "Duration": 600000}
804 2018.11.12 11:47:14: PlayState: Entering VotePhase
805 2018.11.12 11:47:15: Received VoteMade packet: {"Type":309,"Slot":2}
806 2018.11.12 11:47:15: Received VoteMade packet: {"Type":309,"Slot":4}
807 2018.11.12 11:47:16: Sending SendTypingPacket: {"Type":404,"Typing":false}
808 2018.11.12 11:47:16: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
809 2018.11.12 11:47:16: Received VoteMade packet: {"Type":309,"Slot":0}
810 2018.11.12 11:47:16: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":10,"P
  layersOnlineSilver":6,"PlayersOnlineGold":11,"PlayersPlayingBronze":0,"PlayersPlayingSilv
  er":0,"PlayersPlayingGold":0,"PlayersPlayingOther":21,"PublicCustomGames
  ":[0,"MaintenanceIn": -1]}
811 2018.11.12 11:47:17: Received KeepAlive packet: {"Type": -1}
812 2018.11.12 11:47:17: Sending VotePacket: {"Type": -1}
813 2018.11.12 11:47:19: Sending VotePacket: {"Type":308,"Action":2}
814 2018.11.12 11:47:19: Received VoteMade packet: {"Type":309,"Slot":3}
815 2018.11.12 11:47:20: Sending SendTypingPacket: {"Type":404,"Typing":true}
816 2018.11.12 11:47:20: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
817 2018.11.12 11:47:22: Sending SendTypingPacket: {"Type":404,"Typing":false}

```

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```
818 2018.11.12 11:47:22: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
819 2018.11.12 11:47:24: Received VoteMade packet: {"Type":309, "Slot":1}
820 2018.11.12 11:47:24: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [2, 0], "VotesAgainst": [4, 3, 1], "Passed":false}
821 [LOG] game_votePhaseEnd detected
822 2018.11.12 11:47:27: Received KeepAlive packet: {"Type": -1}
823 2018.11.12 11:47:27: Sending Packet: {"Type": -1}
824 2018.11.12 11:47:29: Received SelectPhaseStart packet: {"Type":303, "Player":1, "NextPlayer":2, "Amount":2, "Duration":60000, "Mission":1}
825 2018.11.12 11:47:29: PlayState: Entering SelectPhase
826 2018.11.12 11:47:29: SelectPhase: 1 2
827 2018.11.12 11:47:30: Received SelectUpdate packet: {"Type":305, "Slots": [1], "Submit":false, "Pass":false}
828 2018.11.12 11:47:31: Received SelectUpdate packet: {"Type":305, "Slots": [1, 4], "Submit":false, "Pass":false}
829 2018.11.12 11:47:31: Received SelectPhaseEnd packet: {"Type":304, "Proposer":1, "SelectedTeam": "[1, 4], "Passed":false}
830 [LOG] game_selectPhaseEnd detected
831 2018.11.12 11:47:31: Received VotePhaseStart packet: {"Type":306, "Proposer":1, "Players": [1, 4], "Duration":60000}
832 2018.11.12 11:47:31: PlayState: Entering VotePhase
833 2018.11.12 11:47:33: Received VoteMade packet: {"Type":309, "Slot":2}
834 2018.11.12 11:47:33: Received VoteMade packet: {"Type":309, "Slot":1}
835 2018.11.12 11:47:34: Received VoteMade packet: {"Type":309, "Slot":0}
836 2018.11.12 11:47:34: Sending VotePacket: {"Type":308, "Action":2}
837 2018.11.12 11:47:34: Received VoteMade packet: {"Type":309, "Slot":3}
838 2018.11.12 11:47:35: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
839 2018.11.12 11:47:36: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
840 2018.11.12 11:47:37: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
```

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```
841 2018.11.12 11:47:37: Received KeepAlive packet: {"Type": -1}
842 2018.11.12 11:47:37: Sending Packet: {"Type": -1}
843 2018.11.12 11:47:38: Received VoteMade packet: {"Type": 309, "Slot": 4}
844 2018.11.12 11:47:38: Received VotePhaseEnd packet: {"Type": 307, "VotesFor": [1, 4], "VotesAgainst": [2, 0, 3], "Passed": false}
845 [LOG] game_votePhaseEnd detected
846 2018.11.12 11:47:43: Received SelectPhaseStart packet: {"Type": 303, "Player": 2, "NextPlayer": 3, "Amount": 2, "Duration": 60000, "Mission": 1}
847 2018.11.12 11:47:43: PlayState: Entering SelectPhase
848 2018.11.12 11:47:43: SelectPhase: 2 2
849 2018.11.12 11:47:44: Received SelectUpdate packet: {"Type": 305, "Slots": [2], "Submit": false, "Pass": false}
850 2018.11.12 11:47:46: Received SelectUpdate packet: {"Type": 305, "Slots": [0, 2], "Submit": false, "Pass": false}
851 2018.11.12 11:47:47: Received SelectPhaseEnd packet: {"Type": 304, "Proposer": 2, "SelectedTeam": "[0, 2], "Passed": false}
852 [LOG] game_selectPhaseEnd detected
853 2018.11.12 11:47:47: Received VotePhaseStart packet: {"Type": 306, "Proposer": 2, "Players": [0, 2], "Duration": 60000}
854 2018.11.12 11:47:47: PlayState: Entering VotePhase
855 2018.11.12 11:47:47: Received KeepAlive packet: {"Type": -1}
856 2018.11.12 11:47:47: Sending Packet: {"Type": -1}
857 2018.11.12 11:47:47: Received VoteMade packet: {"Type": 309, "Slot": 2}
858 2018.11.12 11:47:49: Received VoteMade packet: {"Type": 309, "Slot": 4}
859 2018.11.12 11:47:50: Received VoteMade packet: {"Type": 309, "Slot": 0}
860 2018.11.12 11:47:53: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
861 2018.11.12 11:47:54: Sending VoterPacket: {"Type": 308, "Action": 2}
862 2018.11.12 11:47:54: Received VoteMade packet: {"Type": 309, "Slot": 3}
863 2018.11.12 11:47:54: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
```

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```

864 2018.11.12 11:47:54: Received ChatMessageReceive packet: {"Type":205, "Message": "acc", "Slot": 2}

865 2018.11.12 11:47:55: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
866 2018.11.12 11:47:55: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
867 2018.11.12 11:47:55: Received ChatMessageReceive packet: {"Type":205, "Message": "ty", "Slot":2}

} ] }

868 2018.11.12 11:47:55: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
869 2018.11.12 11:47:56: Received ReceiveGlobalChatMessage packet: {"Type":902, "Message": {
  "Message": "i have 4/3 as hacker niggerr", "SteamId": "76561198869827286", "Username": "NeverMore",
  "Roles": [0], "Timestamp": 1542023276} }

870 2018.11.12 11:47:56: Received VoteMade packet: {"Type":309, "Slot":1}
871 2018.11.12 11:47:56: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [2, 0], "VotesAgainst": [4, 3, 1], "Passed":false}

872 [LOG] game_votePhaseEnd detected
873 2018.11.12 11:47:56: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
874 2018.11.12 11:47:57: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
875 2018.11.12 11:47:57: Received ChatMessageReceive packet: {"Type":205, "Message": "go fast", "Slot":2}

876 2018.11.12 11:47:57: Received KeepAlive packet: {"Type":-1}
877 2018.11.12 11:47:57: Sending Packet: {"Type": -1}
878 2018.11.12 11:48:00: Received ReceiveGlobalChatMessage packet: {"Type":902, "Message": {
  "Message": "and you?", "SteamId": "76561198869827286", "Username": "NeverMore", "Roles": [0], "Timestamp": 1542023281} }

879 2018.11.12 11:48:01: Sending SendTypingPacket: {"Type":404, "Typing":true}
880 2018.11.12 11:48:01: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
881 2018.11.12 11:48:01: Received SelectPhaseStart packet: {"Type":303, "Player":3, "NextPlayer":4,
  "Amount":2, "Duration":60000, "Mission":1}
882 2018.11.12 11:48:01: PlayState: Entering SelectPhase
883 2018.11.12 11:48:01: SelectPhase: 3 2

```

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```
884 2018.11.12 11:48:04: Sending SendTypingPacket: {"Type":404,"Typing":false}
885 2018.11.12 11:48:04: Sending SendChatPacket: {"Type":204,"Message":"none of htis past game
nonsense"}
886 2018.11.12 11:48:04: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
887 2018.11.12 11:48:04: Received ChatMessageReceive packet: {"Type":205,"Message":"none of htis
past game nonsense","Slot":3}
888 2018.11.12 11:48:07: Received KeepAlive packet: {"Type":-1}
889 2018.11.12 11:48:07: Sending Packet: {"Type":-1}
890 2018.11.12 11:48:08: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":9,
"PlayersOnlineSilver":6,"PlayersOnlineGold":11,"PlayersPlayingBronze":0,
"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":21,"PublicCustomGames
":0,"MaintenanceIn":-1}
891 2018.11.12 11:48:09: Sending UpdateSelectPacket: {"Type":305,"Slots": [3],"Submit":false,
"Pass":false}
892 2018.11.12 11:48:09: Received SelectUpdate packet: {"Type":305,"Slots": [3],"Submit":false,
"Pass":false}
893 2018.11.12 11:48:10: Sending UpdateSelectPacket: {"Type":305,"Slots": [3,4],"Submit":false,
"Pass":false}
894 2018.11.12 11:48:10: Received SelectUpdate packet: {"Type":305,"Slots": [3,4],"Submit":false
,"Pass":false}
895 2018.11.12 11:48:10: Sending UpdateSelectPacket: {"Type":305,"Slots": [3,4],"Submit":true,
"Pass":false}
896 2018.11.12 11:48:10: Received SelectPhaseEnd packet: {"Type":304,"Proposer":3,"SelectedTeam
": [3,4],"Passed":false}
897 [LOG] game_selectPhaseEnd detected
898 2018.11.12 11:48:10: Received VotePhaseStart packet: {"Type":306,"Proposer":3,"Players": [3,4
], "Duration":600000}
899 2018.11.12 11:48:10: PlayState: Entering VotePhase
900 2018.11.12 11:48:11: Sending VotePacket: {"Type":308,"Action":2}
```

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```
901 2018.11.12 11:48:12: Received VoteMade packet: {"Type":309, "Slot":3}
902 2018.11.12 11:48:13: Received VoteMade packet: {"Type":309, "Slot":2}
903 2018.11.12 11:48:14: Received VoteMade packet: {"Type":309, "Slot":4}
904 2018.11.12 11:48:14: Received VoteMade packet: {"Type":309, "Slot":0}
905 2018.11.12 11:48:14: Received VoteMade packet: {"Type":309, "Slot":4}
906 2018.11.12 11:48:17: Received KeepAlive packet: {"Type":-1}
907 2018.11.12 11:48:17: Sending Packet: {"Type":-1}
908 2018.11.12 11:48:27: Received KeepAlive packet: {"Type":-1}
909 2018.11.12 11:48:27: Sending Packet: {"Type":-1}
910 2018.11.12 11:48:28: Received ReceiveGlobalChatMessage packet: {"Type":902, "Message": "Message": "i am perfect", "SteamId": "76561197990915722", "Username": "Karl#SS>420", "Roles": [0], "Timestamp": 1542023309} }

2018.11.12 11:48:34: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
911 2018.11.12 11:48:34: Received ReceiveGlobalChatMessage packet: {"Type":902, "Message": "Message": "i am the bestest", "SteamId": "76561197990915722", "Username": "Karl#SS>420", "Roles": [0], "Timestamp": 1542023315} }
912 2018.11.12 11:48:35: Received VoteMade packet: {"Type":309, "Slot":1}
913 2018.11.12 11:48:35: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [], "VotesAgainst": "[3,2,0,4,1], "Passed":false}
914 [LOG] game_votePhaseEnd detected
915 2018.11.12 11:48:37: Received KeepAlive packet: {"Type":-1}
916 2018.11.12 11:48:37: Sending Packet: {"Type":-1}
917 2018.11.12 11:48:39: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":9, "PlayersOnlineSilver":7, "PlayersOnlineGold":11, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames": 0, "MaintenanceIn": -1}
918 2018.11.12 11:48:40: Received SelectPhaseStart packet: {"Type":303, "Player":4, "NextPlayer":0, "Amount":2, "Duration":60000, "Mission":1}
919 2018.11.12 11:48:40: PlayedState: Entering SelectPhase
```

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```

921 2018.11.12 11:48:40: SelectPhase: 4 2
922 2018.11.12 11:48:41: Received SelectUpdate packet: {"Type":305,"Slots": [4],"Submit":false,"Pass":false}
923 2018.11.12 11:48:42: Sending SendTypingPacket: {"Type":404,"Typing":false}
924 2018.11.12 11:48:42: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
925 2018.11.12 11:48:43: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
926 2018.11.12 11:48:43: Received ChatMessageReceive packet: {"Type":205,"Message": "nunya
brittany prob hackers not sure", "Slot":2}
927 2018.11.12 11:48:44: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
928 2018.11.12 11:48:45: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
929 2018.11.12 11:48:45: Received ChatMessageReceive packet: {"Type":205,"Message": "^.^", "Slot":2}

}
930 2018.11.12 11:48:47: Received KeepAlive packet: {"Type":-1}
931 2018.11.12 11:48:47: Sending Packet: {"Type":-1}
932 2018.11.12 11:48:48: Sending SendTypingPacket: {"Type":404,"Typing":true}
933 2018.11.12 11:48:49: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
934 2018.11.12 11:48:50: Received SelectUpdate packet: {"Type":305,"Slots": [1,4],"Submit":false,"Pass":false}
935 2018.11.12 11:48:51: Sending SendTypingPacket: {"Type":404,"Typing":false}
936 2018.11.12 11:48:51: Sending SendChatPacket: {"Type":204,"Message": "Yeah u got me!"}
937 2018.11.12 11:48:51: Received SelectPhaseEnd packet: {"Type":304,"Proposer":4,"SelectedTeam
": [1,4],"Passed":false}
938 [LOG] game_selectPhaseEnd detected
939 2018.11.12 11:48:51: Received VotePhaseStart packet: {"Type":306,"Proposer":4,"Players": [1,4
], "Duration":600000}
940 2018.11.12 11:48:51: PlayState: Entering VotePhase
941 2018.11.12 11:48:51: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
942 2018.11.12 11:48:51: Received ChatMessageReceive packet: {"Type":205,"Message": "Yeah u got
me", "Slot":3}

```

```

943 2018.11.12 11:48:51: Received ReceiveGlobalChatMessage packet: { "Type": 902, "Message": { "NeverMore": "vole what is your stats then idiot", "SteamId": "76561198869827286", "Username": "NeverMore", "Roles": [0], "Timestamp": 1542023332 } }

944 2018.11.12 11:48:52: Received VoteMade packet: { "Type": 309, "Slot": 4 }
945 2018.11.12 11:48:52: Received VoteMade packet: { "Type": 309, "Slot": 1 }
946 2018.11.12 11:48:53: Received ChatUpdate packet: { "Type": 405, "Slot": 2, "Typing": true }
947 2018.11.12 11:48:54: Received VoteMade packet: { "Type": 309, "Slot": 0 }
948 2018.11.12 11:48:54: Received ChatUpdate packet: { "Type": 405, "Slot": 2, "Typing": false }
949 2018.11.12 11:48:54: Received ChatMessageReceive packet: { "Type": 205, "Message": "$#?& ", "Slot": 2 }

950 2018.11.12 11:48:55: Received VoteMade packet: { "Type": 309, "Slot": 2 }
951 2018.11.12 11:48:55: Sending VotePacket: { "Type": 308, "Action": 1 }
952 2018.11.12 11:48:55: Received VoteMade packet: { "Type": 309, "Slot": 3 }
953 2018.11.12 11:48:55: Received VotePhaseEnd packet: { "Type": 307, "VotesFor": [ 4, 1, 0, 3 ], "VotesAgainst": [ 2 ], "Passed": true }

954 [LOG] game_votePhaseEnd detected
955 2018.11.12 11:48:57: Received KeepAlive packet: { "Type": -1 }
956 2018.11.12 11:48:57: Sending Packet: { "Type": -1 }

957 2018.11.12 11:49:00: Received ChatUpdate packet: { "Type": 405, "Slot": 2, "Typing": false }
958 2018.11.12 11:49:00: Received MissionPhaseStart packet: { "Type": 310, "Mission": 1, "Players": [ 1, 4 ], "Duration": 15000 }

959 2018.11.12 11:49:00: PlayState: Entering MissionPhase
960 2018.11.12 11:49:00: Set Mission Players: <ccolor=#00A6F6>Nunya</color>, <ccolor=#00B48B>Zelda</color>

961 2018.11.12 11:49:04: Received ReceiveGlobalChatMessage packet: { "Type": 902, "Message": { "Message": "5?&/1", "SteamId": "7656119790915722", "Username": "Karl?ss>S>420", "Roles": [ 0 ], "Timestamp": 1542023345 } }

962 2018.11.12 11:49:05: Received MissionPhaseEnd packet: { "Type": 311, "Mission": 1, "Failed": false, "NumHacks": 0, "Proposer": 4 }

```

## File - Server.js

```
963 [LOG] game_missionPhaseEnd detected
964 2018.11.12 11:49:07: Received KeepAlive packet: {"Type": -1}
965 2018.11.12 11:49:07: Sending Packet: {"Type": -1}
966 2018.11.12 11:49:07: Set Mission Players: <color=#00A6F6>Nunya</color>, <color=#00B48B>
Zelda</color>
967 2018.11.12 11:49:09: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 9,
"PlayersOnlineSilver": 7, "PlayersOnlineGold": 12, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PublicCustomGames": "0, "MaintenanceIn": -1}
968 2018.11.12 11:49:12: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": true}
969 2018.11.12 11:49:13: Received TalkPhasesStart packet: {"Type": 301, "Duration": 450000}
970 2018.11.12 11:49:13: PlayState: Entering TalkingPhase
971 2018.11.12 11:49:17: Received KeepAlive packet: {"Type": -1}
972 2018.11.12 11:49:17: Sending Packet: {"Type": -1}
973 2018.11.12 11:49:19: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": false}
974 2018.11.12 11:49:19: Received ChatMessageReceive packet: {"Type": 205, "Message": "Wow Clown
guy you're really improving", "Slot": 0}
975 2018.11.12 11:49:19: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": true}
976 2018.11.12 11:49:22: Received ReceiveGlobalChatMessage packet: {"Type": 902, "Message": {"Message": "yep ch3ater", "SteamID": "76561198869827286", "Username": "NeverMore", "Roles": [0], "Timestamp": 1542023363}}
977 2018.11.12 11:49:23: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": false}
978 2018.11.12 11:49:23: Received ChatMessageReceive packet: {"Type": 205, "Message": "this time u
guessed n1!", "Slot": 0}
979 2018.11.12 11:49:26: Received ReceiveGlobalChatMessage packet: {"Type": 902, "Message": {"Message": "but i will add you because i am also racist", "SteamID": "76561197990915722", "Username": "Karl#ss#S>420", "Roles": [0], "Timestamp": 1542023366}}
980 2018.11.12 11:49:27: Received ReceiveGlobalChatMessage packet: {"Type": 902, "Message": {"Message": "i reported u btw", "SteamID": "76561198869827286", "Username": "NeverMore", "Roles": [0]}}
```

## File - Server.js

```
980 ], "Timestamp":1542023368})  
981 2018.11.12 11:49:27: Received KeepAlive packet: {"Type":-1}  
982 2018.11.12 11:49:27: Sending Packket: {"Type":-1}  
983 2018.11.12 11:49:28: Sending SendTypingPacket: {"Type":404, "Typing":true}  
984 2018.11.12 11:49:29: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}  
985 2018.11.12 11:49:30: Received ReceiveGlobalChatMessage packet: {"Type":902, "Message":{  
  "Message":"yeah i got aimbot lol", "SteamId": "76561197990915722", "Username": "Karl#s#S>420  
  "Roles": [0], "Timestamp":1542023370}}  
986 2018.11.12 11:49:33: Sending SendTypingPacket: {"Type":404, "Typing":false}  
987 2018.11.12 11:49:33: Sending SendChatPacket: {"Type":204, "Message": "u guys wanna know  
something dope"}  
988 2018.11.12 11:49:33: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}  
989 2018.11.12 11:49:33: Received ChatMessageReceive packet: {"Type":205, "Message": "u guys  
wanna know something dope", "Slot":3}  
990 2018.11.12 11:49:34: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":10, "  
PlayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "  
PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames  
":0, "MaintenanceIn":-1}  
991 2018.11.12 11:49:37: Received KeepAlive packet: {"Type":-1}  
992 2018.11.12 11:49:37: Sending Packket: {"Type":-1}  
993 2018.11.12 11:49:39: Sending SendTypingPacket: {"Type":404, "Typing":true}  
994 2018.11.12 11:49:39: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}  
995 2018.11.12 11:49:39: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}  
996 2018.11.12 11:49:42: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}  
997 2018.11.12 11:49:42: Received ChatMessageReceive packet: {"Type":205, "Message": "u are agent  
? KEK", "Slot":2}  
998 2018.11.12 11:49:43: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":10, "  
PlayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "  
PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames
```

## File - Server.js

```
998 " :0 , "MaintenanceIn" :-1 }  
999 2018.11.12 11:49:46: Received ChatUpdate packet: { "Type" :405 , "Slot" :4 , "Typing" :true }  
1000 2018.11.12 11:49:47: Received KeepAlive packet: { "Type" :-1 }  
1001 2018.11.12 11:49:47: Sending Packet: { "Type" :-1 }  
1002 2018.11.12 11:49:49: Received ChatUpdate packet: { "Type" :405 , "Slot" :4 , "Typing" :false }  
1003 2018.11.12 11:49:49: Received ChatMessageReceive packet: { "Type" :205 , "Message" :"i m agent  
please" , "Slot" :4 }  
1004 2018.11.12 11:49:50: Received ServerInfo packet: { "Type" :2 , "PlayersOnlineBronze" :10 , "  
PlayersOnlineSilver" :7 , "PlayersOnlineGold" :12 , "PlayersPlayingBronze" :0 , "  
PlayersPlayingSilver" :0 , "PlayersPlayingGold" :0 , "PlayersPlayingOther" :26 , "PublicCustomGames  
" :0 , "MaintenanceIn" :-1 }  
1005 2018.11.12 11:49:53: Sending SendTypingPacket: { "Type" :404 , "Typing" :false }  
1006 2018.11.12 11:49:53: Sending SendChatPacket: { "Type" :204 , "Message" :"just finished writing  
some software that automatically logs everyones props, how long it took to vote etc" }  
1007 2018.11.12 11:49:54: Received ChatUpdate packet: { "Type" :405 , "Slot" :3 , "Typing" :false }  
1008 2018.11.12 11:49:54: Received ChatMessageReceive packet: { "Type" :205 , "Message" :"just  
finished writing some software that automatically logs everyones props, how long it took  
to vote etc" , "Slot" :3 }  
1009 2018.11.12 11:49:57: Received KeepAlive packet: { "Type" :-1 }  
1010 2018.11.12 11:49:57: Sending Packet: { "Type" :-1 }  
1011 2018.11.12 11:49:58: Sending SendTypingPacket: { "Type" :404 , "Typing" :true }  
1012 2018.11.12 11:49:58: Received ChatUpdate packet: { "Type" :405 , "Slot" :3 , "Typing" :true }  
1013 2018.11.12 11:49:58: Received TalkPhaseEnd packet: { "Type" :302 }  
1014 2018.11.12 11:49:58: Received SelectPhaseStart packet: { "Type" :303 , "Player" :0 , "NextPlayer" :  
1 , "Amount" :3 , "Duration" :60000 , "Mission" :2 }  
1015 2018.11.12 11:49:58: Playstate: Entering SelectPhase  
1016 2018.11.12 11:49:58: SelectPhase: 0 3  
1017 2018.11.12 11:50:01: Sending SendTypingPacket: { "Type" :404 , "Typing" :false }  
1018 2018.11.12 11:50:01: Sending SendChatPacket: { "Type" :204 , "Message" :"this is teh first test }
```

File - Server.js

```
1018 run"}  
1019 2018.11.12 11:50:01: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}  
1020 2018.11.12 11:50:01: Received ChatMessageReceive packet: {"Type":205, "Message":"this is teh  
first test run", "Slot":3}  
  
1021 2018.11.12 11:50:02: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":10, "  
PlayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "  
PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":25, "PublicCustomGames  
":0, "MaintenanceIn":-1}  
  
1022 2018.11.12 11:50:05: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}  
1023 2018.11.12 11:50:07: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}  
1024 2018.11.12 11:50:07: Received ChatMessageReceive packet: {"Type":205, "Message":"lets go",  
Slot":2}  
  
1025 2018.11.12 11:50:07: Received KeepAlive packet: {"Type":-1}  
1026 2018.11.12 11:50:07: Sending Packet: {"Type":-1}  
1027 2018.11.12 11:50:07: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}  
1028 2018.11.12 11:50:08: Sending SendTypingPacket: {"Type":404, "Typing":true}  
1029 2018.11.12 11:50:08: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}  
1030 2018.11.12 11:50:09: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}  
1031 2018.11.12 11:50:11: Sending SendTypingPacket: {"Type":404, "Typing":false}  
1032 2018.11.12 11:50:11: Sending SendChatPacket: {"Type":204, "Message":"and its doooope"}  
1033 2018.11.12 11:50:11: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}  
1034 2018.11.12 11:50:11: Received ChatMessageReceive packet: {"Type":205, "Message":"and its  
doooope", "Slot":3}  
  
1035 2018.11.12 11:50:11: Received SelectUpdate packet: {"Type":305, "Slots": [0], "Submit": false, "  
Pass": false}  
1036 2018.11.12 11:50:12: Received SelectUpdate packet: {"Type":305, "Slots": [0,1], "Submit": false  
, "Pass": false}  
1037 2018.11.12 11:50:12: Received SelectUpdate packet: {"Type":305, "Slots": [0,1,2], "Submit":  
false, "Pass": false}
```

## File - Server.js

```

1038 2018.11.12 11:50:14: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":10, "PlayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":24, "PublicCustomGames":0, "MaintenanceIn":-1}

1039 2018.11.12 11:50:15: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}

1040 2018.11.12 11:50:15: Received ChatMessageReceive packet: {"Type":205, "Message": "fits kinda counted as hack no ?", "Slot":2}

1041 2018.11.12 11:50:17: Received KeepAlive packet: {"Type":-1}

1042 2018.11.12 11:50:17: Sending Packet: {"Type":-1}

1043 2018.11.12 11:50:18: Received SelectPhaseEnd packet: {"Type":304, "Proposer":0, "SelectedTeam": [0,1,2], "Passed":false}

1044 [LOG] game_selectPhaseEnd detected

1045 2018.11.12 11:50:18: Received VotePhaseStart packet: {"Type":306, "Proposer":0, "Players": [0, 1, 2], "Duration":60000}

1046 2018.11.12 11:50:18: PlayState: Entering VotePhase

1047 2018.11.12 11:50:19: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}

1048 2018.11.12 11:50:19: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}

1049 2018.11.12 11:50:19: Received VoteMade packet: {"Type":309, "Slot":0}

1050 2018.11.12 11:50:19: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}

1051 2018.11.12 11:50:20: Received ChatMessageReceive packet: {"Type":205, "Message": "nono", "Slot": 4}

1052 2018.11.12 11:50:21: Received VoteMade packet: {"Type":309, "Slot":4}

1053 2018.11.12 11:50:21: Sending SendTypingPacket: {"Type":404, "Typing":true}

1054 2018.11.12 11:50:21: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}

1055 2018.11.12 11:50:21: Sending SendTypingPacket: {"Type":404, "Typing":false}

1056 2018.11.12 11:50:21: Sending SendChatPacket: {"Type":204, "Message": "no" }

1057 2018.11.12 11:50:21: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}

1058 2018.11.12 11:50:21: Received ChatMessageReceive packet: {"Type":205, "Message": "no", "Slot": 3}
  
```

**File - Server.js**

```
1059 2018.11.12 11:50:22: Sending SendTypingPacket: {"Type":404, "Typing":true}
1060 2018.11.12 11:50:22: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1061 2018.11.12 11:50:23: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1062 2018.11.12 11:50:23: Received ChatMessageReceive packet: {"Type":205, "Message": "its hacked
like that tbh", "Slot":2}
1063 2018.11.12 11:50:24: Received VoteMade packet: {"Type":309, "Slot":1}
1064 2018.11.12 11:50:24: Received VoteMade packet: {"Type":309, "Slot":2}
1065 2018.11.12 11:50:26: Sending SendTypingPacket: {"Type":404, "Typing":false}
1066 2018.11.12 11:50:26: Sending SendChatPacket: {"Type":204, "Message": "it reads incoming
packets "}
1067 2018.11.12 11:50:26: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1068 2018.11.12 11:50:26: Received ChatMessageReceive packet: {"Type":205, "Message": "it reads
incoming packets ", "Slot":3}
1069 2018.11.12 11:50:27: Received KeepAlive packet: {"Type":-1}
1070 2018.11.12 11:50:27: Sending Packet: {"Type":-1}
1071 2018.11.12 11:50:30: Sending VotePacket: {"Type":308, "Action":2}
1072 2018.11.12 11:50:30: Received VoteMade packet: {"Type":309, "Slot":3}
1073 2018.11.12 11:50:30: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [0], "VotesAgainst
": [4, 1, 2, 3], "Passed":false}
1074 [LOG] game_votePhaseEnd detected
1075 2018.11.12 11:50:34: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1076 2018.11.12 11:50:35: Received SelectPhaseStart packet: {"Type":303, "Player":1, "NextPlayer":
2, "Amount":3, "Duration":60000, "Mission":2}
1077 2018.11.12 11:50:35: PlayState: Entering SelectPhase
1078 2018.11.12 11:50:35: SelectPhase: 1 3
1079 2018.11.12 11:50:37: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":10, "PlayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PublicCustomGames
":0, "MaintenanceIn":-1}
```

**File - Server.js**

```
1080 2018.11.12 11:50:37: Received KeepAlive packet: {"Type": -1}
1081 2018.11.12 11:50:37: Sending Packet: {"Type": -1}
1082 2018.11.12 11:50:38: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 10, "PlayersOnlineSilver": 7, "PlayersOnlineGold": 12, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PublicCustomGames": 0, "MaintenanceIn": -1}
1083 2018.11.12 11:50:39: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1084 2018.11.12 11:50:40: Received ChatMessageReceive packet: {"Type": 205, "Message": "so it doesn't count as hackers?", "Slot": 2}
1085 2018.11.12 11:50:41: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 10, "PlayersOnlineSilver": 7, "PlayersOnlineGold": 12, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PublicCustomGames": 0, "MaintenanceIn": -1}
1086 2018.11.12 11:50:42: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1087 2018.11.12 11:50:44: Received SelectUpdate packet: {"Type": 305, "Slots": [1], "Submit": false, "Pass": false}
1088 2018.11.12 11:50:44: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1089 2018.11.12 11:50:44: Received ChatMessageReceive packet: {"Type": 205, "Message": "as hacker", "Slot": 2}
1090 2018.11.12 11:50:45: Received SelectUpdate packet: {"Type": 305, "Slots": [], "Submit": false, "Pass": false}
1091 2018.11.12 11:50:46: Received SelectUpdate packet: {"Type": 305, "Slots": [1], "Submit": false, "Pass": false}
1092 2018.11.12 11:50:46: Received SelectUpdate packet: {"Type": 305, "Slots": [1], "Submit": false, "Pass": false}
1093 2018.11.12 11:50:46: Received SelectUpdate packet: {"Type": 305, "Slots": [1], "Submit": false, "Pass": false}
1094 2018.11.12 11:50:46: Received SelectUpdate packet: {"Type": 305, "Slots": [], "Submit": false, "Pass": false}
```

**File - Server.js**

```
1095 2018.11.12 11:50:46: Received SelectUpdate packet: {"Type":305,"Slots": [1],"Submit":false,"Pass":false}
1096 2018.11.12 11:50:46: Received SelectUpdate packet: {"Type":305,"Slots": [],"Submit":false,"Pass":false}
1097 2018.11.12 11:50:47: Received SelectUpdate packet: {"Type":305,"Slots": [1],"Submit":false,"Pass":false}
1098 2018.11.12 11:50:47: Received KeepAlive packet: {"Type":-1}
1099 2018.11.12 11:50:47: Sending Packet: {"Type":-1}
1100 2018.11.12 11:50:48: Received SelectUpdate packet: {"Type":305,"Slots": [],"Submit":false,"Pass":false}
1101 2018.11.12 11:50:48: Received SelectUpdate packet: {"Type":305,"Slots": [1],"Submit":false,"Pass":false}
1102 2018.11.12 11:50:48: Received SelectUpdate packet: {"Type":305,"Slots": [],"Submit":false,"Pass":false}
1103 2018.11.12 11:50:49: Received SelectUpdate packet: {"Type":305,"Slots": [1],"Submit":false,"Pass":false}
1104 2018.11.12 11:50:50: Received SelectUpdate packet: {"Type":305,"Slots": [1,4],"Submit":false,"Pass":false}
1105 2018.11.12 11:50:54: Sending SendTypingPacket: {"Type":404,"Typing":true}
1106 2018.11.12 11:50:54: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
1107 2018.11.12 11:50:54: Sending SendTypingPacket: {"Type":404,"Typing":false}
1108 2018.11.12 11:50:54: Sending SendChatPacket: {"Type":204,"Message":"?"}
1109 2018.11.12 11:50:54: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
1110 2018.11.12 11:50:55: Received ChatMessageReceive packet: {"Type":205,"Message":"?", "Slot":3}
}
1111 2018.11.12 11:50:57: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":9,"PlayersOnlineSilver":7,"PlayersOnlineGold":12,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":21,"PublicCustomGames":0,"MaintenanceIn":-1}
```

**File - Server.js**

```
1112 2018.11.12 11:50:57: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1113 2018.11.12 11:50:57: Received KeepAlive packet: {"Type":-1}
1114 2018.11.12 11:50:57: Sending Packet: {"Type":-1}
1115 2018.11.12 11:50:58: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1116 2018.11.12 11:50:58: Received ChatMessageReceive packet: {"Type":205, "Message": "i mean", "Slot":2}

1117 2018.11.12 11:50:59: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1118 2018.11.12 11:51:06: Received IdleStatusUpdate packet: {"Type":403, "Idle":true, "Player":4}
1119 2018.11.12 11:51:07: Received KeepAlive packet: {"Type":-1}
1120 2018.11.12 11:51:07: Sending Packet: {"Type":-1}
1121 2018.11.12 11:51:08: Received SelectUpdate packet: {"Type":305, "Slots": [0,1,4], "Submit": false, "Pass":false}
1122 2018.11.12 11:51:09: Received SelectPhaseEnd packet: {"Type":304, "Proposer":1, "SelectedTeam": "[0,1,4]", "Passed":false}
1123 [LOG] game_SelectPhaseEnd detected
1124 2018.11.12 11:51:09: Received VotePhaseStart packet: {"Type":306, "Proposer":1, "Players": [0, 1, 4], "Duration":60000}
1125 2018.11.12 11:51:09: PlayState: Entering VotePhase
1126 2018.11.12 11:51:10: Received VoteMade packet: {"Type":309, "Slot":1}
1127 2018.11.12 11:51:11: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1128 2018.11.12 11:51:11: Received ChatMessageReceive packet: {"Type":205, "Message": "isnt it ", "Slot":2}
1129 2018.11.12 11:51:12: Received IdleStatusUpdate packet: {"Type":403, "Idle":false, "Player":4}
1130 2018.11.12 11:51:12: Received VoteMade packet: {"Type":309, "Slot":4}
1131 2018.11.12 11:51:12: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1132 2018.11.12 11:51:14: Sending SendTypingPacket: {"Type":404, "Typing":false}
1133 2018.11.12 11:51:14: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1134 2018.11.12 11:51:17: Received KeepAlive packet: {"Type":-1}
1135 2018.11.12 11:51:17: Sending Packet: {"Type":-1}
```

File - Server.js

```
1136 2018.11.12 11:51:18: Received VoteMade packet: {"Type":309,"Slot":0}
1137 2018.11.12 11:51:19: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1138 2018.11.12 11:51:19: Received ChatMessageReceive packet: {"Type":205,"Message":"a third
part program ?","Slot":2}
1139 2018.11.12 11:51:20: Received VoteMade packet: {"Type":309,"Slot":4}
1140 2018.11.12 11:51:22: Received VoteMade packet: {"Type":309,"Slot":4}
1141 2018.11.12 11:51:23: Received VoteMade packet: {"Type":309,"Slot":2}
1142 2018.11.12 11:51:26: Sending SendTypingPacket: {"Type":404,"Typing":true}
1143 2018.11.12 11:51:26: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
1144 2018.11.12 11:51:27: Received KeepAlive packet: {"Type":-1}
1145 2018.11.12 11:51:27: Sending Packet: {"Type":-1}
1146 2018.11.12 11:51:33: Sending SendTypingPacket: {"Type":404,"Typing":false}
1147 2018.11.12 11:51:33: Sending SendChatPacket: {"Type":204,"Message":"kinda but it just does
what u would normally do in excel"}
1148 2018.11.12 11:51:33: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
1149 2018.11.12 11:51:33: Received ChatMessageReceive packet: {"Type":205,"Message":"kinda but
it just does what u would normally do in excel","Slot":3}
1150 2018.11.12 11:51:35: Received VoteMade packet: {"Type":309,"Slot":4}
1151 2018.11.12 11:51:36: Received VoteMade packet: {"Type":309,"Slot":4}
1152 2018.11.12 11:51:37: Received KeepAlive packet: {"Type":-1}
1153 2018.11.12 11:51:37: Sending Packet: {"Type":-1}
1154 2018.11.12 11:51:41: Received VoteMade packet: {"Type":309,"Slot":4}
1155 2018.11.12 11:51:41: Sending SendTypingPacket: {"Type":404,"Typing":true}
1156 2018.11.12 11:51:41: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
1157 2018.11.12 11:51:44: Sending SendTypingPacket: {"Type":404,"Typing":false}
1158 2018.11.12 11:51:44: Sending SendChatPacket: {"Type":204,"Message":"id be writing prop
susually"}
1159 2018.11.12 11:51:44: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
1160 2018.11.12 11:51:44: Received ChatMessageReceive packet: {"Type":205,"Message":"id be
```

## File - Server.js

```
1160 writing prop susually", "Slot":3}
1161 2018.11.12 11:51:44: Sending SendTypingPacket: {"Type":404, "Typing":true}
1162 2018.11.12 11:51:45: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1163 2018.11.12 11:51:46: Received VoteMade packet: {"Type":309, "Slot":4}
1164 2018.11.12 11:51:47: Received KeepAlive packet: {"Type":-1}
1165 2018.11.12 11:51:47: Sending Packet: {"Type":-1}
1166 2018.11.12 11:51:48: Received VoteMade packet: {"Type":309, "Slot":4}
1167 2018.11.12 11:51:49: Sending SendTypingPacket: {"Type":404, "Typing":false}
1168 2018.11.12 11:51:49: Sending SendChatPacket: {"Type":204, "Message": "now I can focus more on
the game"}
1169 2018.11.12 11:51:49: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1170 2018.11.12 11:51:49: Received ChatMessageReceive packet: {"Type":205, "Message": "now I can
focus more on the game", "Slot":3}
1171 2018.11.12 11:51:53: Sending VotePacket: {"Type":308, "Action":2}
1172 2018.11.12 11:51:53: Received VoteMade packet: {"Type":309, "Slot":3}
1173 2018.11.12 11:51:53: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [1,0,4], "
VotesAgainst": [2,3], "Passed":true}
1174 [LOG] game_votePhaseEnd detected
1175 2018.11.12 11:51:54: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1176 2018.11.12 11:51:55: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1177 2018.11.12 11:51:55: Received ChatMessageReceive packet: {"Type":205, "Message": "yhea ", "
Slot":2}
1178 2018.11.12 11:51:55: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1179 2018.11.12 11:51:57: Received KeepAlive packet: {"Type":-1}
1180 2018.11.12 11:51:57: Sending Packet: {"Type":-1}
1181 2018.11.12 11:51:58: Received MissionPhaseStart packet: {"Type":310, "Mission":2, "Players": [
0,1,4], "Duration":15000}
1182 2018.11.12 11:51:58: PlayState: Entering MissionPhase
1183 2018.11.12 11:51:58: Set Mission Players: <color=#FFEC16>Vera</color>, <color=#00A6F6>
```

**File - Server.js**

```
1183 Nunya</color>, <color=#00B48B>Zelda</color>
1184 2018.11.12 11:51:59: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1185 2018.11.12 11:51:59: Received ChatMessageReceive packet: {"Type":205,"Message":"feelsgo","Slot":2}
1186 2018.11.12 11:52:00: Received MissionPhaseEnd packet: {"Type":311,"Mission":2,"Failed":true
    , "NumHacks":1,"Proposer":1}
1187 [LOG] game_missionPhaseEnd detected
1188 2018.11.12 11:52:02: Set Mission Players: <color=#00A6F6>
Nunya</color>, <color=#00B48B>Vera</color>, <color=#FFEC16>Zelda</color>
1189 2018.11.12 11:52:04: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
1190 2018.11.12 11:52:05: Sending SendTypingPacket: {"Type":404,"Typing":true}
1191 2018.11.12 11:52:05: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1192 2018.11.12 11:52:05: Received ChatMessageReceive packet: {"Type":205,"Message":"so ", "Slot
":2}
1193 2018.11.12 11:52:05: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
1194 2018.11.12 11:52:06: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
1195 2018.11.12 11:52:07: Received KeepAlive packet: {"Type":-1}
1196 2018.11.12 11:52:07: Sending Packet: {"Type":-1}
1197 2018.11.12 11:52:08: Received TalkPhaseStart packet: {"Type":301,"Duration":600000}
1198 2018.11.12 11:52:08: Playstate: Entering TalkingPhase
1199 2018.11.12 11:52:10: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1200 2018.11.12 11:52:10: Received ChatMessageReceive packet: {"Type":205,"Message": "nunya is
hacker", "Slot":2}
1201 2018.11.12 11:52:11: Sending SendTypingPacket: {"Type":404,"Typing":false}
1202 2018.11.12 11:52:11: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
1203 2018.11.12 11:52:11: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1204 2018.11.12 11:52:12: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1205 2018.11.12 11:52:13: Sending SendTypingPacket: {"Type":404,"Typing":true}
1206 2018.11.12 11:52:13: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
```

**File - Server.js**

```
1207 2018.11.12 11:52:16: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1208 2018.11.12 11:52:17: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1209 2018.11.12 11:52:17: Received ChatMessageReceive packet: {"Type":205, "Message":"nonoono00", "Slot":4}

1210 2018.11.12 11:52:17: Received KeepAlive packet: {"Type":-1}
1211 2018.11.12 11:52:17: Sending Packet: {"Type":-1}
1212 2018.11.12 11:52:18: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1213 2018.11.12 11:52:19: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1214 2018.11.12 11:52:19: Received ChatMessageReceive packet: {"Type":205, "Message":"madoo00", "Slot":4}

1215 2018.11.12 11:52:19: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1216 2018.11.12 11:52:19: Sending SendTypingPacket: {"Type":404, "Typing":false}
1217 2018.11.12 11:52:19: Sending SendChatPacket: {"Type":204, "Message":"u guys mind passing a full circle or two?"}

1218 2018.11.12 11:52:19: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1219 2018.11.12 11:52:20: Received ChatMessageReceive packet: {"Type":205, "Message":"u guys mind passing a full circle or two?", "Slot":3}
1220 2018.11.12 11:52:20: Sending SendTypingPacket: {"Type":404, "Typing":true}
1221 2018.11.12 11:52:20: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1222 2018.11.12 11:52:21: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1223 2018.11.12 11:52:21: Received ChatMessageReceive packet: {"Type":205, "Message":"im agent", "Slot":4}

1224 2018.11.12 11:52:23: Sending SendTypingPacket: {"Type":404, "Typing":false}
1225 2018.11.12 11:52:23: Sending SendChatPacket: {"Type":204, "Message":" i wanna stress test it"}

1226 2018.11.12 11:52:23: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1227 2018.11.12 11:52:24: Received ChatMessageReceive packet: {"Type":205, "Message":" i wanna stress test it", "Slot":3}
1228 2018.11.12 11:52:27: Received KeepAlive packet: {"Type":-1}
```

**File - Server.js**

```
1229 2018.11.12 11:52:27: Sending Packet: {"Type": -1}
1230 2018.11.12 11:52:30: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1231 2018.11.12 11:52:33: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 9, "PlayersOnlineSilver": 7, "PlayersOnlineGold": 13, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 21, "PublicCustomGames": 0, "MaintenanceIn": -1}
1232 2018.11.12 11:52:34: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1233 2018.11.12 11:52:34: Received ChatMessageReceive packet: {"Type": 205, "Message": "tbh i already know ", "Slot": 2}
1234 2018.11.12 11:52:37: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1235 2018.11.12 11:52:37: Received KeepAlive packet: {"Type": -1}
1236 2018.11.12 11:52:37: Sending Packet: {"Type": -1}
1237 2018.11.12 11:52:40: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1238 2018.11.12 11:52:40: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1239 2018.11.12 11:52:42: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1240 2018.11.12 11:52:44: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1241 2018.11.12 11:52:44: Received ChatMessageReceive packet: {"Type": 205, "Message": "one hacker ", "Slot": 2}
1242 2018.11.12 11:52:45: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1243 2018.11.12 11:52:47: Received KeepAlive packet: {"Type": -1}
1244 2018.11.12 11:52:47: Sending Packet: {"Type": -1}
1245 2018.11.12 11:52:49: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1246 2018.11.12 11:52:49: Received ChatMessageReceive packet: {"Type": 205, "Message": "and its nunya", "Slot": 2}
1247 2018.11.12 11:52:50: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1248 2018.11.12 11:52:52: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": true}
1249 2018.11.12 11:52:53: Received ChatUpdate packet: {"Type": 405, "Slot": 4, "Typing": true}
1250 2018.11.12 11:52:53: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": false}
1251 2018.11.12 11:52:54: Received ChatMessageReceive packet: {"Type": 205, "Message": "gj clown", "Slot": 2}
```

File - Server.js

```
1251 Slot":0}
1252 2018.11.12 11:52:54: Sending SendTypingPacket: {"Type":404,"Typing":true}
1253 2018.11.12 11:52:54: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
1254 2018.11.12 11:52:54: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
1255 2018.11.12 11:52:54: Received ChatMessageReceive packet: {"Type":205,"Message":"im agent","Slot":4}

1256 2018.11.12 11:52:55: Sending SendTypingPacket: {"Type":404,"Typing":false}
1257 2018.11.12 11:52:55: Sending SendChatPacket: {"Type":204,"Message":"why nunya"}
1258 2018.11.12 11:52:55: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
1259 2018.11.12 11:52:55: Received ChatMessageReceive packet: {"Type":205,"Message":"why nunya","Slot":3}

1260 2018.11.12 11:52:55: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":true}
1261 2018.11.12 11:52:56: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
1262 2018.11.12 11:52:56: Received ChatMessageReceive packet: {"Type":205,"Message":"please","Slot":4}

1263 2018.11.12 11:52:57: Received KeepAlive packet: {"Type":-1}
1264 2018.11.12 11:52:57: Sending Packet: {"Type":-1}
1265 2018.11.12 11:52:59: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1266 2018.11.12 11:52:59: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1267 2018.11.12 11:53:01: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
1268 2018.11.12 11:53:03: Received ChatUpdate packet: {"Type":405,"Slot":1,"Typing":true}
1269 2018.11.12 11:53:05: Received ChatMessageReceive packet: {"Type":205,"Message":"zelda or is bad","Slot":2}
1270 2018.11.12 11:53:05: Received ChatMessageReceive packet: {"Type":205,"Message":"zelda or is bad","Slot":2}

1271 2018.11.12 11:53:06: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
1272 2018.11.12 11:53:07: Received KeepAlive packet: {"Type":-1}
1273 2018.11.12 11:53:07: Sending Packet: {"Type":-1}
1274 2018.11.12 11:53:08: Received TalkPhaseEnd packet: {"Type":302}
1275 2018.11.12 11:53:08: Received SelectPhaseStart packet: {"Type":303,"Player":2,"NextPlayer":
```

## File - Server.js

```
1275 3, "Amount":2, "Duration":60000, "Mission":3}
1276 2018.11.12 11:53:08: Playstate: Entering SelectPhase
1277 2018.11.12 11:53:08: SelectPhase: 2
1278 2018.11.12 11:53:09: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":false}
1279 2018.11.12 11:53:09: Received ChatMessageReceive packet: {"Type":205, "Message":"so it's
    Logan + vera", "Slot":1}
1280 2018.11.12 11:53:11: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1281 2018.11.12 11:53:14: Received SelectUpdate packet: {"Type":305, "Slots": [2], "Submit":false,
    Pass":false}
1282 2018.11.12 11:53:15: Received SelectUpdate packet: {"Type":305, "Slots": [0,2], "Submit":false
    , "Pass":false}
1283 2018.11.12 11:53:15: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1284 2018.11.12 11:53:17: Received KeepAlive packet: {"Type":-1}
1285 2018.11.12 11:53:17: Sending Packet: {"Type":-1}
1286 2018.11.12 11:53:17: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":true}
1287 2018.11.12 11:53:18: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":false}
1288 2018.11.12 11:53:18: Received ChatMessageReceive packet: {"Type":205, "Message":"xd", "Slot":1
    }
1289 2018.11.12 11:53:18: Received SelectUpdate packet: {"Type":305, "Slots": [0,4], "Submit":false
    , "Pass":false}
1290 2018.11.12 11:53:18: Sending SendTypingPacket: {"Type":404, "Typing":true}
1291 2018.11.12 11:53:18: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1292 2018.11.12 11:53:19: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1293 2018.11.12 11:53:20: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1294 2018.11.12 11:53:20: Sending SendTypingPacket: {"Type":404, "Typing":false}
1295 2018.11.12 11:53:20: Sending SendChatPacket: {"Type":204, "Message":"whys that"}
1296 2018.11.12 11:53:20: Received ChatMessageReceive packet: {"Type":205, "Message":"brittany i
    will try y", "Slot":4}
1297 2018.11.12 11:53:20: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
```

**File - Server.js**

```
1298 2018.11.12 11:53:21: Received ChatMessageReceive packet: {"Type":205,"Message":"whys that  
", "Slot":3}  
  
1299 2018.11.12 11:53:21: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}  
1300 2018.11.12 11:53:21: Received ChatMessageReceive packet: {"Type":205,"Message":"im gonna go  
", "Slot":2}  
  
1301 2018.11.12 11:53:22: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}  
1302 2018.11.12 11:53:22: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}  
1303 2018.11.12 11:53:24: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}  
1304 2018.11.12 11:53:24: Received ChatMessageReceive packet: {"Type":205,"Message":"with that  
", "Slot":2}  
  
1305 2018.11.12 11:53:24: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}  
1306 2018.11.12 11:53:25: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}  
1307 2018.11.12 11:53:27: Received KeepAlive packet: {"Type":-1}  
1308 2018.11.12 11:53:27: Sending Packet: {"Type":-1}  
1309 2018.11.12 11:53:27: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}  
1310 2018.11.12 11:53:29: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}  
1311 2018.11.12 11:53:29: Received ChatMessageReceive packet: {"Type":205,"Message":"can u acc  
?", "Slot":2}  
  
1312 2018.11.12 11:53:30: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}  
1313 2018.11.12 11:53:31: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":true}  
1314 2018.11.12 11:53:31: Received ChatUpdate packet: {"Type":405,"Slot":1,"Typing":true}  
1315 2018.11.12 11:53:31: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}  
1316 2018.11.12 11:53:32: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}  
1317 2018.11.12 11:53:32: Received ChatMessageReceive packet: {"Type":205,"Message":"no", "Slot":  
4}  
  
1318 2018.11.12 11:53:32: Received ChatUpdate packet: {"Type":405,"Slot":1,"Typing":false}  
1319 2018.11.12 11:53:32: Received ChatMessageReceive packet: {"Type":205,"Message":"no", "Slot":  
1}  
  
1320 2018.11.12 11:53:35: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
```

File - Server.js

```
1321 2018.11.12 11:53:36: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1322 2018.11.12 11:53:36: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1323 2018.11.12 11:53:36: Received ChatMessageReceive packet: {"Type":205, "Message":"well", "Slot":2}

1324 2018.11.12 11:53:37: Received KeepAlive packet: {"Type":-1}
1325 2018.11.12 11:53:37: Sending Packet: {"Type":-1}
1326 2018.11.12 11:53:37: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1327 2018.11.12 11:53:42: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1328 2018.11.12 11:53:42: Received ChatMessageReceive packet: {"Type":205, "Message":"zelda is a
really bad agent ", "Slot":2}
1329 2018.11.12 11:53:43: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1330 2018.11.12 11:53:46: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1331 2018.11.12 11:53:47: Received KeepAlive packet: {"Type":-1}
1332 2018.11.12 11:53:47: Sending Packet: {"Type":-1}
1333 2018.11.12 11:53:49: Received SelectUpdate packet: {"Type":305, "Slots": [2, 4], "Submit":false
, "Pass":false}
1334 2018.11.12 11:53:50: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1335 2018.11.12 11:53:51: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1336 2018.11.12 11:53:51: Received ChatMessageReceive packet: {"Type":205, "Message":"tse", "Slot":4}
1337 2018.11.12 11:53:53: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1338 2018.11.12 11:53:55: Received SelectUpdate packet: {"Type":305, "Slots": [2], "Submit":false
, "Pass":false}
1339 2018.11.12 11:53:56: Received SelectUpdate packet: {"Type":305, "Slots": [0, 2], "Submit":false
, "Pass":false}
1340 2018.11.12 11:53:56: Received SelectPhaseEnd packet: {"Type":304, "Proposer":2, "SelectedTeam
": [0, 2], "Passed":false}
1341 [LOG] game_selectPhaseEnd detected
1342 2018.11.12 11:53:56: Received VotePhaseStart packet: {"Type":306, "Proposer":2, "Players": [0,
```

```

1342 2], "Duration":600000}
1343 2018.11.12 11:53:56: PlayState: Entering VotePhase
1344 2018.11.12 11:53:57: Received KeepAlive packet: {"Type":-1}
1345 2018.11.12 11:53:57: Sending Packet: {"Type":-1}
1346 2018.11.12 11:53:58: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1347 2018.11.12 11:53:58: Received VoteMade packet: {"Type":309, "Slot":1}
1348 2018.11.12 11:53:58: Received ChatMessageReceive packet: {"Type":205, "Message": "u are
trolling u and vera", "Slot":4}
1349 2018.11.12 11:53:58: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1350 2018.11.12 11:53:59: Received VoteMade packet: {"Type":309, "Slot":4}
1351 2018.11.12 11:54:02: Received VoteMade packet: {"Type":309, "Slot":2}
1352 2018.11.12 11:54:03: Sending SendTypingPacket: {"Type":404, "Typing":true}
1353 2018.11.12 11:54:03: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1354 2018.11.12 11:54:04: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1355 2018.11.12 11:54:05: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1356 2018.11.12 11:54:05: Received ChatMessageReceive packet: {"Type":205, "Message": "im agent", "Slot":4}
1357 2018.11.12 11:54:07: Received VoteMade packet: {"Type":309, "Slot":0}
1358 2018.11.12 11:54:07: Received KeepAlive packet: {"Type":-1}
1359 2018.11.12 11:54:07: Sending Packet: {"Type":-1}
1360 2018.11.12 11:54:15: Received VoteMade packet: {"Type":309, "Slot":0}
1361 2018.11.12 11:54:17: Received KeepAlive packet: {"Type":-1}
1362 2018.11.12 11:54:17: Sending Packet: {"Type":-1}
1363 2018.11.12 11:54:18: Sending SendTypingPacket: {"Type":404, "Typing":false}
1364 2018.11.12 11:54:18: Sending SendChatPacket: {"Type":204, "Message": "sry if im not playing
my fullest, still debugging this tool" }
1365 2018.11.12 11:54:18: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1366 2018.11.12 11:54:18: Received ChatMessageReceive packet: {"Type":205, "Message": "sry if im
not playing my fullest, still debugging this tool", "Slot":3}

```

## File - Server.js

```
1367 2018.11.12 11:54:20: Received VoteMade packet: {"Type":309, "Slot":0}
1368 2018.11.12 11:54:22: Sending VotePacket: {"Type":308, "Action":2} [REDACTED]
1369 2018.11.12 11:54:22: Received VoteMade packet: {"Type":309, "Slot":3}
1370 2018.11.12 11:54:22: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [2, 0], "VotesAgainst": [1, 4, 3], "Passed":false}
1371 [LOG] game_votePhaseEnd detected
1372 2018.11.12 11:54:24: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1373 2018.11.12 11:54:24: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1374 2018.11.12 11:54:24: Received ChatMessageReceive packet: {"Type":205, "Message": "dw ", "Slot": 2}
1375 2018.11.12 11:54:25: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1376 2018.11.12 11:54:27: Received KeepAlive packet: {"Type":-1}
1377 2018.11.12 11:54:27: Sending Packet: {"Type":-1} [REDACTED]
1378 2018.11.12 11:54:27: Received SelectPhaseStart packet: {"Type":303, "Player":3, "NextPlayer": "4", "Amount":2, "Duration":60000, "Mission":3}
1379 2018.11.12 11:54:27: PlayState: Entering SelectPhase
1380 2018.11.12 11:54:27: SelectPhase: 3 2
1381 2018.11.12 11:54:31: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1382 2018.11.12 11:54:37: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1383 2018.11.12 11:54:37: Received ChatMessageReceive packet: {"Type":205, "Message": "zelda is bad agent or idk ", "Slot":2} [REDACTED]
1384 2018.11.12 11:54:37: Received KeepAlive packet: {"Type":-1}
1385 2018.11.12 11:54:37: Sending Packet: {"Type":-1} [REDACTED]
1386 2018.11.12 11:54:37: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1387 2018.11.12 11:54:39: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1388 2018.11.12 11:54:44: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1389 2018.11.12 11:54:44: Received ChatMessageReceive packet: {"Type":205, "Message": "nunyai hacker", "Slot":2}
1390 2018.11.12 11:54:45: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
```

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```
1391 2018.11.12 11:54:46: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1392 2018.11.12 11:54:46: Received ChatMessageReceive packet: {"Type":205, "Message": "and ", "Slot"
":2}

1393 2018.11.12 11:54:47: Received KeepAlive packet: {"Type":-1}
1394 2018.11.12 11:54:47: Sending Packet: {"Type":-1}
1395 2018.11.12 11:54:49: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1396 2018.11.12 11:54:51: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1397 2018.11.12 11:54:52: Sending UpdateSelectPacket: {"Type":305, "Slots": [], "Submit":true, "Pass
":true}

1398 2018.11.12 11:54:52: Received SelectPhaseEnd packet: {"Type":304, "Proposer":3, "SelectedTeam
":[], "Passed":true}
1399 [LOG] game_SelectPhaseEnd detected
1400 2018.11.12 11:54:52: Received SelectPhaseStart packet: {"Type":303, "Player":4, "NextPlayer":
0, "Amount":2, "Duration":60000, "Mission":3}
1401 2018.11.12 11:54:52: PlaystateMachine: Same state twice in a row: SelectPhase
1402
1403 (Filename: C:\buildslave\unity\build\Runtime\Export\Debug.bindings.h Line: 43)
1404
1405 2018.11.12 11:54:52: Playstate: Entering SelectPhase
1406 2018.11.12 11:54:52: SelectPhase: 4 2
1407 2018.11.12 11:54:53: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1408 2018.11.12 11:54:55: Received SelectUpdate packet: {"Type":305, "Slots": [3], "Submit":false,
Pass":false}
1409 2018.11.12 11:54:55: Received SelectUpdate packet: {"Type":305, "Slots": [3,4], "Submit":false
, "Pass":false}
1410 2018.11.12 11:54:55: Sending SendTypingPacket: {"Type":404, "Typing":true}
1411 2018.11.12 11:54:56: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1412 2018.11.12 11:54:56: Received SelectPhaseEnd packet: {"Type":304, "Proposer":4, "SelectedTeam
": [3,4], "Passed":false}
```

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```
1413 [LOG] game_selectPhaseEnd detected
1414 2018.11.12 11:54:56: Received VotePhaseStart packet: {"Type":306, "Proposer":4, "Players": [3,
4], "Duration":60000}
1415 2018.11.12 11:54:56: PlayState: Entering VotePhase
1416 2018.11.12 11:54:57: Received VoteMade packet: {"Type":309, "Slot":4}
1417 2018.11.12 11:54:57: Received KeepAlive packet: {"Type":-1}
1418 2018.11.12 11:54:57: Sending Packet: {"Type":-1}
1419 2018.11.12 11:54:58: Sending SendTypingPacket: {"Type":404, "Typing":false}
1420 2018.11.12 11:54:58: Sending SendChatPacket: {"Type":204, "Message": "passing to test
software"}
1421 2018.11.12 11:54:58: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1422 2018.11.12 11:54:58: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1423 2018.11.12 11:54:58: Received ChatMessageReceive packet: {"Type":205, "Message": "passing to
test software", "Slot":3}
1424 2018.11.12 11:54:59: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1425 2018.11.12 11:54:59: Sending SendTypingPacket: {"Type":404, "Typing":true}
1426 2018.11.12 11:54:59: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1427 2018.11.12 11:54:59: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1428 2018.11.12 11:55:00: Received VoteMade packet: {"Type":309, "Slot":0}
1429 2018.11.12 11:55:01: Received VoteMade packet: {"Type":309, "Slot":1}
1430 2018.11.12 11:55:01: Received VoteMade packet: {"Type":309, "Slot":2}
1431 2018.11.12 11:55:02: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":true}
1432 2018.11.12 11:55:03: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":false}
1433 2018.11.12 11:55:03: Received ChatMessageReceive packet: {"Type":205, "Message": "acc", "Slot
":1}
1434 2018.11.12 11:55:04: Sending SendTypingPacket: {"Type":404, "Typing":false}
1435 2018.11.12 11:55:04: Sending SendChatPacket: {"Type":204, "Message": "not cuz i trust anyone
more"}
1436 2018.11.12 11:55:04: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
```

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```

1437 2018.11.12 11:55:04: Received ChatMessageReceive packet: {"Type":205, "Message": "not cuz i
trust anyone more", "Slot":3}
1438 2018.11.12 11:55:05: Received VoteMade packet: {"Type":309, "Slot":2}
1439 2018.11.12 11:55:07: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1440 2018.11.12 11:55:07: Received KeepAlive packet: {"Type":-1}
1441 2018.11.12 11:55:07: Sending Packet: {"Type":-1}
1442 2018.11.12 11:55:08: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1443 2018.11.12 11:55:08: Received ChatMessageReceive packet: {"Type":205, "Message": "acc ", "Slot
":2}
1444 2018.11.12 11:55:08: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1445 2018.11.12 11:55:08: Sending VotePacket: {"Type":308, "Action":1}
1446 2018.11.12 11:55:08: Received VoteMade packet: {"Type":309, "Slot":3}
1447 2018.11.12 11:55:08: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [4,1,2,3], "VotesAgainst": [0], "Passed":true}
1448 [LOG] game_votePhaseEnd detected
1449 2018.11.12 11:55:12: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1450 2018.11.12 11:55:13: Received MissionPhaseStart packet: {"Type":310, "Mission":3, "Players": [
3,4], "Duration":15000}
1451 2018.11.12 11:55:13: PlayState: Entering MissionPhase
1452 2018.11.12 11:55:13: Set Mission Players: <color=#0041F6>Brittany</color>, <color=#00B48B>
Zelda</color>
1453 2018.11.12 11:55:15: Sending MissionActionPacket: {"Type":312, "MissionAction":1}
1454 2018.11.12 11:55:15: Received MissionPhaseEnd packet: {"Type":311, "Mission":3, "Failed":
false, "NumHacks":0, "Proposer":4}
1455 [LOG] game_missionPhaseEnd detected
1456 2018.11.12 11:55:17: Received KeepAlive packet: {"Type":-1}
1457 2018.11.12 11:55:17: Sending Packet: {"Type":-1}
1458 2018.11.12 11:55:18: Set Mission Players: <color=#0041F6>Brittany</color>, <color=#00B48B>
Zelda</color>

```

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```

1459 2018.11.12 11:55:20: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1460 2018.11.12 11:55:21: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1461 2018.11.12 11:55:21: Received ChatMessageReceive packet: {"Type":205, "Message":"okay ", "Slot":2}

1462 2018.11.12 11:55:21: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1463 2018.11.12 11:55:23: Received TalkPhaseStart packet: {"Type":301, "Duration":75000}
1464 2018.11.12 11:55:23: PlayState: Entering TalkingPhase
1465 2018.11.12 11:55:27: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":false}
1466 2018.11.12 11:55:27: Received KeepAlive packet: {"Type":-1}
1467 2018.11.12 11:55:27: Sending Packet: {"Type":-1}
1468 2018.11.12 11:55:29: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":true}
1469 2018.11.12 11:55:29: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1470 2018.11.12 11:55:30: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":false}
1471 2018.11.12 11:55:30: Received ChatMessageReceive packet: {"Type":205, "Message":"ez game ", "Slot":1}

1472 2018.11.12 11:55:30: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1473 2018.11.12 11:55:30: Received ChatMessageReceive packet: {"Type":205, "Message":"can i know ", "Slot":2}

1474 2018.11.12 11:55:31: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1475 2018.11.12 11:55:33: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1476 2018.11.12 11:55:33: Received ChatMessageReceive packet: {"Type":205, "Message":"who trust me ?", "Slot":2}

1477 2018.11.12 11:55:33: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1478 2018.11.12 11:55:36: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1479 2018.11.12 11:55:36: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1480 2018.11.12 11:55:36: Received ChatMessageReceive packet: {"Type":205, "Message":"no one", "Slot":4}

1481 2018.11.12 11:55:37: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":true}
1482 2018.11.12 11:55:37: Received KeepAlive packet: {"Type":-1}

```

**File - Server.js**

```
1483 2018.11.12 11:55:37: Sending Packet: {"Type": -1}
1484 2018.11.12 11:55:40: Received ChatUpdate packet: {"Type": 405, "Slot": 1, "Typing": false}
1485 2018.11.12 11:55:40: Received ChatMessageReceive packet: {"Type": 205, "Message": "vera prolly
", "Slot": 1}
1486 2018.11.12 11:55:41: Received ChatUpdate packet: {"Type": 405, "Slot": 1, "Typing": false}
1487 2018.11.12 11:55:43: Received ChatUpdate packet: {"Type": 405, "Slot": 1, "Typing": true}
1488 2018.11.12 11:55:44: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 9, "P
layersOnlineSilver": 7, "PlayersOnlineGold": 12, "PlayersPlayingBronze": 0, "PlayersPlayingSilve
r": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 21, "PublicCustomGames": 0, "MaintenanceIn": -1}
1489 2018.11.12 11:55:44: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1490 2018.11.12 11:55:45: Received ChatUpdate packet: {"Type": 405, "Slot": 1, "Typing": false}
1491 2018.11.12 11:55:45: Received ChatMessageReceive packet: {"Type": 205, "Message": "ur partner
", "Slot": 1}
1492 2018.11.12 11:55:47: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1493 2018.11.12 11:55:47: Received ChatMessageReceive packet: {"Type": 205, "Message": "just say
yes or no", "Slot": 2}
1494 2018.11.12 11:55:47: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": true}
1495 2018.11.12 11:55:47: Received KeepAlive packet: {"Type": -1}
1496 2018.11.12 11:55:47: Sending Packet: {"Type": -1}
1497 2018.11.12 11:55:47: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1498 2018.11.12 11:55:48: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1499 2018.11.12 11:55:57: Received KeepAlive packet: {"Type": -1}
1500 2018.11.12 11:55:57: Sending Packet: {"Type": -1}
1501 2018.11.12 11:56:06: Sending SendTypingPacket: {"Type": 404, "Typing": true}
1502 2018.11.12 11:56:06: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": true}
1503 2018.11.12 11:56:07: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 9, "P
layersOnlineSilver": 7, "PlayersOnlineGold": 12, "PlayersPlayingBronze": 0, "PlayersPlayingSilve
r": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 21, "PublicCustomGames": 0}
```

## File - Server.js

```

1503 " :0, "MaintenanceIn": -1}
1504 2018.11.12 11:56:07: Received KeepAlive packet: { "Type" : -1}
1505 2018.11.12 11:56:07: Sending Packet: { "Type" : -1}
1506 2018.11.12 11:56:09: Received ServerInfo packet: { "Type" : 2, "PlayersOnlineBronze" : 9, "PlayersOnlineSilver" : 7, "PlayersOnlineGold" : 12, "PlayersPlayingBronze" : 0, "PlayersPlayingSilver" : 0, "PlayersPlayingGold" : 0, "PlayersPlayingOther" : 20, "PublicCustomGames" : 0, "MaintenanceIn" : -1}
1507 2018.11.12 11:56:10: Received ChatUpdate packet: { "Type" : 405, "Slot" : 0, "Typing" : false}
1508 2018.11.12 11:56:10: Received ChatMessageReceive packet: { "Type" : 205, "Message" : "well at least 1 agent acc out of node last one", "Slot" : 0}
1509 2018.11.12 11:56:10: Received ServerInfo packet: { "Type" : 2, "PlayersOnlineBronze" : 9, "PlayersOnlineSilver" : 7, "PlayersOnlineGold" : 12, "PlayersPlayingBronze" : 0, "PlayersPlayingSilver" : 0, "PlayersPlayingGold" : 0, "PlayersPlayingOther" : 19, "PublicCustomGames" : 0, "MaintenanceIn" : -1}
1510 2018.11.12 11:56:11: Received ChatUpdate packet: { "Type" : 405, "Slot" : 0, "Typing" : true}
1511 2018.11.12 11:56:11: Received ServerInfo packet: { "Type" : 2, "PlayersOnlineBronze" : 9, "PlayersOnlineSilver" : 7, "PlayersOnlineGold" : 12, "PlayersPlayingBronze" : 0, "PlayersPlayingSilver" : 0, "PlayersPlayingGold" : 0, "PlayersPlayingOther" : 18, "PublicCustomGames" : 0, "MaintenanceIn" : -1}
1512 2018.11.12 11:56:13: Received ServerInfo packet: { "Type" : 2, "PlayersOnlineBronze" : 9, "PlayersOnlineSilver" : 7, "PlayersOnlineGold" : 12, "PlayersPlayingBronze" : 0, "PlayersPlayingSilver" : 0, "PlayersPlayingGold" : 0, "PlayersPlayingOther" : 17, "PublicCustomGames" : 0, "MaintenanceIn" : -1}
1513 2018.11.12 11:56:13: Sending SendTypingPacket: { "Type" : 404, "Typing" : false}
1514 2018.11.12 11:56:13: Sending SendChatPacket: { "Type" : 204, "Message" : "hard to trust when random accusations are flying" }
1515 2018.11.12 11:56:13: Received ChatUpdate packet: { "Type" : 405, "Slot" : 3, "Typing" : false}
1516 2018.11.12 11:56:14: Received ChatMessageReceive packet: { "Type" : 205, "Message" : "hard to trust when random accusations are flying", "Slot" : 3}

```

**File - Server.js**

```
1517 2018.11.12 11:56:14: Sending SendTypingPacket: {"Type":404, "Typing":true}
1518 2018.11.12 11:56:14: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1519 2018.11.12 11:56:14: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":9, "PlayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":16, "PublicCustomGames":0, "MaintenanceIn":-1}
1520 2018.11.12 11:56:16: Received ChatUpdate packet: {"Type":405, "Slot":0, "Typing":false}
1521 2018.11.12 11:56:17: Sending SendTypingPacket: {"Type":404, "Typing":false}
1522 2018.11.12 11:56:17: Sending SendChatPacket: {"Type":204, "Message": "with no reason behind them"}
1523 2018.11.12 11:56:17: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1524 2018.11.12 11:56:17: Received ChatMessageReceive packet: {"Type":205, "Message": "with no reason behind them", "Slot":3}
1525 2018.11.12 11:56:17: Received KeepAlive packet: {"Type":-1}
1526 2018.11.12 11:56:17: Sending Packet: {"Type":-1}
1527 2018.11.12 11:56:17: Received ChatUpdate packet: {"Type":405, "Slot":0, "Typing":true}
1528 2018.11.12 11:56:23: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1529 2018.11.12 11:56:24: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1530 2018.11.12 11:56:25: Received ChatMessageReceive packet: {"Type":205, "Message": "lets say ", "Slot":2}
1531 2018.11.12 11:56:25: Received IdleStatusUpdate packet: {"Type":403, "Idle":true, "Player":4}
1532 2018.11.12 11:56:26: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1533 2018.11.12 11:56:27: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1534 2018.11.12 11:56:27: Received KeepAlive packet: {"Type":-1}
1535 2018.11.12 11:56:27: Sending Packet: {"Type":-1}
1536 2018.11.12 11:56:29: Received ChatUpdate packet: {"Type":405, "Slot":0, "Typing":false}
1537 2018.11.12 11:56:37: Received KeepAlive packet: {"Type":-1}
1538 2018.11.12 11:56:37: Sending Packet: {"Type":-1}
1539 2018.11.12 11:56:38: Received TalkPhaseEnd packet: {"Type":302}
```

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```

1540 2018.11.12 11:56:38: Received SelectPhaseStart packet: {"Type": 303, "Player": 0, "NextPlayer": 1, "Amount": 3, "Duration": 60000, "Mission": 4}
1541 2018.11.12 11:56:38: PlayState: Entering SelectPhase
1542 2018.11.12 11:56:38: SelectPhase: 0 3
1543 2018.11.12 11:56:40: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1544 2018.11.12 11:56:41: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1545 2018.11.12 11:56:41: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1546 2018.11.12 11:56:43: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1547 2018.11.12 11:56:44: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 9, "PlayersOnlineSilver": 7, "PlayersOnlineGold": 12, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 15, "PublicCustomGames": 0, "MaintenanceIn": -1}

1548 2018.11.12 11:56:47: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1549 2018.11.12 11:56:47: Received KeepAlive packet: {"Type": -1}
1550 2018.11.12 11:56:47: Sending Packet: {"Type": -1}
1551 2018.11.12 11:56:48: Received IdleStatusUpdate packet: {"Type": 403, "Idle": false, "Player": 4}
1552 2018.11.12 11:56:48: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1553 2018.11.12 11:56:50: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1554 2018.11.12 11:56:53: Received SelectUpdate packet: {"Type": 305, "Slots": [0], "Submit": false, "Pass": false}
1555 2018.11.12 11:56:53: Received SelectUpdate packet: {"Type": 305, "Slots": [0, 4], "Submit": false, "Pass": false}
1556 2018.11.12 11:56:54: Received SelectUpdate packet: {"Type": 305, "Slots": [0, 3, 4], "Submit": false, "Pass": false}
1557 2018.11.12 11:56:56: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1558 2018.11.12 11:56:56: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1559 2018.11.12 11:56:57: Received KeepAlive packet: {"Type": -1}
1560 2018.11.12 11:56:57: Sending Packet: {"Type": -1}
1561 2018.11.12 11:56:57: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}

```

**File - Server.js**

```
1562 2018.11.12 11:57:00: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1563 2018.11.12 11:57:07: Received KeepAlive packet: {"Type":-1}
1564 2018.11.12 11:57:07: Sending Packet: {"Type":-1}
1565 2018.11.12 11:57:08: Received SelectPhaseEnd packet: {"Type":304, "Proposer":0, "SelectedTeam
": [0, 3, 4], "Passed":false}
1566 [LOG] game_selectPhaseEnd detected
1567 2018.11.12 11:57:08: Received VotePhaseStart packet: {"Type":306, "Proposer":0, "Players": [0,
3, 4], "Duration":600000}
1568 2018.11.12 11:57:08: PlayState: Entering VotePhase
1569 2018.11.12 11:57:10: Received VoteMade packet: {"Type":309, "Slot":4}
1570 2018.11.12 11:57:10: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1571 2018.11.12 11:57:10: Received ChatMessageReceive packet: {"Type":205, "Message": "ill just
say that nunya is 100% hacker ", "Slot":2}
1572 2018.11.12 11:57:10: Received VoteMade packet: {"Type":309, "Slot":1}
1573 2018.11.12 11:57:12: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1574 2018.11.12 11:57:17: Received KeepAlive packet: {"Type":-1}
1575 2018.11.12 11:57:17: Sending Packet: {"Type":-1}
1576 2018.11.12 11:57:18: Received ChatUpdate packet: {"Type":405, "Slot":0, "Typing":true}
1577 2018.11.12 11:57:19: Sending SendTypingPacket: {"Type":404, "Typing":true}
1578 2018.11.12 11:57:19: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1579 2018.11.12 11:57:19: Sending SendTypingPacket: {"Type":404, "Typing":false}
1580 2018.11.12 11:57:19: Sending SendChatPacket: {"Type":204, "Message": "why" }
1581 2018.11.12 11:57:19: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1582 2018.11.12 11:57:19: Received ChatMessageReceive packet: {"Type":205, "Message": "why", "Slot
": 3}
1583 2018.11.12 11:57:21: Received ChatUpdate packet: {"Type":405, "Slot":0, "Typing":false}
1584 2018.11.12 11:57:21: Received ChatMessageReceive packet: {"Type":205, "Message": "so are u
the other one?", "Slot":0}
1585 2018.11.12 11:57:22: Sending SendTypingPacket: {"Type":404, "Typing":true}
```

**File - Server.js**

```
1586 2018.11.12 11:57:22: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1587 2018.11.12 11:57:23: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1588 2018.11.12 11:57:23: Received ChatMessageReceive packet: {"Type":205, "Message":"now just
play ur game", "Slot":2}
1589 2018.11.12 11:57:26: Sending SendTypingPacket: {"Type":404, "Message":"why not anyone else in
n2"}
1590 2018.11.12 11:57:26: Sending SendChatPacket: {"Type":204, "Message":"why not anyone else in
n2"}
1591 2018.11.12 11:57:26: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1592 2018.11.12 11:57:26: Received ChatMessageReceive packet: {"Type":205, "Message":"why not
anyone else in n2", "Slot":3}
1593 2018.11.12 11:57:27: Received KeepAlive packet: {"Type":-1}
1594 2018.11.12 11:57:27: Sending Packet: {"Type":-1}
1595 2018.11.12 11:57:27: Received VoteMade packet: {"Type":309, "Slot":2}
1596 2018.11.12 11:57:31: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1597 2018.11.12 11:57:34: Received VoteMade packet: {"Type":309, "Slot":0}
1598 2018.11.12 11:57:37: Received KeepAlive packet: {"Type":-1}
1599 2018.11.12 11:57:37: Sending Packet: {"Type":-1}
1600 2018.11.12 11:57:44: Sending VotePacket: {"Type":308, "Action":2}
1601 2018.11.12 11:57:44: Received VoteMade packet: {"Type":309, "Slot":3}
1602 2018.11.12 11:57:44: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [0], "VotesAgainst
": [4, 1, 2, 3], "Passed":false}
1603 [LOG] game_votePhaseEnd detected
1604 2018.11.12 11:57:45: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1605 2018.11.12 11:57:45: Received ChatMessageReceive packet: {"Type":205, "Message":"listeln me
brit we will try one time nunya and the other time if is hacked logan okey?", "Slot":4}
1606 2018.11.12 11:57:47: Received KeepAlive packet: {"Type":-1}
1607 2018.11.12 11:57:47: Sending Packet: {"Type":-1}
1608 2018.11.12 11:57:49: Received SelectPhaseStart packet: {"Type":303, "Player":1, "NextPlayer":
2, "Amount":3, "Duration":60000, "Mission":4}
```

**File - Server.js**

```
1609 2018.11.12 11:57:49: Playstate: Entering SelectPhase
1610 2018.11.12 11:57:49: SelectPhase: 1 3
1611 2018.11.12 11:57:50: Received SelectUpdate packet: {"Type":305, "Slots": [1], "Submit": false, "Pass": false}
1612 2018.11.12 11:57:50: Received SelectUpdate packet: {"Type":305, "Slots": [1, 4], "Submit": false, "Pass": false}
1613 2018.11.12 11:57:51: Received SelectUpdate packet: {"Type":305, "Slots": [1, 3, 4], "Submit": false, "Pass": false}
1614 2018.11.12 11:57:51: Received SelectPhaseEnd packet: {"Type":304, "Proposer": 1, "SelectedTeam": "[1, 3, 4]", "Passed": false}
1615 [LOG] game_SelectPhaseEnd detected
1616 2018.11.12 11:57:51: Received VotePhaseStart packet: {"Type":306, "Proposer": 1, "Players": [1, 3, 4], "Duration": 60000}
1617 2018.11.12 11:57:51: PlayState: Entering VotePhase
1618 2018.11.12 11:57:52: Received VoteMade packet: {"Type":309, "Slot": 1}
1619 2018.11.12 11:57:53: Received VoteMade packet: {"Type":309, "Slot": 4}
1620 2018.11.12 11:57:57: Received VoteMade packet: {"Type":309, "Slot": 2}
1621 2018.11.12 11:57:57: Received KeepAlive packet: {"Type": -1}
1622 2018.11.12 11:57:57: Sending Packet: {"Type": -1}
1623 2018.11.12 11:57:58: Received ChatUpdate packet: {"Type":405, "Slot": 4, "Typing": true}
1624 2018.11.12 11:57:59: Received ChatUpdate packet: {"Type":405, "Slot": 4, "Typing": false}
1625 2018.11.12 11:57:59: Received ChatMessageReceive packet: {"Type":205, "Message": "acc", "Slot": 4}
1626 2018.11.12 11:57:59: Received ChatUpdate packet: {"Type":405, "Slot": 2, "Typing": false}
1627 2018.11.12 11:58:00: Received VoteMade packet: {"Type":309, "Slot": 0}
1628 2018.11.12 11:58:00: Received ChatUpdate packet: {"Type":405, "Slot": 2, "Typing": false}
1629 2018.11.12 11:58:04: Sending SendTypingPacket: {"Type":404, "Typing": true}
1630 2018.11.12 11:58:04: Received ChatUpdate packet: {"Type":405, "Slot": 3, "Typing": true}
1631 2018.11.12 11:58:07: Received KeepAlive packet: {"Type": -1}
```

File - Server.js

```
1632 2018.11.12 11:58:07: Sending Packet: {"Type": -1}
1633 2018.11.12 11:58:11: Sending SendTypingPacket: {"Type": 404, "Typing": false}
1634 2018.11.12 11:58:11: Sending VotePacket: {"Type": 308, "Action": 2}
1635 2018.11.12 11:58:11: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": false}
1636 2018.11.12 11:58:11: Received VoteMade packet: {"Type": 309, "Slot": 3}
1637 2018.11.12 11:58:11: Received VotePhaseEnd packet: {"Type": 307, "VotesFor": [1, 4], "VotesAgainst": [2, 0, 3], "Passed": false}
1638 [LOG] game_votePhaseEnd detected
1639 2018.11.12 11:58:13: Sending SendTypingPacket: {"Type": 404, "Typing": true}
1640 2018.11.12 11:58:13: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": true}
1641 2018.11.12 11:58:15: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1642 2018.11.12 11:58:16: Sending SendTypingPacket: {"Type": 404, "Typing": true}
1643 2018.11.12 11:58:16: Sending SendChatPacket: {"Type": 204, "Message": "why are we rushing"}
1644 2018.11.12 11:58:16: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": false}
1645 2018.11.12 11:58:16: Received ChatMessageReceive packet: {"Type": 205, "Message": "why are we rushing", "Slot": 3}
1646 2018.11.12 11:58:16: Received SelectPhaseStart packet: {"Type": 303, "Player": 2, "NextPlayer": 3, "Amount": 3, "Duration": 60000, "Mission": 4}
1647 2018.11.12 11:58:16: PlayState: Entering SelectPhase
1648 2018.11.12 11:58:16: SelectPhase: 2 3
1649 2018.11.12 11:58:17: Received KeepAlive packet: {"Type": -1}
1650 2018.11.12 11:58:17: Sending Packet: {"Type": -1}
1651 2018.11.12 11:58:20: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1652 2018.11.12 11:58:20: Received SelectUpdate packet: {"Type": 305, "Slots": [0], "Submit": false, "Pass": false}
1653 2018.11.12 11:58:20: Received ChatUpdate packet: {"Type": 405, "Slot": 4, "Typing": true}
1654 2018.11.12 11:58:20: Sending SendTypingPacket: {"Type": 404, "Typing": true}
1655 2018.11.12 11:58:20: Received SelectUpdate packet: {"Type": 305, "Slots": [0, 2], "Submit": false, "Pass": false}
```

**File - Server.js**

```
1656 2018.11.12 11:58:20: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1657 2018.11.12 11:58:21: Received SelectUpdate packet: {"Type":305, "Slots": [0,2,3], "Submit": false, "Pass":false}
1658 2018.11.12 11:58:21: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1659 2018.11.12 11:58:21: Received ChatMessageReceive packet: {"Type":205, "Message": "okok", "Slot": 4}
1660 2018.11.12 11:58:21: Received SelectPhaseEnd packet: {"Type":304, "Proposer":2, "SelectedTeam": "[0,2,3]", "Passed":false}
1661 [LOG] game_SelectPhaseEnd detected
1662 2018.11.12 11:58:21: Received VotePhaseStart packet: {"Type":306, "Proposer":2, "Players": [0, 2, 3], "Duration":60000}
1663 2018.11.12 11:58:21: PlayState: Entering VotePhase
1664 2018.11.12 11:58:23: Received VoteMade packet: {"Type":309, "Slot":4}
1665 2018.11.12 11:58:23: Sending SendTypingPacket: {"Type":404, "Typing":false}
1666 2018.11.12 11:58:23: Sending SendChatPacket: {"Type":204, "Message": "u have hammer zelda"}
1667 2018.11.12 11:58:23: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1668 2018.11.12 11:58:23: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1669 2018.11.12 11:58:23: Received ChatMessageReceive packet: {"Type":205, "Message": "u have hammer zelda", "Slot":3}
1670 2018.11.12 11:58:24: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":true}
1671 2018.11.12 11:58:24: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1672 2018.11.12 11:58:24: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":false}
1673 2018.11.12 11:58:24: Received ChatMessageReceive packet: {"Type":205, "Message": "xd", "Slot": 1}
1674 2018.11.12 11:58:24: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1675 2018.11.12 11:58:24: Received ChatMessageReceive packet: {"Type":205, "Message": "ahahah", "Slot": 4}
1676 2018.11.12 11:58:25: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":9, "PlayersOnlineSilver":7, "PlayersPlayingBronze":0, "PlayersPlayingGold":12, "PlayersOnlineGold":1}
```

**File - Server.js**

```
1676 PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":21,"PublicCustomGames
  " :0,"MaintenanceIn": -1}
1677 2018.11.12 11:58:25: Received ChatUpdate packet:{ "Type":405, "Slot":4, "Typing":true}
1678 2018.11.12 11:58:26: Received ChatUpdate packet:{ "Type":405, "Slot":4, "Typing":false}
1679 2018.11.12 11:58:26: Received ChatMessageReceive packet:{ "Type":205, "Message": "no rush", "Slot":4}
1680 2018.11.12 11:58:26: Received VoteMade packet:{ "Type":309, "Slot":1}
1681 2018.11.12 11:58:27: Received KeepAlive packet:{ "Type": -1}
1682 2018.11.12 11:58:27: Sending Packet:{ "Type": -1}
1683 2018.11.12 11:58:29: Received ChatUpdate packet:{ "Type":405, "Slot":4, "Typing":true}
1684 2018.11.12 11:58:29: Received ChatUpdate packet:{ "Type":405, "Slot":4, "Typing":false}
1685 2018.11.12 11:58:29: Received ChatMessageReceive packet:{ "Type":205, "Message": "ok", "Slot":4}
1686 2018.11.12 11:58:30: Received ChatUpdate packet:{ "Type":405, "Slot":1, "Typing":true}
1687 2018.11.12 11:58:32: Received ChatUpdate packet:{ "Type":405, "Slot":2, "Typing":false}
1688 2018.11.12 11:58:32: Received VoteMade packet:{ "Type":309, "Slot":2}
1689 2018.11.12 11:58:32: Received ChatUpdate packet:{ "Type":405, "Slot":1, "Typing":false}
1690 2018.11.12 11:58:32: Received ChatMessageReceive packet:{ "Type":205, "Message": "nice node
  ", "Slot":1}
1691 2018.11.12 11:58:33: Received ChatUpdate packet:{ "Type":405, "Slot":1, "Typing":true}
1692 2018.11.12 11:58:34: Received ChatUpdate packet:{ "Type":405, "Slot":1, "Typing":false}
1693 2018.11.12 11:58:34: Received ChatMessageReceive packet:{ "Type":205, "Message": "xd", "Slot":1}
1694 2018.11.12 11:58:36: Received ChatUpdate packet:{ "Type":405, "Slot":0, "Typing":true}
1695 2018.11.12 11:58:37: Received ChatUpdate packet:{ "Type":405, "Slot":2, "Typing":true}
1696 2018.11.12 11:58:37: Received KeepAlive packet:{ "Type": -1}
1697 2018.11.12 11:58:37: Sending Packet:{ "Type": -1}
1698 2018.11.12 11:58:38: Received ChatUpdate packet:{ "Type":405, "Slot":2, "Typing":false}
1699 2018.11.12 11:58:38: Received ChatMessageReceive packet:{ "Type":205, "Message": "acc ty", "
```

File - Server.js

```
1699 Slot":2}
1700 2018.11.12 11:58:45: Received ChatUpdate packet: {"Type":405,"Slot":0,"Typing":false}
1701 2018.11.12 11:58:45: Received ChatMessageReceive packet: {"Type":205,"Message":"so u
suggest double hacker n1/n2?","Slot":0}

1702 2018.11.12 11:58:47: Sending VotePacket: {"Type":308,"Action":2}
1703 2018.11.12 11:58:47: Received VoteMade packet: {"Type":309,"Slot":3}
1704 2018.11.12 11:58:47: Received KeepAlive packet: {"Type":-1}
1705 2018.11.12 11:58:47: Sending Packet: {"Type":-1}
1706 2018.11.12 11:58:51: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
1707 2018.11.12 11:58:53: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1708 2018.11.12 11:58:53: Received ChatMessageReceive packet: {"Type":205,"Message":"not sure
","Slot":2}

1709 2018.11.12 11:58:54: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
1710 2018.11.12 11:58:54: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1711 2018.11.12 11:58:54: Received ChatMessageReceive packet: {"Type":205,"Message":"but
","Slot
":2}

1712 2018.11.12 11:58:55: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
1713 2018.11.12 11:58:57: Received KeepAlive packet: {"Type":-1}
1714 2018.11.12 11:58:57: Sending Packet: {"Type":-1}
1715 2018.11.12 11:58:58: Sending SendTypingPacket: {"Type":404,"Typing":true}
1716 2018.11.12 11:58:58: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
1717 2018.11.12 11:58:59: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":true}
1718 2018.11.12 11:59:00: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
1719 2018.11.12 11:59:00: Received ChatMessageReceive packet: {"Type":205,"Message":"ahhahaha
","Slot":4}

1720 2018.11.12 11:59:00: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
1721 2018.11.12 11:59:00: Received ChatMessageReceive packet: {"Type":205,"Message":"if this get
hacked","Slot":2}
1722 2018.11.12 11:59:00: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
```

## File - Server.js

```

1723 2018.11.12 11:59:00: Sending SendTypingPacket: {"Type":404, "Typing":false}
1724 2018.11.12 11:59:00: Sending SendChatPacket: {"Type":204, "Message": "zelda what level are u
"}
1725 2018.11.12 11:59:00: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1726 2018.11.12 11:59:00: Received ChatMessageReceive packet: {"Type":205, "Message": "zelda what
level are u", "Slot":3}
1727 2018.11.12 11:59:01: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1728 2018.11.12 11:59:01: Received ChatMessageReceive packet: {"Type":205, "Message": "i can", "Slot":2}
1729 2018.11.12 11:59:01: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1730 2018.11.12 11:59:01: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1731 2018.11.12 11:59:01: Received ChatMessageReceive packet: {"Type":205, "Message": "get", "Slot
":2}
1732 2018.11.12 11:59:02: Received VoteMade packet: {"Type":309, "Slot":0}
1733 2018.11.12 11:59:02: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [2], "VotesAgainst
": [4, 1, 3, 0], "Passed": false}
1734 [LOG] game_votePhaseEnd detected
1735 2018.11.12 11:59:03: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1736 2018.11.12 11:59:05: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1737 2018.11.12 11:59:05: Received ChatMessageReceive packet: {"Type":205, "Message": "free node
last", "Slot":2}
1738 2018.11.12 11:59:06: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1739 2018.11.12 11:59:07: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1740 2018.11.12 11:59:07: Received ChatMessageReceive packet: {"Type":205, "Message": "idk", "Slot
":4}
1741 2018.11.12 11:59:07: Received KeepAlive packet: {"Type":-1}
1742 2018.11.12 11:59:07: Sending Packet: {"Type":-1}
1743 2018.11.12 11:59:07: Received SelectPhaseStart packet: {"Type":303, "Player":3, "NextPlayer":
4, "Amount":3, "Duration":60000, "Mission":4}

```

## File - Server.js

```
1744 2018-11-12 11:59:07: Playstate: Entering SelectPhase
1745 2018-11-12 11:59:07: SelectPhase: 3 3
1746 2018-11-12 11:59:10: Sending SendTypingPacket: {"Type":404, "Typing":true}
1747 2018-11-12 11:59:10: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1748 2018-11-12 11:59:12: Sending SendTypingPacket: {"Type":404, "Typing":false}
1749 2018-11-12 11:59:12: Sending SendChatPacket: {"Type":204, "Message":"approximately"}
1750 2018-11-12 11:59:12: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1751 2018-11-12 11:59:12: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1752 2018-11-12 11:59:12: Received ChatMessageReceive packet: {"Type":205, "Message": "approximately", "Slot":3}
1753 2018-11-12 11:59:14: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1754 2018-11-12 11:59:15: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1755 2018-11-12 11:59:16: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1756 2018-11-12 11:59:17: Received ChatMessageReceive packet: {"Type":205, "Message": "26", "Slot":4}
1757 2018-11-12 11:59:17: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1758 2018-11-12 11:59:17: Received KeepAlive packet: {"Type":-1}
1759 2018-11-12 11:59:17: Sending Packet: {"Type":-1}
1760 2018-11-12 11:59:18: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1761 2018-11-12 11:59:18: Received ChatMessageReceive packet: {"Type":205, "Message": "25", "Slot":4}
1762 2018-11-12 11:59:20: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1763 2018-11-12 11:59:22: Sending SendTypingPacket: {"Type":404, "Typing":true}
1764 2018-11-12 11:59:22: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1765 2018-11-12 11:59:22: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1766 2018-11-12 11:59:24: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1767 2018-11-12 11:59:24: Received ChatMessageReceive packet: {"Type":205, "Message": "i will see", "Slot":4}
1768 2018-11-12 11:59:25: Sending SendTypingPacket: {"Type":404, "Typing":false}
```

## File - Server.js

```

1769 2018.11.12 11:59:25: Sending SendChatPacket: {"Type":204, "Message": "then n2 coulda been
double"}
1770 2018.11.12 11:59:25: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1771 2018.11.12 11:59:25: Received ChatMessageReceive packet: {"Type":205, "Message": "then n2
couda been double", "Slot":3}
1772 2018.11.12 11:59:27: Received KeepAlive packet: {"Type":-1}
1773 2018.11.12 11:59:27: Sending Packet: {"Type":-1}
1774 2018.11.12 11:59:29: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1775 2018.11.12 11:59:29: Received ChatMessageReceive packet: {"Type":205, "Message": "and
brittany is gonna get his long game ", "Slot":2}
1776 2018.11.12 11:59:31: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1777 2018.11.12 11:59:32: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1778 2018.11.12 11:59:32: Received ChatMessageReceive packet: {"Type":205, "Message": "no", "Slot":4}
1779 2018.11.12 11:59:34: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1780 2018.11.12 11:59:34: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1781 2018.11.12 11:59:34: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1782 2018.11.12 11:59:35: Received ChatMessageReceive packet: {"Type":205, "Message": "idk so", "Slot":4}
1783 2018.11.12 11:59:35: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":true}
1784 2018.11.12 11:59:35: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1785 2018.11.12 11:59:35: Received ChatMessageReceive packet: {"Type":205, "Message": "for the
test", "Slot":2}
1786 2018.11.12 11:59:37: Received KeepAlive packet: {"Type":-1}
1787 2018.11.12 11:59:37: Sending Packet: {"Type":-1}
1788 2018.11.12 11:59:43: Sending UpdateSelectPacket: {"Type":305, "Slots": [3], "Submit":false, "Pass":false}
1789 2018.11.12 11:59:43: Received SelectUpdate packet: {"Type":305, "Slots": [3], "Submit":false, "Pass":false}

```

## File - Server.js

```
1790 2018.11.12 11:59:44: Sending UpdateSelectPacket: {"Type":305, "Slots": [3, 4], "Submit": false, "Pass": false}
1791 2018.11.12 11:59:44: Received SelectUpdate packet: {"Type":305, "Slots": [3, 4], "Submit": false, "Pass": false}
1792 2018.11.12 11:59:44: Sending UpdateSelectPacket: {"Type":305, "Slots": [3, 4, 0], "Submit": false, "Pass": false}
1793 2018.11.12 11:59:44: Received SelectUpdate packet: {"Type":305, "Slots": [3, 4, 0], "Submit": false, "Pass": false}
1794 2018.11.12 11:59:45: Sending UpdateSelectPacket: {"Type":305, "Slots": [0, 3, 4], "Submit": true, "Pass": false}
1795 2018.11.12 11:59:45: Received SelectPhaseEnd packet: {"Type":304, "Proposer": 3, "SelectedTeam": ":[0, 3, 4]", "Passed": false}
1796 [LOG] game_SelectPhaseEnd detected
1797 2018.11.12 11:59:45: Received VotePhaseStart packet: {"Type":306, "Proposer": 3, "Players": [0, 3, 4], "Duration": 60000}
1798 2018.11.12 11:59:45: PlayState: Entering VotePhase
1799 2018.11.12 11:59:46: Received ChatUpdate packet: {"Type":405, "Slot": 1, "Typing": false}
1800 2018.11.12 11:59:46: Received ChatMessageReceive packet: {"Type":205, "Message": "brittany trust me and go next game", "Slot": 1}
1801 2018.11.12 11:59:47: Received VoteMade packet: {"Type":309, "Slot": 2}
1802 2018.11.12 11:59:47: Received KeepAlive packet: {"Type": -1}
1803 2018.11.12 11:59:47: Sending Packet: {"Type": -1}
1804 2018.11.12 11:59:49: Received ChatUpdate packet: {"Type":405, "Slot": 4, "Typing": false}
1805 2018.11.12 11:59:50: Received VoteMade packet: {"Type":309, "Slot": 4}
1806 2018.11.12 11:59:50: Received VoteMade packet: {"Type":309, "Slot": 1}
1807 2018.11.12 11:59:53: Sending SendTypingPacket: {"Type":404, "Typing": true}
1808 2018.11.12 11:59:53: Received ChatUpdate packet: {"Type":405, "Slot": 3, "Typing": true}
1809 2018.11.12 11:59:57: Received KeepAlive packet: {"Type": -1}
1810 2018.11.12 11:59:57: Sending Packet: {"Type": -1}
```

## File - Server.js

```
1811 2018.11.12 11:59:57: Sending SendTypingPacket: {"Type":404, "Typing":false}
1812 2018.11.12 11:59:57: Sending SendChatPacket: {"Type":204, "Message": "yall 2 randomly accusing eachother"}
1813 2018.11.12 11:59:58: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1814 2018.11.12 11:59:58: Received ChatMessageReceive packet: {"Type":205, "Message": "yall 2 randomly accusing eachother", "Slot":3}
1815 2018.11.12 11:59:59: Received VoteMade packet: {"Type":309, "Slot":0}
1816 2018.11.12 12:00:02: Sending SendTypingPacket: {"Type":404, "Typing":true}
1817 2018.11.12 12:00:03: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
1818 2018.11.12 12:00:06: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1819 2018.11.12 12:00:07: Received KeepAlive packet: {"Type":-1}
1820 2018.11.12 12:00:07: Sending Packet: {"Type":-1}
1821 2018.11.12 12:00:08: Sending SendTypingPacket: {"Type":404, "Typing":false}
1822 2018.11.12 12:00:08: Sending SendChatPacket: {"Type":204, "Message": "logan not giving any reason why he thinks ur hacker"}
1823 2018.11.12 12:00:08: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1824 2018.11.12 12:00:08: Received ChatMessageReceive packet: {"Type":205, "Message": "logan not giving any reason why he thinks ur hacker", "Slot":3}
1825 2018.11.12 12:00:11: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1826 2018.11.12 12:00:12: Received ChatMessageReceive packet: {"Type":205, "Message": "im just insecure about nunya and logan", "Slot":4}
1827 2018.11.12 12:00:12: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
1828 2018.11.12 12:00:15: Received ChatUpdate packet: {"Type":405, "Slot":0, "Typing":true}
1829 2018.11.12 12:00:16: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":true}
1830 2018.11.12 12:00:16: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1831 2018.11.12 12:00:17: Received ChatMessageReceive packet: {"Type":205, "Message": "i will try to understand", "Slot":4}
1832 2018.11.12 12:00:17: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1833 2018.11.12 12:00:17: Received KeepAlive packet: {"Type":-1}
```

## File - Server.js

```
1834 2018.11.12 12:00:17: Sending Packet: {"Type": -1}
1835 2018.11.12 12:00:18: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": false}
1836 2018.11.12 12:00:18: Received ChatMessageReceive packet: {"Type": 205, "Message": "wasn't this
my prop? <sprite name=\\"emoji_tongue\\>", "Slot": 0}
1837 2018.11.12 12:00:19: Sending VotePacket: {"Type": 308, "Action": 1}
1838 2018.11.12 12:00:19: Received VoteMade packet: {"Type": 309, "Slot": 3}
1839 2018.11.12 12:00:19: Received VotePhaseEnd packet: {"Type": 307, "VotesFor": [0, 3], "VotesAgainst": [2, 4, 1], "Passed": false}
1840 [LOG] game_votePhaseEnd detected
1841 2018.11.12 12:00:21: Received ChatUpdate packet: {"Type": 405, "Slot": 1, "Typing": false}
1842 2018.11.12 12:00:21: Received ChatMessageReceive packet: {"Type": 205, "Message": "ye just
roandom", "Slot": 1}
1843 2018.11.12 12:00:22: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1844 2018.11.12 12:00:22: Received ChatMessageReceive packet: {"Type": 205, "Message": "fimma say
that", "Slot": 2}
1845 2018.11.12 12:00:23: Sending SendTypingPacket: {"Type": 404, "Typing": true}
1846 2018.11.12 12:00:23: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": true}
1847 2018.11.12 12:00:23: Received ChatUpdate packet: {"Type": 405, "Slot": 4, "Typing": true}
1848 2018.11.12 12:00:24: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1849 2018.11.12 12:00:24: Received SelectPhaseStart packet: {"Type": 303, "Player": 4, "NextPlayer": 0,
"Amount": 3, "Duration": 60000, "Mission": 4}
1850 2018.11.12 12:00:24: PlayState: Entering SelectPhase
1851 2018.11.12 12:00:24: SelectPhase: 4 3
1852 2018.11.12 12:00:27: Received KeepAlive packet: {"Type": -1}
1853 2018.11.12 12:00:27: Sending Packet: {"Type": -1}
1854 2018.11.12 12:00:28: Received ChatUpdate packet: {"Type": 405, "Slot": 4, "Typing": false}
1855 2018.11.12 12:00:28: Received ChatMessageReceive packet: {"Type": 205, "Message": "bad move at
the begging ", "Slot": 4}
1856 2018.11.12 12:00:29: Received ChatUpdate packet: {"Type": 405, "Slot": 4, "Typing": true}
```

## File - Server.js

```
1857 2018.11.12 12:00:33: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
1858 2018.11.12 12:00:33: Received ChatMessageReceive packet: {"Type":205, "Message": "putting
logan vera logan ", "Slot":4}
1859 2018.11.12 12:00:35: Sending SendTypingPacket: {"Type":404, "Typing":false}
1860 2018.11.12 12:00:36: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
1861 2018.11.12 12:00:36: Received SelectUpdate packet: {"Type":305, "Slots": [4], "Submit":false,
Pass":false}
1862 2018.11.12 12:00:37: Received SelectUpdate packet: {"Type":305, "Slots": [3,4], "Submit":false
, "Pass":false}
1863 2018.11.12 12:00:37: Received KeepAlive packet: {"Type":-1}
1864 2018.11.12 12:00:37: Sending Packet: {"Type":-1}
1865 2018.11.12 12:00:38: Received SelectUpdate packet: {"Type":305, "Slots": [1,3,4], "Submit":
false, "Pass":false}
1866 2018.11.12 12:00:39: Received SelectPhaseEnd packet: {"Type":304, "Proposer":4, "SelectedTeam
": [1,3,4], "Passed":false}
1867 [LOG] game_selectPhaseEnd detected
1868 2018.11.12 12:00:39: Received VotePhaseStart packet: {"Type":306, "Proposer":4, "Players": [1,
3,4], "Duration":60000}
1869 2018.11.12 12:00:39: PlayState: Entering VotePhase
1870 2018.11.12 12:00:40: Received VoteMade packet: {"Type":309, "Slot":1}
1871 2018.11.12 12:00:40: Received VoteMade packet: {"Type":309, "Slot":4}
1872 2018.11.12 12:00:41: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1873 2018.11.12 12:00:41: Received ChatMessageReceive packet: {"Type":205, "Message": "brittany +
nunya or zelda, if zelda is agent its just superbad ", "Slot":2}
1874 2018.11.12 12:00:42: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
1875 2018.11.12 12:00:42: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1876 2018.11.12 12:00:42: Received ChatMessageReceive packet: {"Type":205, "Message": "g1", "Slot":2}
1877 2018.11.12 12:00:43: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
```

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```
1878 2018.11.12 12:00:44: Received VoteMade packet: {"Type":309, "Slot":0}
1879 2018.11.12 12:00:46: Sending VotePacket: {"Type":308, "Action":1}
1880 2018.11.12 12:00:46: Received VoteMade packet: {"Type":309, "Slot":3}
1881 2018.11.12 12:00:46: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
1882 2018.11.12 12:00:46: Received ChatMessageReceive packet: {"Type":205, "Message": "not gonna
talk again", "Slot":2}
1883 2018.11.12 12:00:47: Received KeepAlive packet: {"Type":-1}
1884 2018.11.12 12:00:47: Sending Packet: {"Type":-1}
1885 2018.11.12 12:00:48: Received VoteMade packet: {"Type":309, "Slot":2}
1886 2018.11.12 12:00:48: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [1, 4, 0, 3], "VotesAgainst": [2], "Passed":true}
1887 [LOG] game_votePhaseEnd detected
1888 2018.11.12 12:00:48: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":9, "PlayersOnlineSilver":7, "PlayersOnlineGold":13, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames":0, "MaintenanceIn":-1}
1889 2018.11.12 12:00:49: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":9, "PlayersOnlineSilver":7, "PlayersOnlineGold":13, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames":0, "MaintenanceIn":-1}
1890 2018.11.12 12:00:53: Received MissionPhaseStart packet: {"Type":310, "Mission":4, "Players": [1, 3, 4], "Duration":15000}
1891 2018.11.12 12:00:53: PlayState: Entering MissionPhase
1892 2018.11.12 12:00:53: Set Mission Players: <color=#00A6F6>Nunya</color>, <color=#0041F6>Brittany</color>, <color=#00B48B>Zelda</color>
1893 2018.11.12 12:00:55: Sending MissionActionPacket: {"Type":312, "MissionAction":2}
1894 2018.11.12 12:00:56: Received MissionPhaseEnd packet: {"Type":311, "Mission":4, "Failed":true, "NumHacks":1, "Proposer":4}
1895 [LOG] game_missionPhaseEnd detected
```

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```

1896 2018.11.12 12:00:57: Received KeepAlive packet: {"Type": -1}
1897 2018.11.12 12:00:57: Sending Packet: {"Type": -1}
1898 2018.11.12 12:00:58: Set Mission Players: <color=#00A6F6>Nunyā</color>, <color=#0041F6>
Brittany</color>, <color=#00B48B>Zelda</color>
1899 2018.11.12 12:01:01: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1900 2018.11.12 12:01:02: Received ChatUpdate packet: {"Type": 405, "Slot": 4, "Typing": true}
1901 2018.11.12 12:01:02: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1902 2018.11.12 12:01:03: Received ChatMessageReceive packet: {"Type": 205, "Message": "ay ", "Slot
": 2}
1903 2018.11.12 12:01:03: Received ChatUpdate packet: {"Type": 405, "Slot": 4, "Typing": false}
1904 2018.11.12 12:01:03: Received ChatMessageReceive packet: {"Type": 205, "Message": "wtfn", "Slot
": 4}
1905 2018.11.12 12:01:04: Received TalkPhaseStart packet: {"Type": 301, "Duration": 900000}
1906 2018.11.12 12:01:04: PlayState: Entering TalkingPhase
1907 2018.11.12 12:01:05: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 9, "PlayersOnlineSilver": 7, "PlayersOnlineGold": 13, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 20, "PublicCustomGames": 0, "MaintenanceIn": -1}
1908 2018.11.12 12:01:06: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1909 2018.11.12 12:01:07: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1910 2018.11.12 12:01:07: Received ChatMessageReceive packet: {"Type": 205, "Message": "we lost", "Slot": 2}
1911 2018.11.12 12:01:07: Received KeepAlive packet: {"Type": -1}
1912 2018.11.12 12:01:07: Sending Packet: {"Type": -1}
1913 2018.11.12 12:01:08: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
1914 2018.11.12 12:01:08: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
1915 2018.11.12 12:01:08: Received ChatMessageReceive packet: {"Type": 205, "Message": "gl", "Slot": 2}
1916 2018.11.12 12:01:11: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 9, "PlayersOnlineSilver": 7, "PlayersOnlineGold": 13, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 20, "PublicCustomGames": 0, "MaintenanceIn": -1}

```

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```

1916 PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"  

PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":19,"PublicCustomGames  

":0,"MaintenanceIn":-1}  

1917 2018.11.12 12:01:11: Received ServerInfo packet:{ "Type":2,"PlayersOnlineBronze":8,"  

PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"  

PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":19,"PublicCustomGames  

":0,"MaintenanceIn":-1}  

1918 2018.11.12 12:01:12: Received ChatUpdate packet:{ "Type":405,"Slot":4,"Typing":false}  

1919 2018.11.12 12:01:13: Received ChatUpdate packet:{ "Type":405,"Slot":4,"Typing":true}  

1920 2018.11.12 12:01:14: Sending SendTypingPacket:{ "Type":404,"Typing":true}  

1921 2018.11.12 12:01:14: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":true}  

1922 2018.11.12 12:01:15: Received ChatUpdate packet:{ "Type":405,"Slot":4,"Typing":false}  

1923 2018.11.12 12:01:15: Received ChatMessageReceive packet:{ "Type":205,"Message":"britty","  

Slot":4}  

1924 2018.11.12 12:01:16: Sending SendTypingPacket:{ "Type":404,"Typing":false}  

1925 2018.11.12 12:01:16: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":false}  

1926 2018.11.12 12:01:17: Received KeepAlive packet:{ "Type":-1}  

1927 2018.11.12 12:01:17: Sending Packet:{ "Type":-1}  

1928 2018.11.12 12:01:17: Sending SendTypingPacket:{ "Type":404,"Typing":true}  

1929 2018.11.12 12:01:17: Received ChatUpdate packet:{ "Type":405,"Slot":4,"Typing":true}  

1930 2018.11.12 12:01:17: Sending SendTypingPacket:{ "Type":404,"Typing":false}  

1931 2018.11.12 12:01:17: Sending SendChatPacket:{ "Type":204,"Message":"yo"}  

1932 2018.11.12 12:01:18: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":true}  

1933 2018.11.12 12:01:18: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":false}  

1934 2018.11.12 12:01:18: Received ChatMessageReceive packet:{ "Type":205,"Message":"yo","Slot":  

3}  

1935 2018.11.12 12:01:19: Received ChatUpdate packet:{ "Type":405,"Slot":1,"Typing":true}  

1936 2018.11.12 12:01:20: Received ChatUpdate packet:{ "Type":405,"Slot":1,"Typing":false}  

1937 2018.11.12 12:01:20: Received ChatMessageReceive packet:{ "Type":205,"Message":"oh god","

```

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```

1937 Slot":1}
1938 2018.11.12 12:01:22: Received ChatUpdate packet: {"Type":405,"Slot":1,"Typing":false}
1939 2018.11.12 12:01:23: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
1940 2018.11.12 12:01:23: Received ChatMessageReceive packet: {"Type":205,"Message":"britty","Slot":4}

1941 2018.11.12 12:01:23: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":24,"PublicCustomGames":0,"MaintenanceIn":-1}

1942 2018.11.12 12:01:24: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":23,"PublicCustomGames":0,"MaintenanceIn":-1}

1943 2018.11.12 12:01:25: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":true}
1944 2018.11.12 12:01:27: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
1945 2018.11.12 12:01:27: Received ChatMessageReceive packet: {"Type":205,"Message":"britty","Slot":4}

1946 2018.11.12 12:01:27: Received KeepAlive packet: {"Type":-1}
1947 2018.11.12 12:01:27: Sending Packket: {"Type":-1}

1948 2018.11.12 12:01:31: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":22,"PublicCustomGames":0,"MaintenanceIn":-1}

1949 2018.11.12 12:01:31: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":true}
1950 2018.11.12 12:01:33: Sending SendTypingPacket: {"Type":404,"Typing":true}
1951 2018.11.12 12:01:33: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
1952 2018.11.12 12:01:33: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
1953 2018.11.12 12:01:33: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"
```

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```

1953 PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":21,"PublicCustomGames
":0,"MaintenanceIn":-1}
1954 2018.11.12 12:01:34: Received ChatMessageReceive packet:{ "Type":205,"Message":"this is
weird","Slot":4}
1955 2018.11.12 12:01:34: Received ServerInfo packet:{ "Type":2,"PlayersOnlineBronze":8,"
PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":20,"PublicCustomGames
":0,"MaintenanceIn":-1}
1956 2018.11.12 12:01:37: Received KeepAlive packet:{ "Type":-1}
1957 2018.11.12 12:01:37: Sending Packet:{ "Type":-1}
1958 2018.11.12 12:01:37: Received ServerInfo packet:{ "Type":2,"PlayersOnlineBronze":8,"
PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":19,"PublicCustomGames
":0,"MaintenanceIn":-1}
1959 2018.11.12 12:01:37: Received ServerInfo packet:{ "Type":2,"PlayersOnlineBronze":8,"
PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":18,"PublicCustomGames
":0,"MaintenanceIn":-1}
1960 2018.11.12 12:01:38: Sending SendTypingPacket:{ "Type":404,"Typing":false}
1961 2018.11.12 12:01:38: Sending SendChatPacket:{ "Type":204,"Message":"im thinking it was
logan nunya"}
1962 2018.11.12 12:01:38: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":false}
1963 2018.11.12 12:01:38: Received ChatMessageReceive packet:{ "Type":205,"Message":"im thinking
it was logan nunya","Slot":3}
1964 2018.11.12 12:01:38: Received ServerInfo packet:{ "Type":2,"PlayersOnlineBronze":8,"
PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":17,"PublicCustomGames
":0,"MaintenanceIn":-1}
1965 2018.11.12 12:01:39: Received ServerInfo packet:{ "Type":2,"PlayersOnlineBronze":8,"

```

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```
1965 PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"  
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":16,"PublicCustomGames  
":0,"MaintenanceIn":-1}  
1966 2018.11.12 12:01:41: Sending SendTypingPacket:{ "Type":404, "Typing":true}  
1967 2018.11.12 12:01:41: Received ChatUpdate packet:{ "Type":405, "Slot":3, "Typing":true}  
1968 2018.11.12 12:01:46: Sending SendTypingPacket:{ "Type":404, "Typing":false}  
1969 2018.11.12 12:01:46: Sending SendChatPacket:{ "Type":204, "Message":"but i never get tehse  
thigns right"}  
1970 2018.11.12 12:01:46: Received ChatUpdate packet:{ "Type":405, "Slot":3, "Typing":false}  
1971 2018.11.12 12:01:46: Received ChatMessageReceive packet:{ "Type":205, "Message":"but i never  
get tehse thigns right", "Slot":3}  
1972 2018.11.12 12:01:47: Sending SendTypingPacket:{ "Type":404, "Typing":true}  
1973 2018.11.12 12:01:47: Received ChatUpdate packet:{ "Type":405, "Slot":3, "Typing":true}  
1974 2018.11.12 12:01:47: Received KeepAlive packet:{ "Type":-1}  
1975 2018.11.12 12:01:47: Sending Packet:{ "Type":-1}  
1976 2018.11.12 12:01:50: Received ChatUpdate packet:{ "Type":405, "Slot":1, "Typing":true}  
1977 2018.11.12 12:01:54: Received ServerInfo packet:{ "Type":2, "PlayersOnlineBronze":8,  
PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,  
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":16,"PublicCustomGames  
":0,"MaintenanceIn":-1}  
1978 2018.11.12 12:01:54: Received ChatMessageReceive packet:{ "Type":205, "Message":"it's zelda  
logan", "Slot":1}  
1979 2018.11.12 12:01:54: Received ChatMessageReceive packet:{ "Type":205, "Message":"you wanna see my wallhacks",  
"SteamId":76561198225047612,"Username":"Toxic", "Roles":[0], "Timestamp":1542024118}  
1980 2018.11.12 12:01:57: Received KeepAlive packet:{ "Type":-1}  
1981 2018.11.12 12:01:57: Sending Packet:{ "Type":-1}  
1982 2018.11.12 12:01:58: Received ReceiveGlobalChatMessage packet:{ "Type":902, "Message":{ "Message":  
"you wanna see my wallhacks", "SteamId":76561198225047612,"Username":"Toxic", "Roles":[0], "Timestamp":1542024118}}  
1983 2018.11.12 12:02:01: Received ServerInfo packet:{ "Type":2, "PlayersOnlineBronze":8,
```

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```

1983 PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"  

    PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":15,"PublicCustomGames  

    ":0,"MaintenanceIn":-1}  

1984 2018.11.12 12:02:01: Received ServerInfo packet:{ "Type":2,"PlayersOnlineBronze":8,"  

    PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"  

    PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":15,"PublicCustomGames  

    ":0,"MaintenanceIn":-1}  

1985 2018.11.12 12:02:05: Sending SendTypingPacket:{ "Type":404,"Typing":false}  

1986 2018.11.12 12:02:06: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":false}  

1987 2018.11.12 12:02:07: Received KeepAlive packet:{ "Type":-1}  

1988 2018.11.12 12:02:07: Sending Packet:{ "Type":-1}  

1989 2018.11.12 12:02:08: Sending SendTypingPacket:{ "Type":404,"Typing":true}  

1990 2018.11.12 12:02:08: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":true}  

1991 2018.11.12 12:02:08: Sending SendTypingPacket:{ "Type":404,"Typing":false}  

1992 2018.11.12 12:02:08: Sending SendChatPacket:{ "Type":204,"Message":"why" }  

1993 2018.11.12 12:02:08: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":false}  

1994 2018.11.12 12:02:09: Received ChatMessageReceive packet:{ "Type":205,"Message":"why" , "Slot  

    ":3}  

1995 2018.11.12 12:02:09: Received ServerInfo packet:{ "Type":2,"PlayersOnlineBronze":7,"  

    PlayersOnlineSilver":7,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,"  

    PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":15,"PublicCustomGames  

    ":0,"MaintenanceIn":-1}  

1996 2018.11.12 12:02:11: Sending SendTypingPacket:{ "Type":404,"Typing":true}  

1997 2018.11.12 12:02:11: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":true}  

1998 2018.11.12 12:02:12: Sending SendTypingPacket:{ "Type":404,"Typing":false}  

1999 2018.11.12 12:02:12: Sending SendChatPacket:{ "Type":204,"Message":"is it zelda logan" }  

2000 2018.11.12 12:02:12: Received ChatUpdate packet:{ "Type":405,"Slot":3,"Typing":false}  

2001 2018.11.12 12:02:12: Received ChatMessageReceive packet:{ "Type":205,"Message":"is it zelda  

    logan" , "Slot":3}

```

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```

2002 2018.11.12 12:02:17: Received KeepAlive packet: {"Type": -1}
2003 2018.11.12 12:02:17: Sending Packet: {"Type": -1}
2004 2018.11.12 12:02:27: Received KeepAlive packet: {"Type": -1}
2005 2018.11.12 12:02:27: Sending Packet: {"Type": -1}
2006 2018.11.12 12:02:34: Received TalkPhaseEnd packet: {"Type": 302}
2007 2018.11.12 12:02:34: Received SelectPhaseStart packet: {"Type": 303, "Player": 0, "NextPlayer": "1, "Amount": 3, "Duration": 60000, "Mission": 5}
2008 2018.11.12 12:02:34: PlayState: Entering SelectPhase
2009 2018.11.12 12:02:34: SelectPhase: 0 3
2010 2018.11.12 12:02:37: Received KeepAlive packet: {"Type": -1}
2011 2018.11.12 12:02:37: Sending Packet: {"Type": -1}
2012 2018.11.12 12:02:38: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 7, "PlayersOnlineSilver": 7, "PlayersOnlineGold": 13, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 14, "PublicCustomGames": "0, "MaintenanceIn": -1}
2013 2018.11.12 12:02:38: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 7, "PlayersOnlineSilver": 6, "PlayersOnlineGold": 13, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 14, "PublicCustomGames": "0, "MaintenanceIn": -1}
2014 2018.11.12 12:02:39: Sending SendTypingPacket: {"Type": 404, "Typing": true}
2015 2018.11.12 12:02:39: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": true}
2016 2018.11.12 12:02:39: Received IdleStatusUpdate packet: {"Type": 403, "Idle": true, "Player": 1}
2017 2018.11.12 12:02:40: Sending SendTypingPacket: {"Type": 404, "Typing": false}
2018 2018.11.12 12:02:40: Sending SendChatPacket: {"Type": 204, "Message": "great talk"}
2019 2018.11.12 12:02:41: Received ChatUpdate packet: {"Type": 405, "Slot": 3, "Typing": false}
2020 2018.11.12 12:02:41: Received ChatMessageReceive packet: {"Type": 205, "Message": "great talk", "Slot": 3}
2021 2018.11.12 12:02:42: Received IdleStatusUpdate packet: {"Type": 403, "Idle": false, "Player": 1}
2022 2018.11.12 12:02:47: Received SelectUpdate packet: {"Type": 305, "Slots": [0], "Submit": false, "Slot": 3}

```

## File - Server.js

```

2022 Pass":false}
2023 2018.11.12 12:02:47: Received KeepAlive packet: {"Type":-1}
2024 2018.11.12 12:02:47: Sending Packet: {"Type":-1}
2025 2018.11.12 12:02:52: Received IdleStatusUpdate packet: {"Type":4}
2026 2018.11.12 12:02:54: Received IdleStatusUpdate packet: {"Type":4}
2027 2018.11.12 12:02:55: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":true}
2028 2018.11.12 12:02:56: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
2029 2018.11.12 12:02:56: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,
PlayersOnlineSilver":6,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":14,"PublicCustomGames
":0,"MaintenanceIn":-1}
2030 2018.11.12 12:02:56: Received ChatMessageReceive packet: {"Type":205,"Message":"im thinking
", "Slot":4}
2031 2018.11.12 12:02:57: Received KeepAlive packet: {"Type":-1}
2032 2018.11.12 12:02:57: Sending Packet: {"Type":-1}
2033 2018.11.12 12:03:04: Received ChatUpdate packet: {"Type":405,"Slot":0,"Typing":true}
2034 2018.11.12 12:03:04: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":true}
2035 2018.11.12 12:03:05: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
2036 2018.11.12 12:03:05: Received ChatMessageReceive packet: {"Type":205,"Message":'*#@!', "Slot
":4}
2037 2018.11.12 12:03:07: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,
PlayersOnlineSilver":5,"PlayersOnlineGold":13,"PlayersPlayingBronze":0,
PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":14,"PublicCustomGames
":0,"MaintenanceIn":-1}
2038 2018.11.12 12:03:07: Received KeepAlive packet: {"Type":-1}
2039 2018.11.12 12:03:07: Sending Packet: {"Type":-1}
2040 2018.11.12 12:03:14: Received ChatUpdate packet: {"Type":405,"Slot":0,"Typing":false}
2041 2018.11.12 12:03:14: Received ChatMessageReceive packet: {"Type":205,"Message":"n1 or n3
was faked right...","Slot":0}

```

**File - Server.js**

```
2042 2018.11.12 12:03:15: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
2043 2018.11.12 12:03:16: Received SelectUpdate packet: {"Type":305, "Slots": [0,2], "Submit":false
    , "Pass":false}
2044 2018.11.12 12:03:16: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
2045 2018.11.12 12:03:16: Received ChatMessageReceive packet: {"Type":205, "Message": "logan", "Slot":4}
2046 2018.11.12 12:03:17: Received KeepAlive packet: {"Type":-1}
2047 2018.11.12 12:03:17: Sending Packet: {"Type":-1}
2048 2018.11.12 12:03:19: Received SelectUpdate packet: {"Type":305, "Slots": [0,2,4], "Submit":false
    , "Pass":false}
2049 2018.11.12 12:03:25: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
2050 2018.11.12 12:03:26: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
2051 2018.11.12 12:03:27: Received ChatMessageReceive packet: {"Type":205, "Message": "where are u
    ?", "Slot":4}
2052 2018.11.12 12:03:27: Received KeepAlive packet: {"Type":-1}
2053 2018.11.12 12:03:27: Sending Packet: {"Type":-1}
2054 2018.11.12 12:03:27: Received SelectPhaseEnd packet: {"Type":205, "Proposer":0, "SelectedTeam
    ":[], "Passed":true}
2055 [LOG] game_selectPhaseEnd detected
2056 2018.11.12 12:03:27: Received SelectPhaseStart packet: {"Type":303, "Player":1, "NextPlayer":"
    2, "Amount":3, "Duration":60000, "Mission":5}
2057 2018.11.12 12:03:27: PlayStateMachine: Same state twice in a row: SelectPhase
2058
2059 (Filename: C:\buildslave\unity\build\Runtime\Export\Debug.bindings.h Line: 43)
2060
2061 2018.11.12 12:03:27: PlayState: Entering SelectPhase
2062 2018.11.12 12:03:27: SelectPhase: 1 3
2063 2018.11.12 12:03:29: Sending SendTypingPacket: {"Type":404, "Typing":true}
2064 2018.11.12 12:03:30: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
```

**File - Server.js**

```
2065 2018.11.12 12:03:32: Sending SendTypingPacket: {"Type":404, "Typing":false} [REDACTED]
2066 2018.11.12 12:03:32: Sending SendChatPacket: {"Type":204, "Message":"has to be from my pov"}
2067 2018.11.12 12:03:32: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
2068 2018.11.12 12:03:32: Received ChatMessageReceive packet: {"Type":205, "Message":"has to be
from my pov", "Slot":3} [REDACTED]
2069 2018.11.12 12:03:34: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":8, "PlayersOnlineSilver":6, "PlayersOnlineGold":13, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":14, "PublicCustomGames":0, "MaintenanceIn":-1} [REDACTED]
2070 2018.11.12 12:03:35: Received IdleStatusUpdate packet: {"Type":403, "Idle":true, "Player":1}
2071 2018.11.12 12:03:37: Received KeepAlive packet: {"Type":-1}
2072 2018.11.12 12:03:37: Sending Packet: {"Type":-1} [REDACTED]
2073 2018.11.12 12:03:42: Received IdleStatusUpdate packet: {"Type":403, "Idle":false, "Player":1}
2074 2018.11.12 12:03:43: Received SelectUpdate packet: {"Type":305, "Slots": [1], "Submit":false, "Pass":false}
2075 2018.11.12 12:03:43: Received SelectUpdate packet: {"Type":305, "Slots": [1, 2], "Submit":false, "Pass":false}
2076 2018.11.12 12:03:44: Received SelectUpdate packet: {"Type":305, "Slots": [1, 2, 4], "Submit":false, "Pass":false}
2077 2018.11.12 12:03:45: Received SelectPhaseEnd packet: {"Type":304, "Proposer":1, "SelectedTeam": "[LOG] game_selectPhaseEnd detected", "Passed":false}
2078 2018.11.12 12:03:45: Received VotePhaseStart packet: {"Type":306, "Proposer":1, "Players": [1, 2, 4], "Duration":600000} [REDACTED]
2079 2018.11.12 12:03:45: Received VotePhaseStart packet: {"Type":306, "Proposer":1, "Players": [1, 2, 4], "Duration":600000} [REDACTED]
2080 2018.11.12 12:03:45: PlayState: Entering VotePhase [REDACTED]
2081 2018.11.12 12:03:47: Received KeepAlive packet: {"Type":-1} [REDACTED]
2082 2018.11.12 12:03:47: Sending Packet: {"Type":-1} [REDACTED]
2083 2018.11.12 12:03:47: Received VoteMade packet: {"Type":309, "Slot":2} [REDACTED]
2084 2018.11.12 12:03:49: Received VoteMade packet: {"Type":309, "Slot":1} [REDACTED]
```

## File - Server.js

```

2085 2018.11.12 12:03:49: Sending VotePacket: {"Type":308, "Action":2}
2086 2018.11.12 12:03:49: Received VoteMade packet: {"Type":309, "Slot":3}
2087 2018.11.12 12:03:52: Received VoteMade packet: {"Type":309, "Slot":0}
2088 2018.11.12 12:03:52: Received VoteMade packet: {"Type":309, "Slot":4}
2089 2018.11.12 12:03:52: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [1, 4], "VotesAgainst": [2, 3, 0], "Passed":false}
2090 [LOG] game_votePhaseEnd detected
2091 2018.11.12 12:03:57: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":8, "PlayersOnlineSilver":7, "PlayersOnlineGold":13, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":14, "PublicCustomGames":0, "MaintenanceIn":-1}
2092 2018.11.12 12:03:57: Received KeepAlive packet: {"Type":-1}
2093 2018.11.12 12:03:57: Sending Packet: {"Type":-1}
2094 2018.11.12 12:03:57: Received SelectPhaseStart packet: {"Type":303, "Player":2, "NextPlayer":3, "Amount":3, "Duration":60000, "Mission":5}
2095 2018.11.12 12:03:57: PlayState: Entering SelectPhase
2096 2018.11.12 12:03:57: SelectPhase: 2 3
2097 2018.11.12 12:04:01: Received SelectUpdate packet: {"Type":305, "Slots": [0], "Submit":false, "Pass":false}
2098 2018.11.12 12:04:02: Received SelectUpdate packet: {"Type":305, "Slots": [0, 3], "Submit":false, "Pass":false}
2099 2018.11.12 12:04:02: Received SelectUpdate packet: {"Type":305, "Slots": [0, 2, 3], "Submit":false, "Pass":false}
2100 2018.11.12 12:04:03: Received SelectPhaseEnd packet: {"Type":304, "Proposer":2, "SelectedTeam": [0, 2, 3], "Pass":false}
2101 [LOG] game_SelectPhaseEnd detected
2102 2018.11.12 12:04:03: Received VotePhaseStart packet: {"Type":306, "Proposer":2, "Players": [0, 2, 3], "Duration":60000}
2103 2018.11.12 12:04:03: PlayState: Entering VotePhase

```

## File - Server.js

```

2104 2018.11.12 12:04:04: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":8, "PlayersOnlineSilver":7, "PlayersOnlineGold":13, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":20, "PublicCustomGames":0, "MaintenanceIn":-1}
2105 2018.11.12 12:04:04: Received VoteMade packet: {"Type":309, "Slot":2}
2106 2018.11.12 12:04:04: Received VoteMade packet: {"Type":309, "Slot":4}
2107 2018.11.12 12:04:06: Received VoteMade packet: {"Type":309, "Slot":1}
2108 2018.11.12 12:04:07: Received KeepAlive packet: {"Type":-1}
2109 2018.11.12 12:04:07: Sending Packet: {"Type":-1}
2110 2018.11.12 12:04:17: Received ChatUpdate packet: {"Type":405, "Slot":0, "Typing":true}
2111 2018.11.12 12:04:17: Received KeepAlive packet: {"Type":-1}
2112 2018.11.12 12:04:17: Sending Packet: {"Type":-1}
2113 2018.11.12 12:04:21: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":8, "PlayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames":0, "MaintenanceIn":-1}
2114 2018.11.12 12:04:23: Received ChatUpdate packet: {"Type":405, "Slot":0, "Typing":false}
2115 2018.11.12 12:04:23: Received ChatMessageReceive packet: {"Type":205, "Message": "Logan still on double hacker theory?", "Slot":0}
2116 2018.11.12 12:04:27: Received KeepAlive packet: {"Type":-1}
2117 2018.11.12 12:04:27: Sending Packet: {"Type":-1}
2118 2018.11.12 12:04:30: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":8, "PlayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":20, "PublicCustomGames":0, "MaintenanceIn":-1}
2119 2018.11.12 12:04:31: Sending VotePacket: {"Type":308, "Action":2}
2120 2018.11.12 12:04:31: Received VoteMade packet: {"Type":309, "Slot":3}
2121 2018.11.12 12:04:33: Sending SendTypingPacket: {"Type":404, "Typing":true}
2122 2018.11.12 12:04:33: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}

```

## File - Server.js

2123	2018.11.12 12:04:33: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":12,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":19,"PublicCustomGames":0,"MaintenanceIn":-1}
2124	2018.11.12 12:04:34: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":12,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":18,"PublicCustomGames":0,"MaintenanceIn":-1}
2125	2018.11.12 12:04:35: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":12,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":17,"PublicCustomGames":0,"MaintenanceIn":-1}
2126	2018.11.12 12:04:35: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":12,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":16,"PublicCustomGames":0,"MaintenanceIn":-1}
2127	2018.11.12 12:04:37: Received KeepAlive packet: {"Type":-1}
2128	2018.11.12 12:04:37: Sending Packet: {"Type":-1}
2129	2018.11.12 12:04:38: Sending SendTypingPacket: {"Type":404,"Typing":false}
2130	2018.11.12 12:04:38: Sending SendChatPacket: {"Type":204,"Message": "i dont think anyof them have any theories"}
2131	2018.11.12 12:04:39: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
2132	2018.11.12 12:04:39: Received ChatMessageReceive packet: {"Type":205,"Message": "i dont think anyof them have any theories"}
2133	2018.11.12 12:04:39: Sending SendTypingPacket: {"Type":404,"Typing":true}
2134	2018.11.12 12:04:39: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
2135	2018.11.12 12:04:40: Received ServerInfo packet: {"Type":2,"PlayersOnlineBronze":8,"PlayersOnlineSilver":7,"PlayersOnlineGold":12,"PlayersPlayingBronze":0,"PlayersPlayingSilver":0,"PlayersPlayingGold":0,"PlayersPlayingOther":15,"PublicCustomGames":15}

## File - Server.js

```
2135 " :0 , "MaintenanceIn" :-1 }  
2136 2018.11.12 12:04:40: Received ServerInfo packet: { "Type" : 2 , "PlayersOnlineBronze" : 8 , "  
PlayersOnlineSilver" : 7 , "PlayersOnlineGold" : 12 , "PlayersPlayingBronze" : 0 , "  
PlayersPlayingSilver" : 0 , "PlayersPlayingGold" : 0 , "PlayersPlayingOther" : 15 , "PublicCustomGames  
" : 0 , "MaintenanceIn" :-1 }  
2137 2018.11.12 12:04:42: Sending SendTypingPacket: { "Type" : 404 , "Typing" : false }  
2138 2018.11.12 12:04:42: Sending SendChatPacket: { "Type" : 204 , "Message" : "just spitting out  
random names" }  
2139 2018.11.12 12:04:43: Received ChatUpdate packet: { "Type" : 405 , "Slot" : 3 , "Typing" : false }  
2140 2018.11.12 12:04:43: Received ChatMessageReceive packet: { "Type" : 205 , "Message" : "just  
spitting out random names" , "Slot" : 3 }  
2141 2018.11.12 12:04:45: Received VoteMade packet: { "Type" : 309 , "Slot" : 0 }  
2142 2018.11.12 12:04:45: Received VotePhaseEnd packet: { "Type" : 307 , "VotesFor" : [ 0 ] , "VotesAgainst  
" : [ 2 , 4 , 1 , 3 ] , "Passed" : false }  
2143 [ LOG ] game_votePhaseEnd detected  
2144 2018.11.12 12:04:47: Received KeepAlive packet: { "Type" : -1 }  
2145 2018.11.12 12:04:47: Sending Packet: { "Type" : -1 }  
2146 2018.11.12 12:04:50: Received SelectPhaseStart packet: { "Type" : 303 , "Player" : 3 , "NextPlayer" :  
4 , "Amount" : 3 , "Duration" : 60000 , "Mission" : 5 }  
2147 2018.11.12 12:04:50: Playstate: Entering SelectPhase  
2148 2018.11.12 12:04:50: SelectPhase: 3 3  
2149 2018.11.12 12:04:53: Sending SendTypingPacket: { "Type" : 404 , "Typing" : true }  
2150 2018.11.12 12:04:53: Received ChatUpdate packet: { "Type" : 405 , "Slot" : 3 , "Typing" : true }  
2151 2018.11.12 12:04:56: Received ChatUpdate packet: { "Type" : 405 , "Slot" : 4 , "Typing" : true }  
2152 2018.11.12 12:04:57: Received KeepAlive packet: { "Type" : -1 }  
2153 2018.11.12 12:04:57: Sending Packet: { "Type" : -1 }  
2154 2018.11.12 12:04:57: Received ChatUpdate packet: { "Type" : 405 , "Slot" : 4 , "Typing" : false }  
2155 2018.11.12 12:04:58: Received ChatMessageReceive packet: { "Type" : 205 , "Message" : "im so sad  
" , "Slot" : 4 }
```

**File - Server.js**

```
2156 2018.11.12 12:04:58: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
2157 2018.11.12 12:04:58: Sending SendTypingPacket: {"Type":404, "Typing":false}
2158 2018.11.12 12:04:58: Sending SendChatPacket: {"Type":204, "Message":"this game is lost thx
to terrible agents"}
2159 2018.11.12 12:04:59: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
2160 2018.11.12 12:04:59: Received ChatMessageReceive packet: {"Type":205, "Message":"this game
is lost thx to terrible agents", "Slot":3}
2161 2018.11.12 12:04:59: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
2162 2018.11.12 12:04:59: Received ChatMessageReceive packet: {"Type":205, "Message":"really", "S
lot":4}
2163 2018.11.12 12:05:04: Sending UpdateSelectPacket: {"Type":305, "Slots": [3], "Submit":false, "P
ass":false}
2164 2018.11.12 12:05:04: Received SelectUpdate packet: {"Type":305, "Slots": [3], "Submit":false, "P
ass":false}
2165 2018.11.12 12:05:04: Sending UpdateSelectPacket: {"Type":305, "Slots": [3, 4], "Submit":false, "P
ass":false}
2166 2018.11.12 12:05:05: Received SelectUpdate packet: {"Type":305, "Slots": [3, 4], "Submit":false
, "Pass":false}
2167 2018.11.12 12:05:07: Received KeepAlive packet: {"Type":-1}
2168 2018.11.12 12:05:07: Sending Packet: {"Type":-1}
2169 2018.11.12 12:05:10: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":8, "Pl
ayersOnlineSilver":7, "PlayersOnlineGold":12, "PlayersPlayingBronze":0, "PlayersPlayingSilver":0, "Pl
ayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames":0, "MaintenanceIn":-1}
2170 2018.11.12 12:05:17: Received KeepAlive packet: {"Type":-1}
2171 2018.11.12 12:05:17: Sending Packet: {"Type":-1}
2172 2018.11.12 12:05:25: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
2173 2018.11.12 12:05:27: Received KeepAlive packet: {"Type":-1}
2174 2018.11.12 12:05:27: Sending Packet: {"Type":-1}
```

**File - Server.js**

```
2175 2018.11.12 12:05:29: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
2176 2018.11.12 12:05:33: Sending UpdateSelectPacket: {"Type":305, "Slots": [3, 4, 2], "Submit":false}
  , "Pass":false}
2177 2018.11.12 12:05:33: Received SelectUpdate packet: {"Type":305, "Slots": [2, 3, 4], "Submit":
false, "Pass":false}
2178 2018.11.12 12:05:37: Received KeepAlive packet: {"Type":-1}
2179 2018.11.12 12:05:37: Sending Packet: {"Type":-1}
2180 2018.11.12 12:05:38: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
2181 2018.11.12 12:05:38: Received ChatMessageReceive packet: {"Type":205, "Message": "imma just
say, gg wp", "Slot":2}
2182 2018.11.12 12:05:40: Sending UpdateSelectPacket: {"Type":305, "Slots": [3, 4, 2], "Submit":true
  , "Pass":false}
2183 2018.11.12 12:05:40: Received SelectPhaseEnd packet: {"Type":304, "Proposer":3, "SelectedTeam
": [2, 3, 4], "Passed":false}
2184 [LOG] game_SelectPhaseEnd detected
2185 2018.11.12 12:05:40: Received VotePhaseStart packet: {"Type":306, "Proposer":3, "Players": [2,
3, 4], "Duration":60000}
2186 2018.11.12 12:05:40: Playstate: Entering VotePhase
2187 2018.11.12 12:05:41: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
2188 2018.11.12 12:05:41: Received VoteMade packet: {"Type":309, "Slot":2}
2189 2018.11.12 12:05:42: Received VoteMade packet: {"Type":309, "Slot":1}
2190 2018.11.12 12:05:43: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":true}
2191 2018.11.12 12:05:43: Received ChatUpdate packet: {"Type":405, "Slot":1, "Typing":false}
2192 2018.11.12 12:05:43: Received ChatMessageReceive packet: {"Type":205, "Message": "ref", "Slot
": 1}
2193 2018.11.12 12:05:44: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
2194 2018.11.12 12:05:44: Received ChatMessageReceive packet: {"Type":205, "Message": "logan are u
agent???", "Slot":4}
2195 2018.11.12 12:05:46: Received VoteMade packet: {"Type":309, "Slot":0}
```

## File - Server.js

```

2196 2018.11.12 12:05:47: Sending VotePacket: {"Type":308, "Action":2} [REDACTED]
2197 2018.11.12 12:05:47: Received VoteMade packet: {"Type":309, "Slot":3}
2198 2018.11.12 12:05:47: Received KeepAlive packet: {"Type":-1}
2199 2018.11.12 12:05:47: Sending Packet: {"Type":-1}
2200 2018.11.12 12:05:48: Received VoteMade packet: {"Type":309, "Slot":4}
2201 2018.11.12 12:05:48: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [2], "VotesAgainst": [1, 0, 3, 4], "Passed": false} [REDACTED]
2202 [LOG] game_votePhaseEnd detected
2203 2018.11.12 12:05:51: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":true}
2204 2018.11.12 12:05:53: Received ChatUpdate packet: {"Type":405, "Slot":4, "Typing":false}
2205 2018.11.12 12:05:53: Received ChatMessageReceive packet: {"Type":205, "Message": "ma seis cemooooooooooooo", "Slot":4}
2206 2018.11.12 12:05:53: Received SelectPhaseStart packet: {"Type":303, "Player":4, "NextPlayer": 0, "Amount":3, "Duration":60000, "Mission":5}
2207 2018.11.12 12:05:53: Playstate: Entering SelectPhase
2208 2018.11.12 12:05:53: SelectPhase: 4 3
2209 2018.11.12 12:05:57: Received SelectPhaseEnd packet: {"Type":304, "Proposer":4, "SelectedTeam": "", "Passed":true}
2210 [LOG] game_SelectPhaseEnd detected
2211 2018.11.12 12:05:57: Received SelectPhaseStart packet: {"Type":303, "Player":0, "NextPlayer": 1, "Amount":3, "Duration":60000, "Mission":5}
2212 2018.11.12 12:05:57: PlaystateMachine: Same state twice in a row: SelectPhase
2213
2214 (Filename: C:\buildslave\unity\build\Runtime\Export\Debug.bindings.h Line: 43)
2215
2216 2018.11.12 12:05:57: Playstate: Entering SelectPhase
2217 2018.11.12 12:05:57: SelectPhase: 0 3
2218 2018.11.12 12:05:57: Received KeepAlive packet: {"Type":-1}
2219 2018.11.12 12:05:57: Sending Packet: {"Type":-1}

```

## File - Server.js

```

2220 2018.11.12 12:06:07: Received KeepAlive packet: {"Type": -1}
2221 2018.11.12 12:06:07: Sending Packet: {"Type": -1}
2222 2018.11.12 12:06:08: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": true}
2223 2018.11.12 12:06:13: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
2224 2018.11.12 12:06:15: Received ChatUpdate packet: {"Type": 405, "Slot": 0, "Typing": false}
2225 2018.11.12 12:06:15: Received ChatMessageReceive packet: {"Type": 205, "Message": "not hammer
on nunya ;/", "Slot": 0}
2226 2018.11.12 12:06:17: Received KeepAlive packet: {"Type": -1}
2227 2018.11.12 12:06:17: Sending Packet: {"Type": -1}
2228 2018.11.12 12:06:18: Received ServerInfo packet: {"Type": 2, "PlayersOnlineBronze": 8, "PlayersOnlineSilver": 7, "PlayersOnlineGold": 11, "PlayersPlayingBronze": 0, "PlayersPlayingSilver": 0, "PlayersPlayingGold": 0, "PlayersPlayingOther": 21, "PublicCustomGames": 0, "MaintenanceIn": -1}
2229 2018.11.12 12:06:18: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}
2230 2018.11.12 12:06:18: Received ChatMessageReceive packet: {"Type": 205, "Message": "if zelda is
agent ", "Slot": 2}
2231 2018.11.12 12:06:20: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": true}
2232 2018.11.12 12:06:20: Received SelectPhaseEnd packet: {"Type": 304, "Proposer": 0, "SelectedTeam": "[]", "Passed": true}
2233 [LOG] game_selectPhaseEnd detected
2234 2018.11.12 12:06:20: Received SelectPhaseStart packet: {"Type": 303, "Player": 1, "NextPlayer": 2, "Amount": 3, "Duration": 60000, "Mission": 5}
2235 2018.11.12 12:06:20: PlaystateMachine: Same state twice in a row: SelectPhase
2236 (Filename: C:\buildslave\unity\build\Runtime\Export\Debug.bindings.h Line: 43)
2238
2239 2018.11.12 12:06:20: PlayState: Entering SelectPhase
2240 2018.11.12 12:06:20: SelectPhase: 1 3
2241 2018.11.12 12:06:21: Received ChatUpdate packet: {"Type": 405, "Slot": 2, "Typing": false}

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```
2242 2018.11.12 12:06:21: Received ChatMessageReceive packet: {"Type":205, "Message": "imma kms", "Slot":2}
2243 2018.11.12 12:06:23: Received SelectUpdate packet: {"Type":305, "Slots": [1], "Submit": false, "Pass": false}
2244 2018.11.12 12:06:23: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
2245 2018.11.12 12:06:23: Received SelectUpdate packet: {"Type":305, "Slots": [1,2], "Submit": false, "Pass": false}
2246 2018.11.12 12:06:24: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
2247 2018.11.12 12:06:24: Received ChatMessageReceive packet: {"Type":205, "Message": "right now", "Slot":2}
2248 2018.11.12 12:06:24: Received SelectUpdate packet: {"Type":305, "Slots": [1,2,4], "Submit": false, "Pass": false}
2249
2250 2018.11.12 12:06:25: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
2251 2018.11.12 12:06:25: Received SelectPhaseEnd packet: {"Type":304, "Proposer":1, "SelectedTeam": "[1,2,4]", "Passed": false}
2252 [LOG] game_SelectPhaseEnd detected
2253 2018.11.12 12:06:25: Received VotePhaseStart packet: {"Type":306, "Proposer":1, "Players": [1, 2, 4], "Duration":60000}
2254 2018.11.12 12:06:25: Playstate: Entering VotePhase
2255 2018.11.12 12:06:25: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
2256 2018.11.12 12:06:25: Received ChatMessageReceive packet: {"Type":205, "Message": "ty bye", "Slot":2}
2257 2018.11.12 12:06:26: Received VoteMade packet: {"Type":309, "Slot":4}
2258 2018.11.12 12:06:27: Received KeepAlive packet: {"Type": -1}
2259 2018.11.12 12:06:27: Sending Packet: {"Type": -1}
2260 2018.11.12 12:06:28: Received VoteMade packet: {"Type":309, "Slot":0}
2261 2018.11.12 12:06:29: Received VoteMade packet: {"Type":309, "Slot":2}
2262 2018.11.12 12:06:31: Received VoteMade packet: {"Type":309, "Slot":1}
```

## File - Server.js

```

2263 2018.11.12 12:06:31: Sending SendTypingPacket: {"Type":404, "Typing":true}
2264 2018.11.12 12:06:31: Received ServerInfo packet: {"Type":2, "PlayersOnlineBronze":8,
    "PlayersOnlineSilver":6, "PlayersOnlineGold":11, "PlayersPlayingBronze":0,
    "PlayersPlayingSilver":0, "PlayersPlayingGold":0, "PlayersPlayingOther":21, "PublicCustomGames
    ":0, "MaintenanceIn":-1}

2265 2018.11.12 12:06:31: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
2266 2018.11.12 12:06:37: Received KeepAlive packet: {"Type":-1}
2267 2018.11.12 12:06:37: Sending Packet: {"Type":-1}
2268 2018.11.12 12:06:42: Sending SendTypingPacket: {"Type":404, "Typing":false}
2269 2018.11.12 12:06:42: Sending SendChatPacket: {"Type":204, "Message": "every1 played terribly
    "}

2270 2018.11.12 12:06:42: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
2271 2018.11.12 12:06:42: Received ChatMessageReceive packet: {"Type":205, "Message": "every1
    played terribly", "Slot":3}

2272 2018.11.12 12:06:44: Sending VotePacket: {"Type":308, "Action":2}
2273 2018.11.12 12:06:45: Received VoteMade packet: {"Type":309, "Slot":3}
2274 2018.11.12 12:06:45: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [4, 1], "VotesAgainst": [0, 2, 3], "Passed":false}
2275 [LOG] game_votePhaseEnd detected
2276 2018.11.12 12:06:47: Received KeepAlive packet: {"Type":-1}
2277 2018.11.12 12:06:47: Sending Packet: {"Type":-1}
2278 2018.11.12 12:06:50: Received SelectPhaseStart packet: {"Type":303, "Player":2, "NextPlayer":3,
    "Amount":3, "Duration":60000, "Mission":5}
2279 2018.11.12 12:06:50: PlayState: Entering SelectPhase
2280 2018.11.12 12:06:50: SelectPhase: 2 3
2281 2018.11.12 12:06:50: Received SelectUpdate packet: {"Type":305, "Slots": [2], "Submit":false,
    "Pass":false}
2282 2018.11.12 12:06:50: Sending SendTypingPacket: {"Type":404, "Typing":true}
2283 2018.11.12 12:06:50: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}

```

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```

2284 2018.11.12 12:06:51: Received SelectUpdate packet: {"Type":305,"Slots": [0,2],"Submit":false}
      , "Pass":false}
2285 2018.11.12 12:06:51: Received ChatUpdate packet: {"Type":405,"Slot":4,"Typing":false}
2286 2018.11.12 12:06:52: Sending SendTypingPacket: {"Type":404,"Typing":false}
2287 2018.11.12 12:06:52: Sending SendChatPacket: {"Type":204,"Message":"gl man"}
2288 2018.11.12 12:06:52: Received SelectUpdate packet: {"Type":305,"Slots": [0,2,3],"Submit":
false, "Pass":false}
2289 2018.11.12 12:06:52: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
2290 2018.11.12 12:06:52: Received ChatMessageReceive packet: {"Type":205,"Message":"gl man",
"Slot":3}
2291 2018.11.12 12:06:52: Sending SendTypingPacket: {"Type":404,"Typing":true}
2292 2018.11.12 12:06:52: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":true}
2293 2018.11.12 12:06:53: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
2294 2018.11.12 12:06:55: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
2295 2018.11.12 12:06:55: Received ChatMessageReceive packet: {"Type":205,"Message":"gg guys ",
"Slot":2}
2296 2018.11.12 12:06:55: Sending SendTypingPacket: {"Type":404,"Typing":false}
2297 2018.11.12 12:06:55: Sending SendChatPacket: {"Type":204,"Message":" its a guess at this
poing"}
2298 2018.11.12 12:06:56: Received ChatUpdate packet: {"Type":405,"Slot":3,"Typing":false}
2299 2018.11.12 12:06:56: Received ChatMessageReceive packet: {"Type":205,"Message":" its a guess
at this poing","Slot":3}
2300 2018.11.12 12:06:56: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
2301 2018.11.12 12:06:57: Received KeepAlive packet: {"Type":-1}
2302 2018.11.12 12:06:57: Sending Packet: {"Type":-1}
2303 2018.11.12 12:06:58: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":true}
2304 2018.11.12 12:07:02: Received ChatUpdate packet: {"Type":405,"Slot":2,"Typing":false}
2305 2018.11.12 12:07:07: Received SelectPhaseEnd packet: {"Type":304,"Proposer":2,"SelectedTeam
": [0,2,3], "Passed":false}

```

**File - Server.js**

```
2306 [LOG] game_selectPhaseEnd detected
2307 2018.11.12 12:07:07: Received VotePhaseStart packet: {"Type":306, "Proposer":2, "Players": [0,
2, 3], "Duration":60000}
2308 2018.11.12 12:07:07: PlayState: Entering VotePhase
2309 2018.11.12 12:07:07: Received KeepAlive packet: {"Type":-1}
2310 2018.11.12 12:07:07: Sending Packet: {"Type":-1}
2311 2018.11.12 12:07:08: Received VoteMade packet: {"Type":309, "Slot":2}
2312 2018.11.12 12:07:10: Received VoteMade packet: {"Type":309, "Slot":4}
2313 2018.11.12 12:07:10: Sending VotePacket: {"Type":308, "Action":1}
2314 2018.11.12 12:07:10: Received VoteMade packet: {"Type":309, "Slot":3}
2315 2018.11.12 12:07:11: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":true}
2316 2018.11.12 12:07:11: Received VoteMade packet: {"Type":309, "Slot":4}
2317 2018.11.12 12:07:13: Received VoteMade packet: {"Type":309, "Slot":0}
2318 2018.11.12 12:07:13: Received ChatUpdate packet: {"Type":405, "Slot":2, "Typing":false}
2319 2018.11.12 12:07:13: Received ChatMessageReceive packet: {"Type":205, "Message": "gg ", "Slot
":2}
2320 2018.11.12 12:07:14: Received VoteMade packet: {"Type":309, "Slot":1}
2321 2018.11.12 12:07:14: Received VotePhaseEnd packet: {"Type":307, "VotesFor": [2, 3, 4], "VotesAgainst": [0, 1], "Passed":true}
2322 [LOG] game_votePhaseEnd detected
2323 2018.11.12 12:07:14: Sending SendTypingPacket: {"Type":404, "Typing":true}
2324 2018.11.12 12:07:14: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":true}
2325 2018.11.12 12:07:17: Received KeepAlive packet: {"Type":-1}
2326 2018.11.12 12:07:17: Sending Packet: {"Type":-1}
2327 2018.11.12 12:07:17: Sending SendTypingPacket: {"Type":404, "Typing":false}
2328 2018.11.12 12:07:17: Sending SendChatPacket: {"Type":204, "Message": "u agents played
horribly"}
2329 2018.11.12 12:07:18: Received ChatUpdate packet: {"Type":405, "Slot":3, "Typing":false}
2330 2018.11.12 12:07:18: Received ChatMessageReceive packet: {"Type":205, "Message": "u agents
```

**File - Server.js**

```
2330 played horribly", "Slot": 3}
2331 2018.11.12 12:07:19: Received MissionPhaseStart packet: {"Type":310,"Mission":5,"Players": [
0,2,3], "Duration":15000}
2332 2018.11.12 12:07:19: PlayState: Entering MissionPhase
2333 2018.11.12 12:07:19: Set Mission Players: <color=#FFEC16>Vera</color>, <color=#9D9D9D>
Logan</color>, <color=#0041F6>Brittany</color>
2334 2018.11.12 12:07:20: Sending MissionActionPacket: {"Type":312,"MissionAction":2}
2335 2018.11.12 12:07:21: Received ReceiveGlobalChatMessage packet: {"Type":902,"Message": {
"Message": "yum", "SteamID": "7656119844763953", "Username": "Koolaid Kid", "Roles": [0], "Timestamp": 1542024411}}
2336 2018.11.12 12:07:21: Received MissionPhaseEnd packet: {"Type":311,"Mission":5,"Failed":true
,"NumHacks":2,"Proposer":2}
2337 [LOG] game_missionPhaseEnd detected
2338 2018.11.12 12:07:21: Received GameEnd packet: {"Type":203,"Hacked":true,"Hackers": [0,3], "Roles": [
{"Slot":0,"Role":20}, {"Slot":1,"Role":10}, {"Slot":2,"Role":10}, {"Slot":3,"Role":20
}, {"Slot":4,"Role":10}], "Timeout": 360000, "PlayerIdentities": [{"Slot":0,"Nickna
2339 Game End
2340 undefined:1
2341 {"Type":203,"Hacked":true,"Hackers": [0,3], "Roles": [{"Slot":0,"Role":20}, {"Slot":1,"Role":10
}, {"Slot":2,"Role":10}, {"Slot":3,"Role":20}, {"Slot":4,"Role":10}], "Timeout": 360000,
PlayerIdentities": [{"Slot":0,"Nickna
2342
2343
2344 SyntaxError: Unexpected end of JSON input
2345     at JSON.parse (<anonymous>)
2346     at GameBuilder.process (C:\Users\nnova\Documents\Random Projects\MindKnight-log\Server
\custom_modules\GameBuilder.js:114:31)
```

```
2347     at lines.forEach.line (C:\Users\nnova\Documents\Random Projects\MindKnight-Log\Server\  
custom_modules\Tail.js:22:24)  
2348       at Array.forEach (<anonymous>)  
2349     at Socket.<anonymous> (C:\Users\nnova\Documents\Random Projects\MindKnight-Log\Server\  
custom_modules\Tail.js:18:19)  
2350       at emitOne (events.js:121:20)  
2351     at Socket.emit (events.js:211:7)  
2352       at addChunk (_stream_readable.js:263:12)  
2353     at readableAddChunk (_stream_readable.js:246:13)  
2354     at Socket.Readable.push (_stream_readable.js:208:10)  
2355  
2356 Process finished with exit code 1  
2357
```