



- 1 - writeLnString
- 2 - instantiate
- 3 - instantiate
- 4 - instantiate, start, accept
- 5 - readObject, writeObject, close
- 6 - instantiate, start
- 7 - processAndReply

- 8 - iniciarLog, addLog, finalizarRelatorio, setDistanciaSala, setNrQuadrosSala, setMasterThiefState, setThiefState, setThiefSituation, setThiefDisplacement, setAssaultParty1_room, setAssaultParty2_rooom, setAP1_pos, setAP1_canvas, setAP1_pos_id_canvas, setAP1_reset, setAP2_pos, setAP2_canvas, setAP2_pos_id_canvas, setAP2_reset
- 9 - getMsgType, getArg1, getArg2, getArg3, getB1