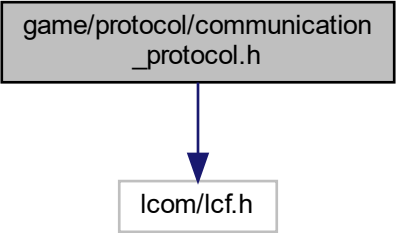


game/protocol/communication
_protocol.h



```
graph TD; A[game/protocol/communication_protocol.h] --> B[lcom/lcf.h]
```

lcom/lcf.h