

GameClient.Services.ILive
Service

```
classDiagram
    class ILiveService["GameClient.Services.ILiveService"]
    class LiveService["GameClient.Services.LiveService"]
    LiveService --|> ILiveService
```

The diagram shows two classes. The top class, GameClient.Services.ILiveService, is an interface with a gray background and three empty slots for methods. The bottom class, GameClient.Services.LiveService, is a concrete implementation with a white background. A blue arrow with an open triangle head points from the LiveService class to the ILiveService interface, indicating inheritance.

GameClient.Services.Live
Service

- + LiveService(IAuthState authState, Config config)
- + async Task LiveUpdateTask (CancellationToken ct)
- + void Dispose()