

GameClient.Services.ILive  
Service



```
classDiagram
    class GameClient_Services_ILiveService {
    }
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    }
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    }
```

The image shows a UML class diagram for the `GameClient.Services.ILiveService` interface. It consists of a rectangular box divided into three horizontal compartments. The top compartment contains the text `GameClient.Services.ILiveService`. The middle and bottom compartments are currently empty.