

game.client.connection.Connection.start



```
graph LR; A[game.client.connection.Connection.start] --> B[game.client.connection.Connection.update];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'game.client.connection.Connection.start'. The right box is gray with a black border and contains the text 'game.client.connection.Connection.update'.

game.client.connection.Connection.update