Easy Mp

Features:

- SharedList small network messages
  for changes on lists
- Locked objects with failure procedures

Network Sync /System

Synced Object (SyncHandler)

↳ markDirty {}{} — final

↳ readState {}{}

↳ write State {}{}

Construction (SyncHandlers) {

s.register(this);

Created

}

TCP Server uses Thread to update

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q: Serialize Object twice with same var reference

class A {

private B ref;

}

A1.ref == A2.ref ??

Netty 2.