

Handlers and Listeners Format: XX[Handler/Listener]

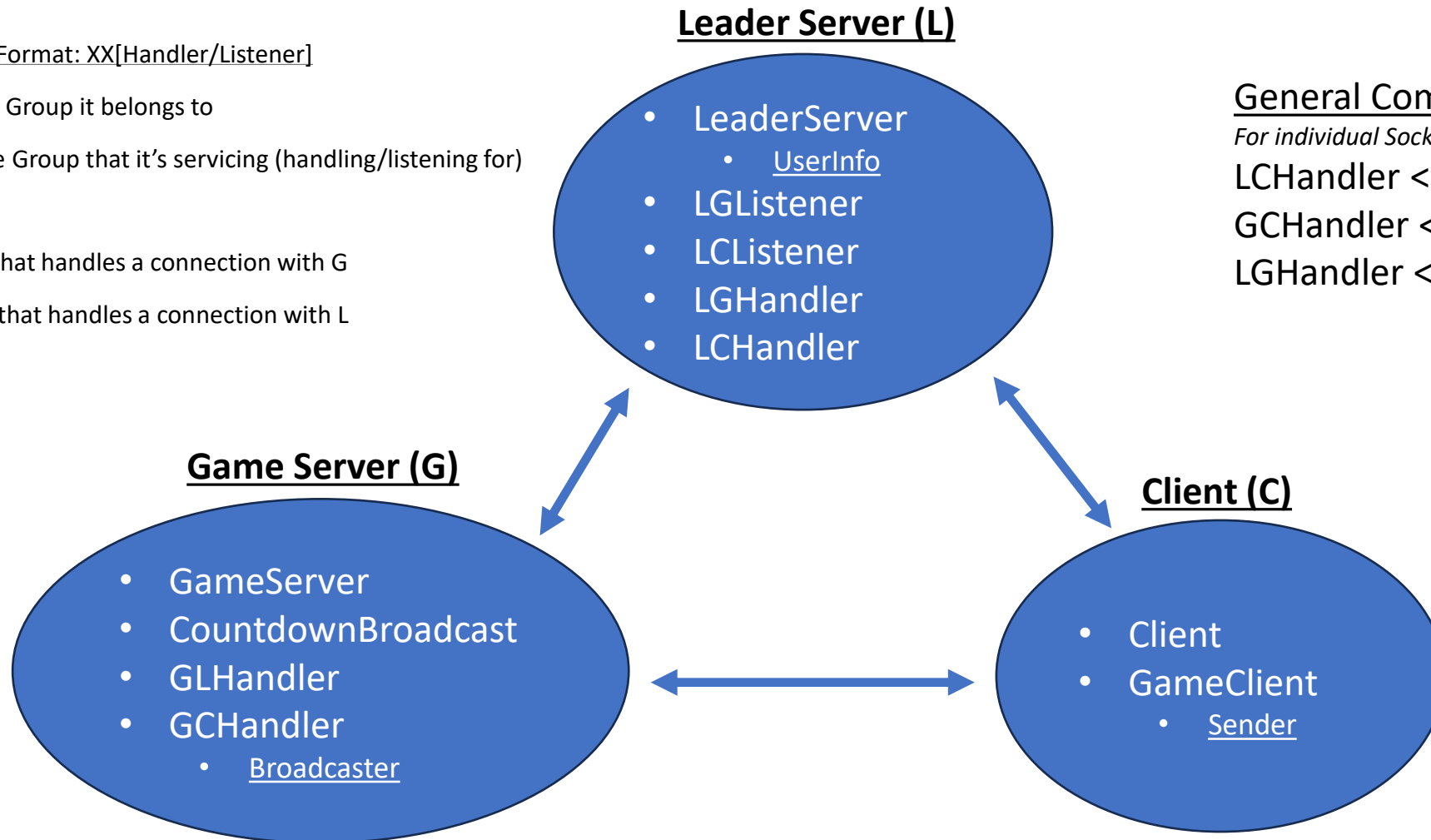
1st Letter is the Package Group it belongs to

2nd Letter is the Package Group that it's servicing (handling/listening for)

Example:

LGHandler is a file of L that handles a connection with G

GLHandler is a file of G that handles a connection with L



General Communication

For individual Socket connections

LCHandler <--> Client

GCHandler <--> GameClient

LGHandler <--> GLHandler