Serializer

objectId
messageCode
objectType
serialized

+ Serializer()
+ Serializer()
+ Serializer()
+ ~Serializer()
+ getSerialized()
+ getObjectId()
+ getMessageCode()
+ getMessageLength()
+ getObjectType()
+ setDispatchAll()
+ setDispatchClient()
+ getDispatchAll()
+ getDispatchClientID()
# serialize()

PlayerConnectedSerializer

+ PlayerConnectedSerializer()
+ ~PlayerConnectedSerializer()
# serialize()