Serializer # objectId # messageCode # objectType # serialized + Serializer() + Serializer() + Serializer() + ~Serializer() + getSerialized() + getObjectId() + getMessageCode() + getMessageLength() + getObjectType() + setDispatchAll() + setDispatchClient() + getDispatchAll() + getDispatchClientID() # serialize() **PositionSerializer** + PositionSerializer() + PositionSerializer() + ~PositionSerializer() + serialize() # serializePosition() **ObjectDestructionSerializer** + ObjectDestructionSerializer() + ~ObjectDestructionSerializer() + serialize()