- gehen mehrere ANNs gleichzeitig?
- Version auf GPU?!
- lässt agent zwei the memory? (bei endepisode & punishLastAction)

Change:
- Only 1 agent
- Inputs from agent
- agent.py (contains) now memory
- Server must have agent! (agent resets) agent has memory

Reif_red.py

Server.py uses outputval, send_via_sendthread

resetUnity
resetServer
endepisode
punishLastAction

has(i) a Socket

MySocket
- Socket
- Mysend
- my receive (interited network)

is_a InputvalCollector
knows the previous action) etc

Update
addReset and Backup
get previous state
↳ consists of vision, speed, action
Feed

Server
- color ReceiveConnectThread
- color SendConnectThread
- MainThread (screen loop)
- LearnThread

Starts receiveSocket which has receiveSocket

Starts receiveSocket which starts receiveSocket

Contains:
- Inputval
- Outputval
- receiveSocket
- sendSocket
- Memory
- ANNs (List of!)
  ↳ 1st from those executes learnANN in LearnThread
- receiveThread
- sendThread
- synchronize timeline

is_a OutputvalCollector
update ↳ calls send_via_sendthread
send_via_sendthread
↳ sends with first available sendthread, deletes unnecessary ones

learnANN

ANN_runInference

Receiver_thread
reacts with receiveSocket for Ready-Data, invokes handle_special_commands (which calls resetServer)
updates inputval,
starts ANN_runInference

agent

ANNThread (runOneANN)

Starts send_thread (int) & newSocket
- delete self
- evokes sendSocket.bytes