

:Unity.Client

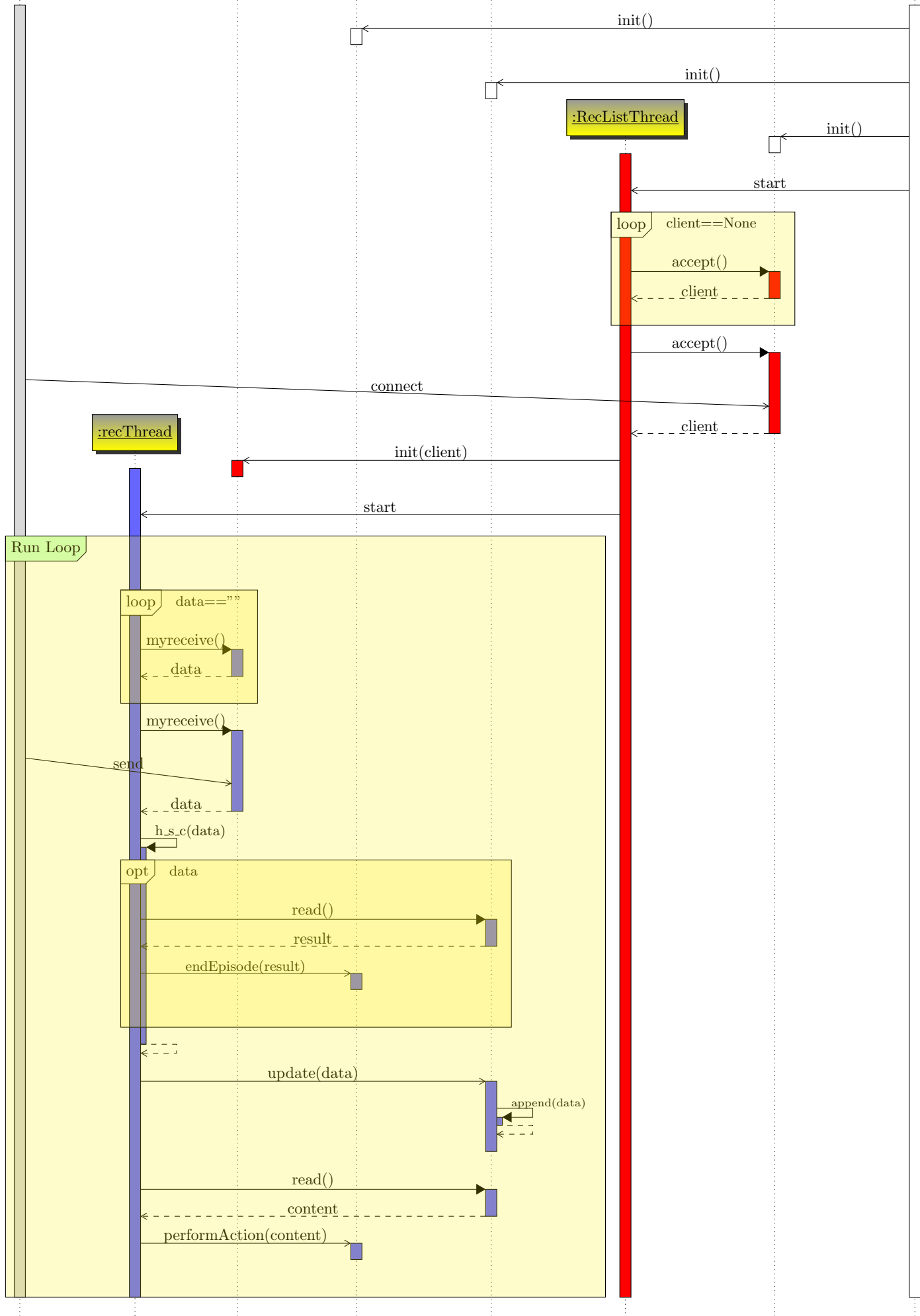
clt:MySocket

myAgent:Agent

inp:InputValCont

reportsock:MySocket

main:Thread



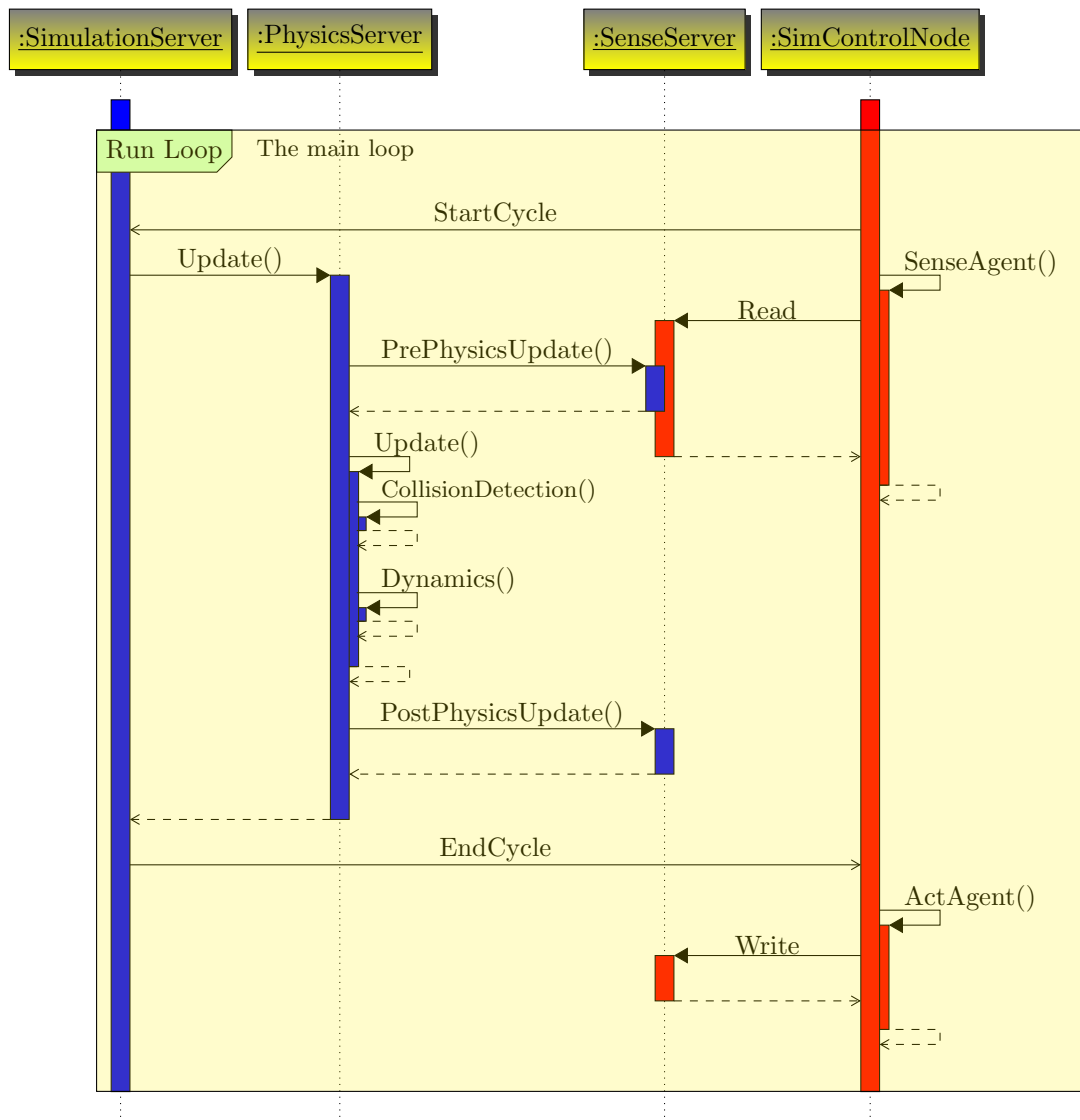


Figure 1: Example of a sequence with parallel activities.