

:Unity.Client

clt:MySocket

myAgent:Agent

inp:InputValCont

reportsock:MySocket

main:Thread

init()

init()

init()

start

loop

client==None

accept()

client

accept()

client

connect

init(client)

start

Run Loop

loop

data==" "

myreceive()

data

myreceive()

send

data

h\_s\_c(data)

opt

data

read()

result

endEpisode(result)

update(data)

append(data)

read()

content

performAction(content)

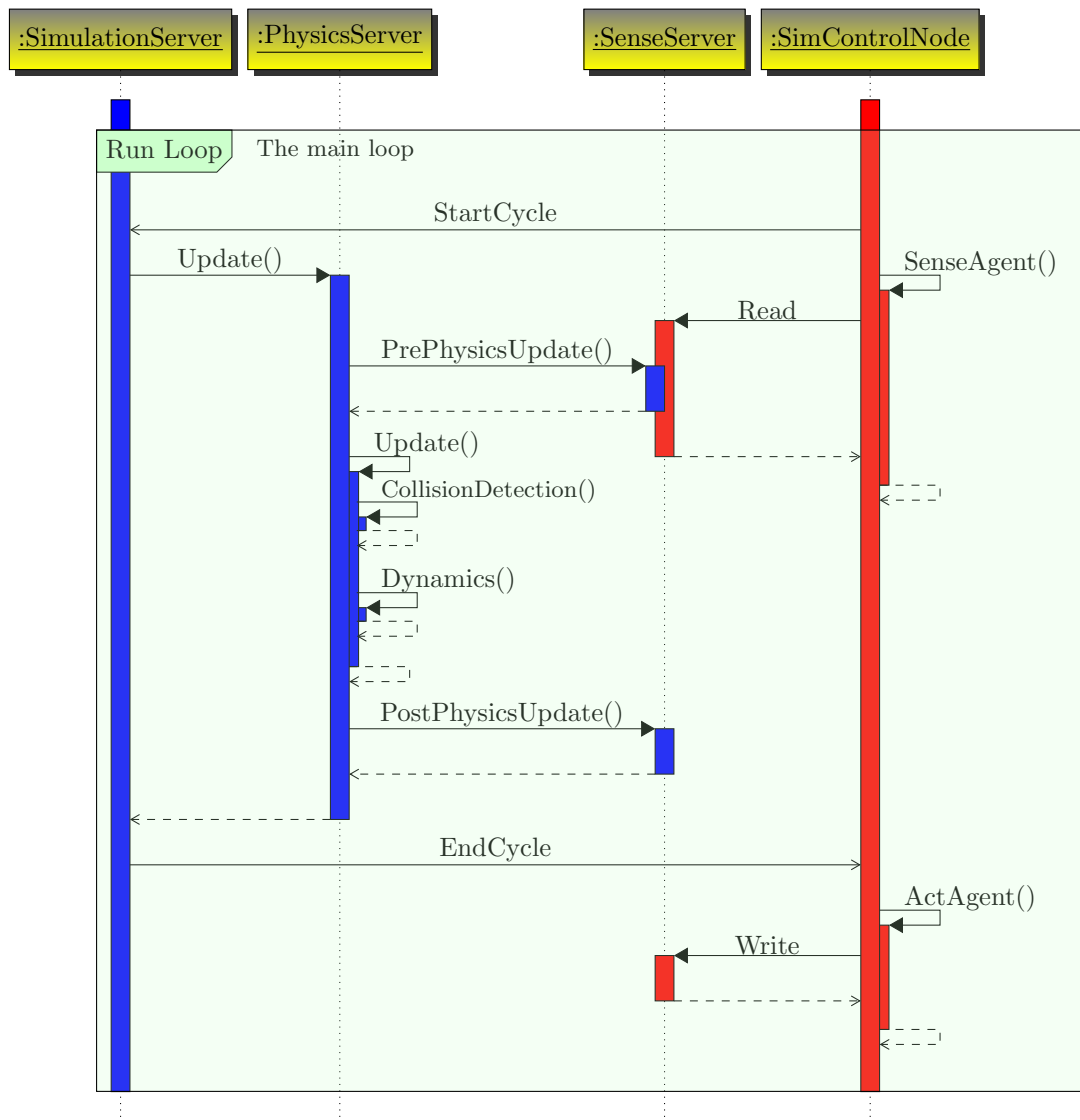


Figure 1: Example of a sequence with parallel activities.