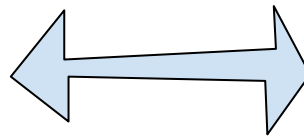


ClientScript
<ul style="list-style-type: none"> <li>- port : int</li> <li>- hostid : int</li> <li>- webHostId : int</li> <li>- reliableChannel : int</li> <li>- unreliableChannel : int</li> <li>- connectionId : int</li> <li>- connectionTime : float</li> <li>- isConnected : bool</li> <li>- isStarted : bool</li> <li>- Error : bytes</li> </ul>
<ul style="list-style-type: none"> <li>+ Connect ()</li> <li>- Update ()</li> </ul>



ServerScript
<ul style="list-style-type: none"> <li>- MAX_CONNECTION : int</li> <li>- port : int</li> <li>- hostid : int</li> <li>- webHostId : int</li> <li>- reliableChannel : int</li> <li>- unreliableChannel : int</li> <li>- connectionTime : float</li> <li>- isStarted : bool</li> <li>- Error : bytes</li> </ul>
<ul style="list-style-type: none"> <li>- Start()</li> <li>- Update ()</li> </ul>

GameLogic
<ul style="list-style-type: none"> <li>+ players : int[]</li> <li>+ stats : float [][]</li> <li>+</li> </ul>
<ul style="list-style-type: none"> <li>+ getGameData()</li> </ul>