**START**

Receiving Packets
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Store and Keep Receiving Packet Fragments
until it is the last one or canceled then process it

If it is DATA/Binary ..
Don't store in memory, Store as file.

For DAT, on Completion Send whole bytes and
delete file

For File, Send TmpFile Full Path, RealFileName

TMP Files will deleted on Socket once the thread
that send the receive command returns .. so you
better transfer :)

Each Socket Wrapper has Layer2Packet that
serves as acummulators

When SocketWrapper receives Layer1 Packet it
carry out the instruction as Necessary.

Clears buffer if it is finished/cancel

When Finished Send the Data
ProcessDataReceived on Class

ProcessDataReceived handles
Data accordingly

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Receive Packet on Socket in Bytes Saved on Bucket Receiver

Socket Wrapper NotifyReceived( ByteSizeRecieved ) and Clean Bucket Receiver

Parse Out Header bytes and Payload into Layer1

**isFirstPacket**
- FALSE → Layer2 in SocketWrapper Receiving Frame Accumulates Payload
- TRUE → Create a New Receiving FRAME and Save Payload

**isCancelled**
- FALSE → isLastPacket
- TRUE → Clears Data then clear Recieving Frame (NOTIFY if necessary- Async to avoid being stucked)

**isLastPacket**
- TRUE → Clears Data/ Sends to ProcessDataReceived then clear Recieving Frame (NOTIFY if necessary- Async to avoid being stucked)
- FALSE → Socket Keep Receiving Data

Socket Keep Receiving Data

SUCCESS → **STOP**