When the payer choos to take resources from the market, the client start the start the takeResourceContext and send it to the server.
the server send the actual situation of the market and ask the client which row or column he choose.
the payer choose the Row/Column he wants to take and send it to the server. the server take the recources and assign them to payer.
it's also ask the player how to organize the resources between his warehouse debots and strongbox