HandshakePacket
- protocolVersion: Byte = 0 - serverVersion: ByteArray = null - threadId: Long = 0 - seed: ByteArray = null - serverCapabilities: Int = 0 - serverCharsetIndex: Byte = 0 - serverStatus: Int = 0 - restOfScrambleBuff: ByteArray = null
+ read(bin: BinaryPacket) + read(data: ByteArray) + write(c: Channel) + calcPacketSize(): Int