LogicApp

XLogicWorld.SP.Init();

XLogicWorld.SP.Breathe();

XlogicWorld

Public NetWorkManage NetManager { get; private set; }

NetWorkManage

PacketGate = new PacketGate();

TcpPeerAgent = new TcpPeer();

TcpPeerAgent.OnReceivedPacket+=new TcpPeer.PacketHandler(PacketGate.ProcessPacket);

TcpPeer

private Thread thread = null;

private SocketConnect \_socketCon = null;

PacketGate

Hashtable m\_ProcessMethod;

Register("Msg\_2\_1\_", Msg\_2\_1\_);

public void ProcessPacket(MessageStruct packet)

SocketConnect

public bool Send(byte[] \_data)

public bool Rece(ref byte[] d,ref int l)