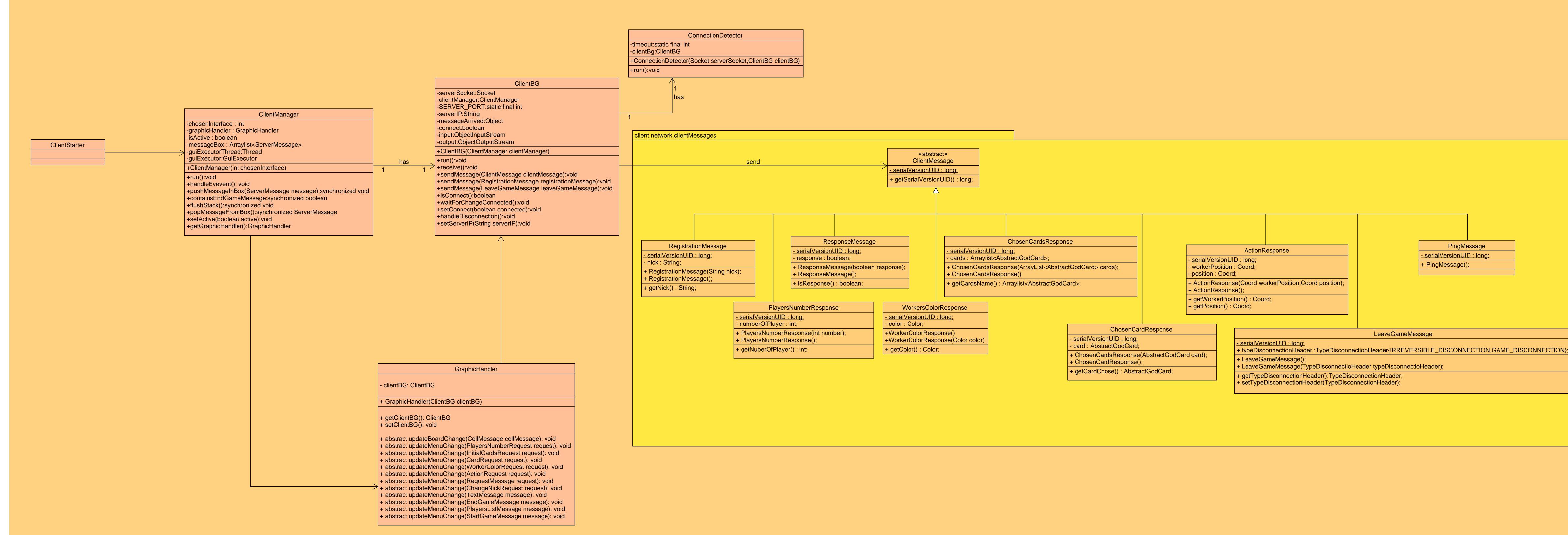
client.network



PingMessage

- serialVersionUID : long;

+ PingMessage();