

ServerComm.ServerComm

- + buffer_size
- + buffer
- + socket
- + message_queue
- + unum
- + __init__(self, list [list[str]] creation_options, list other_players)
- + None send_immediate(self, bytes message)
- + None receive(self)
- + None commit(self, bytes message)
- + None close(self)
- + None send(self)
- + None clear_queue(self)
- + commit_beam(self, list vector_position2d, float rotation)
- None __receive_async(self, list other_players)