

ServerComm.ServerComm

- + buffer_size
- + buffer
- + socket
- + message_queue
- + unum
- + env
- + `__init__(self, list [list[str]] creation_options, environment, 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)`