

## ServerComm.ServerComm

- + buffer\_size
- + buffer
- + socket
- + message\_queue
- + unum
- + environment
- + \_\_init\_\_(self, list [list[str]] creation\_options, Environment 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)