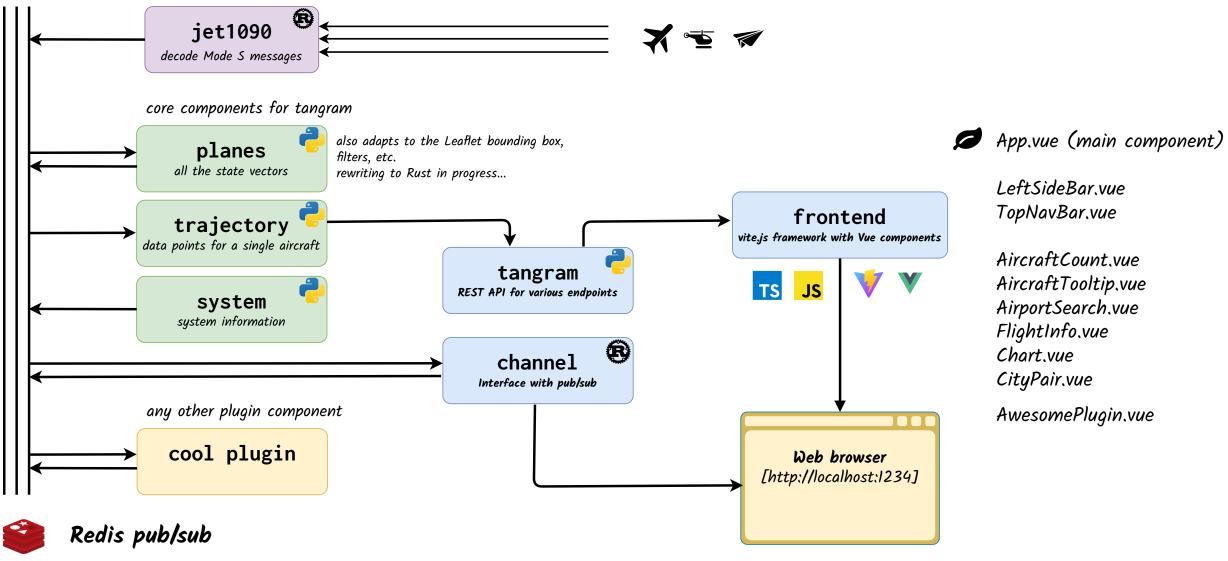
decode messages from TCP/UDP, Websocket, RTL-SDR



no storage here, only message passing