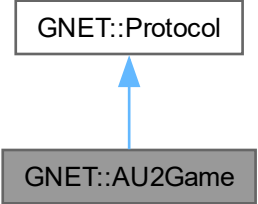


GNET::Protocol



```
graph BT; GNET_Game2AU[GNET::Game2AU] --> GNET_Protocol[GNET::Protocol];
```

GNET::Game2AU