## Version 111

Set H0SM,selCode -> H0SM,selCode,pkgCode <- To be changed in アオ and ログ-コンパチビリティ

Set AoPlayer with PkgCode info to judge for Luggage Slot.

Pkg (12/48):

Connection Lost.

Release the binding of loser ($n1).

Reject all other normal message.

BCast (“H0WT”)

Set a lock for pausing game, to be unlocked when connection completely is recovered or time out.

Listen to Pipe for reconnection

Pipe-Talk (“C3LS")

{On Receive “C3-Back”}

{Start Resume Listener Socket}

{When Accept, register it and report to the Center “C3-Confirm Back”, BCast(“H0WB”)}

{On Receive “C3-Recovered”}

{Unlock the lock and BCast(“H0RS”)}

{BCast messages of U/V/REV to $invs}

Center (24/48):

{Keep on Listen to Pipe}

{On Receive “C3LS”, mark the user as away in roomList}

{When Receive “C3CO” and identified it, Pipe-Talk(“C3-Back”) }

{When Pipe-Receive“C3-Confirm Back”, mark it and check whether finished -> Pipe-Talk(“C3-Recoverd”) }

{When Received “C3TM”, stop it.}

Zero (36/48):

{On Received “H0WT”, then wait}

{On Received “H0WB”, then mark}

{On Received “H0RS”, then resume receiving message}

Ao (48/48):

<<All Others>>

On Sending a Message of U/V/REV, the record the recent one (maybe group) for resending it.

(Others) -> WI Tunnel

(Loser) -> C4CS(AS) -> Start WI Tunnel

(Thread for Reconstruction) -> Scan and find a pending guy (Alive/Bye/Detached)

Lose コネクション (Aywi) -> Fail in Listen/Write thread -> ブロック MainThread on Input Thread (Pkg, リコード) -> Start Waiting Thread (Aywi)

On Recover -> H09\* メッセージ to ゼロ -> Recover Input Tunnel(クリア) -> Continue...