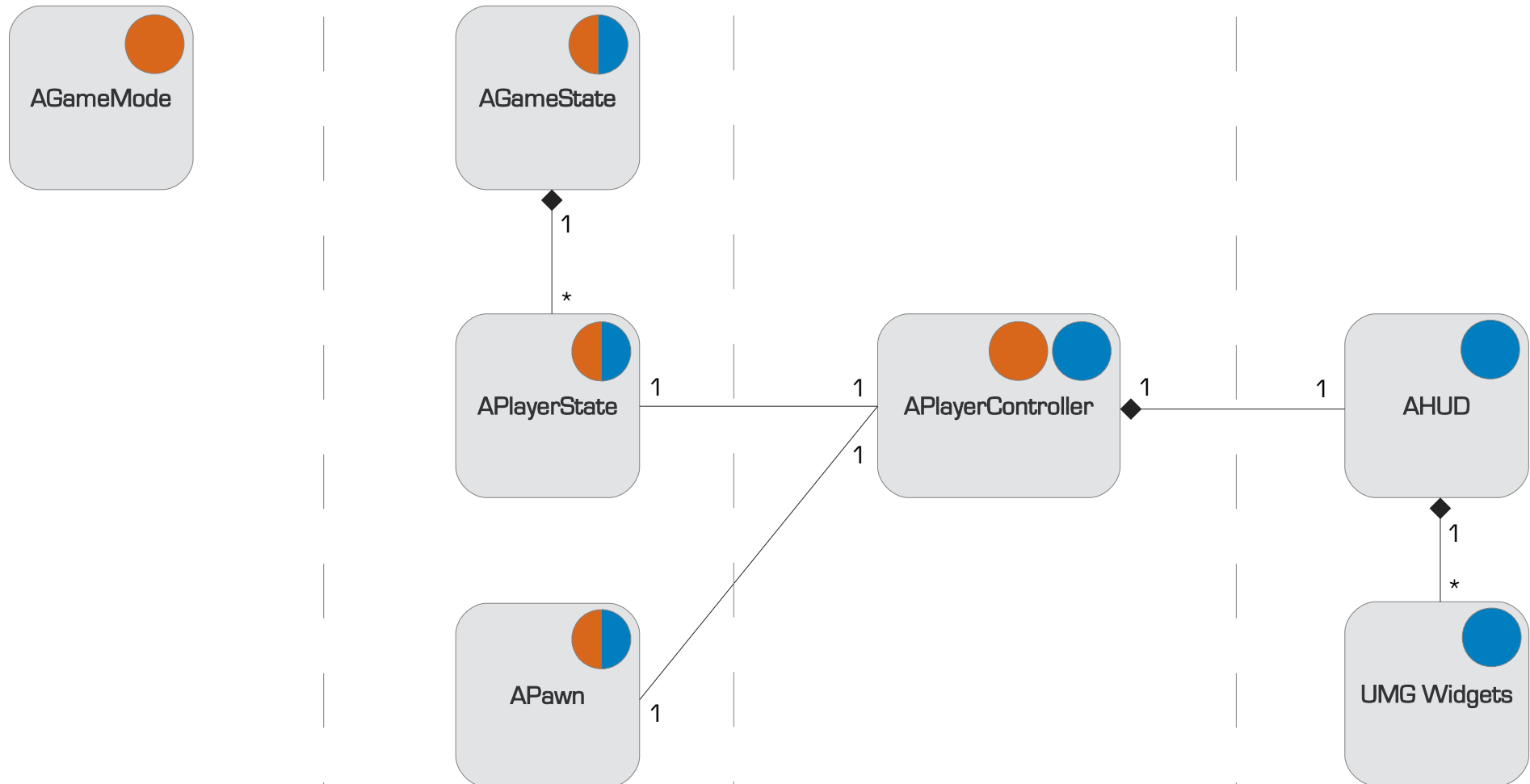


Server Only

Server & Clients

Server & Owning Client

Owning Client Only



This is how some of the most important classes are laid out in the network framework. [Source 2*]