



Network

static public final int port = 13131;

-register (EndPoint endPoint)

-static public class Login {

public int id;

static public class Register {

public int id;

public int id;

public double x;

public double y;

static public class UpdatePlayer {

static public class PlayerPos {

public double x;

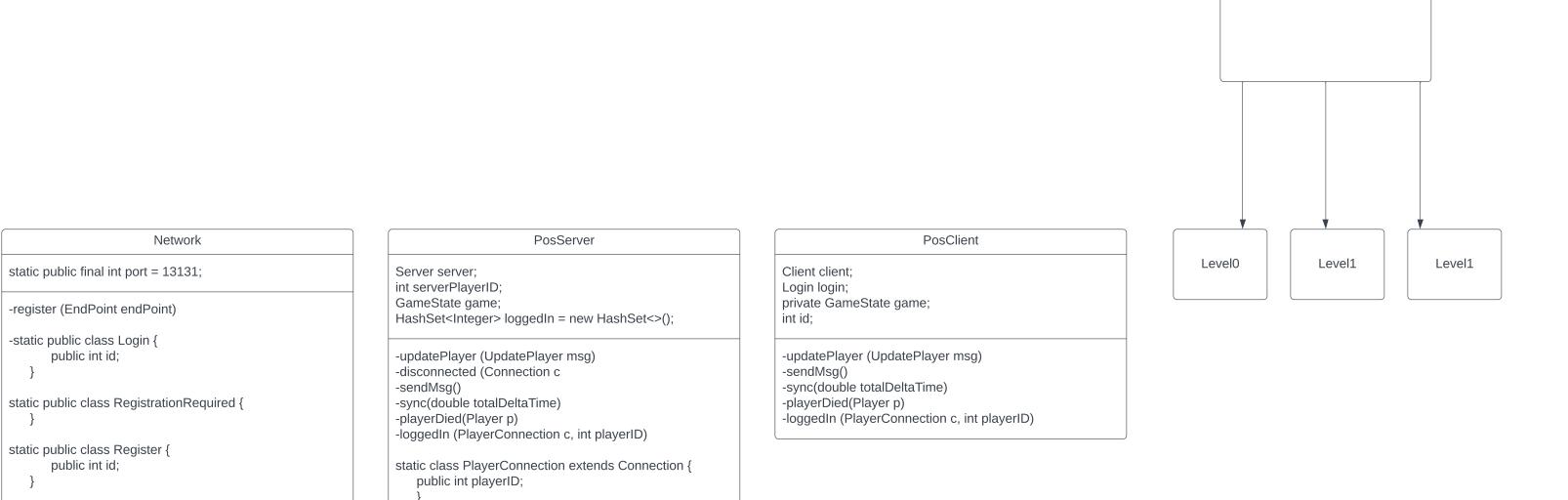
public double y;

static public class KillPlayer {

public int id;

static public class GameDeltaTime { public double sumDeltaTime;

public int id;



<<interface>> Levels