host_link ← disconnect event

client_link.

① how to recv this event?

② what to do next?
I try to reconnect? if host didn't
regard the lost of link has happened?
when try to connect, record the address
treat as uuid to recognise

lost of link

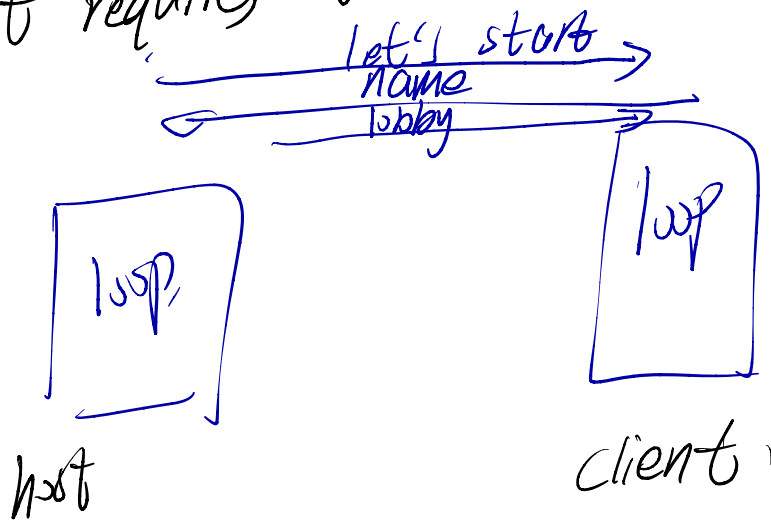| host	client
known	known
unknown	known	→ introduce a signal
known	unknown

when in loop ready to break

enhance lobby

now, it requires to record uuid, instead of name

HOW ?

let's store →
name
lobby ←

loop (host)

loop (client)

host   client

now, client could send name whenever,
because, host will know who send it
according to client's uuid (address)