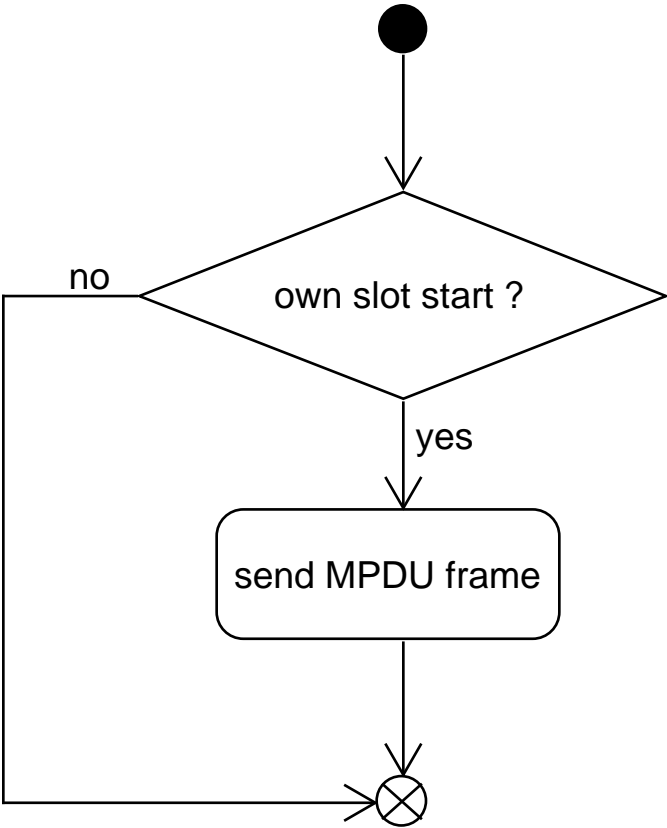


NetworkEntity::onTimeSlotSignal()



NetworkEntity::onReceive()

