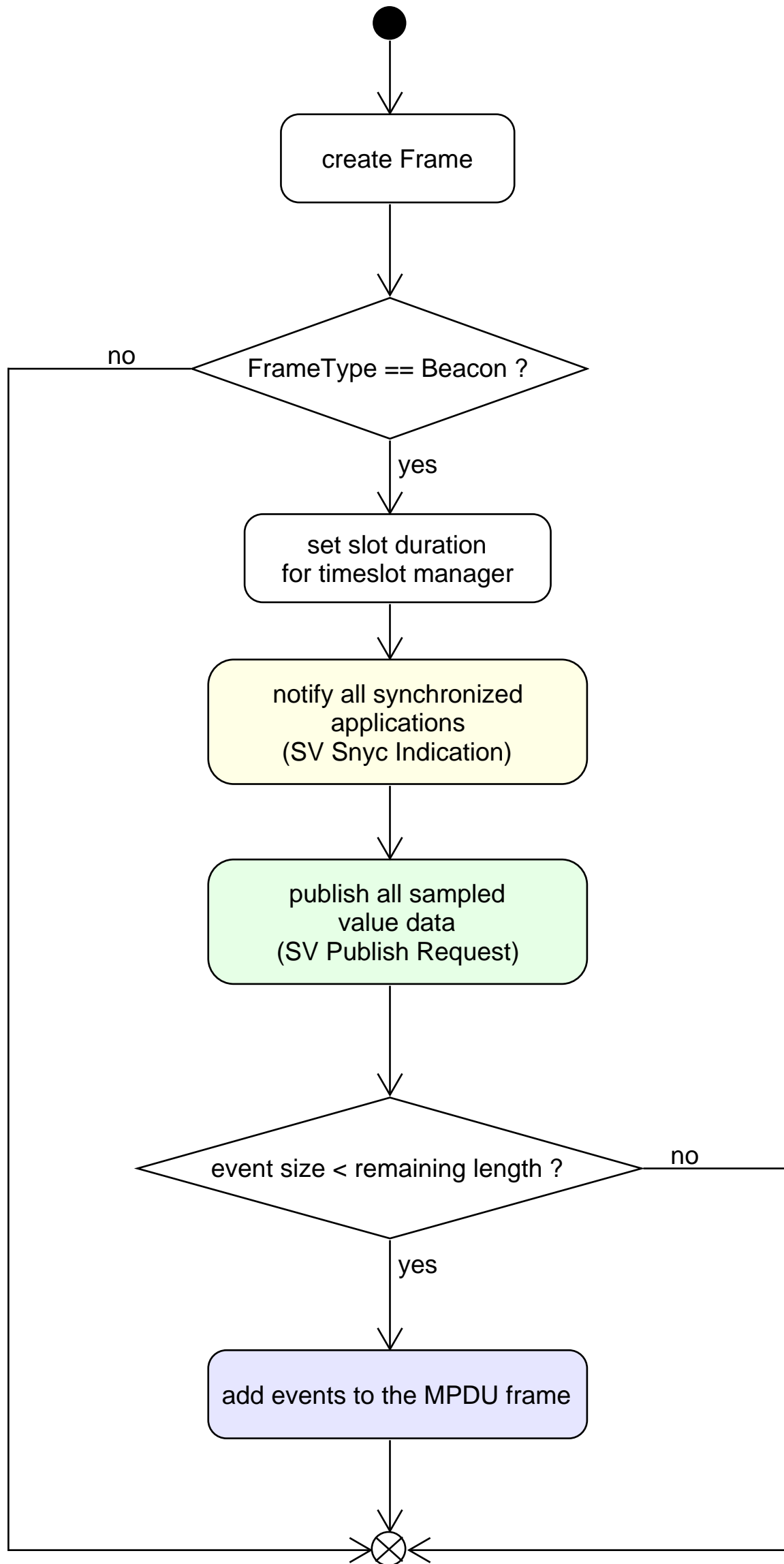


NetworkEntity::onReceive()



NetworkEntity::onTimeSlotSignal()

