SD send_Msg process

player | **chat window** | **chat controler** | **chatMSG Data store**

player → chat window : Send(chatMsg)

chat window → chat controler : Msg : chatMsg

chat controler : Filteriation & Encription

chat controler : Check Msg_Size

alt

Size = 0

chat controler ⇠ Return : False → chat window

chat window ⇠ Do Nothing → player

size > 0

chat controler ⇠ Return : True → chat window

valid: send()
Store Msg in Data store

chat window ⇠ Display Message content → player