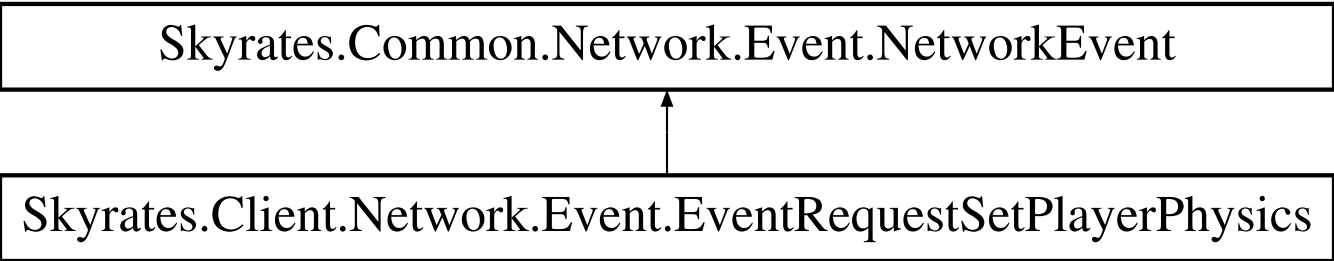
Skyrates.Common.Network.Event.NetworkEvent
Skyrates.Client.Network.Event.EventRequestSetPlayerPhysics