```
Skyrates.Common.Network.Event.NetworkEvent

    Skyrates.Client.Network.Event.EventHandshakeAccept

    Skyrates.Client.Network.Event.EventHandshakeJoin

    Skyrates.Client.Network.Event.EventRequestEntityShipDamaged

    Skyrates.Client.Network.Event.EventRequestSetPlayerPhysics

    Skyrates.Common.Network.Event.EventDisconnect

    Skyrates.Common.Network.Event.EventRakNet

    Skyrates.Server.Network.Event.EventHandshakeClientID

    Skyrates.Server.Network.Event.EventUpdateGameState
```