1. I fount bug in shared memory (perhaps after merge) – after first successful session server fails with joiner. Because events were not reset. This fixed. To find bug I created more comprehensive messaging implementation – using named pipes.
2. Channel interface was introduced. Please find diagram below. Interface hides specific messaging implementation. Please find diagram below.
3. There are several cumulative projects in solution (pair of client and server). Each new project can what previous can plus new feature. For instance, mmf server can communicate with socket and with shared memory client. AIO server can communicate additionally with pipe client. Also AIO (all in one) server can communicate with JPAKE and with PSK client (in socket mode only).

Please find diagram below with server logic.



