

Server

Client

client connecting on server

ecore\_con\_server\_connect()

receives Ecore\_Con\_Event\_Client\_Add

receives Ecore\_Con\_Event\_Server\_Add

communication server -> client

ecore\_con\_client\_send()

receives Ecore\_Con\_Event\_Server\_Data

communication client -> server

ecore\_con\_server\_send()

receives Ecore\_Con\_Event\_Client\_Data

client disconnection

ecore\_con\_server\_del()

receives Ecore\_Con\_Event\_Client\_Del

receives Ecore\_Con\_Event\_Server\_Del