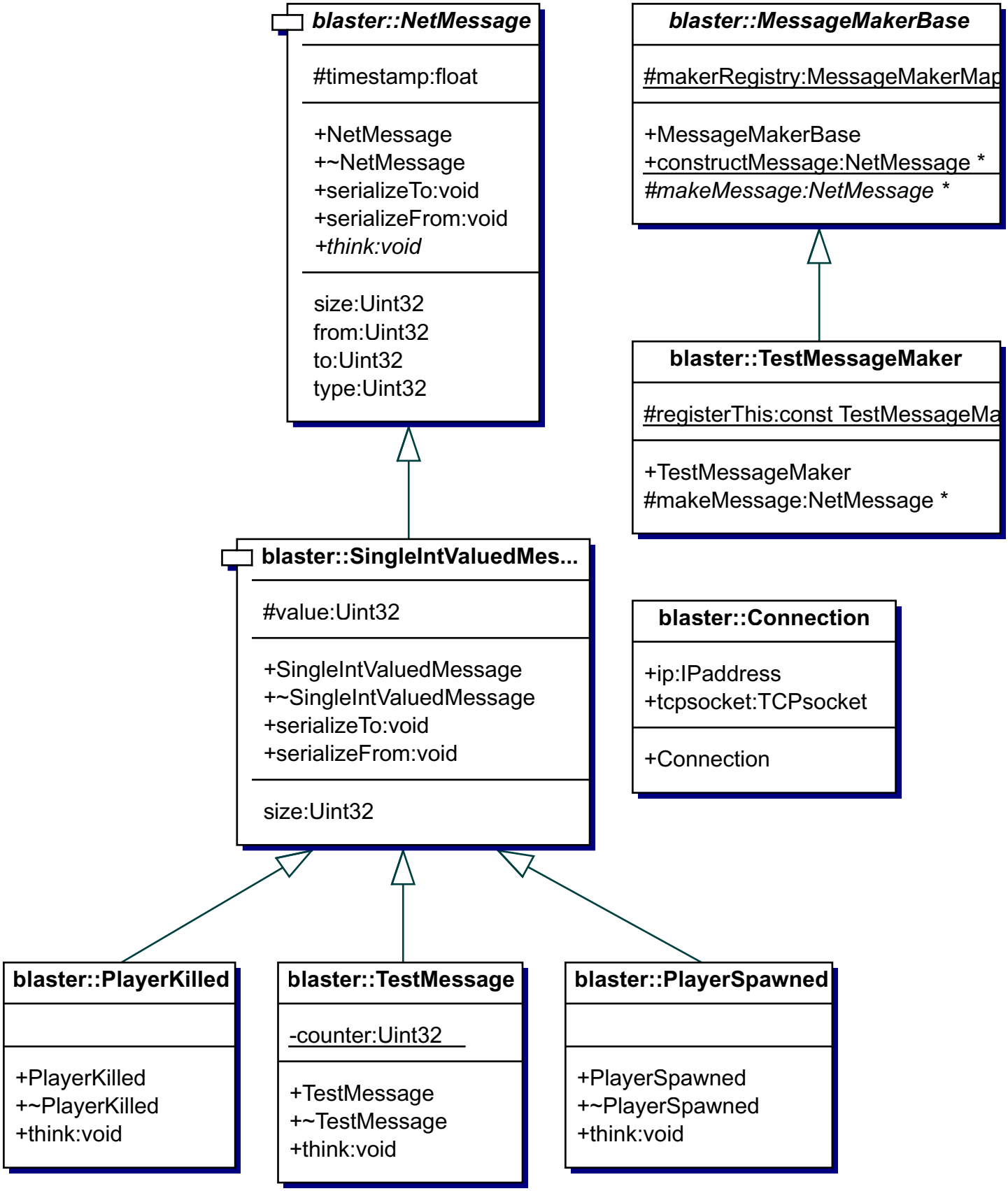
blaster::NetMessage
#timestamp:float
+NetMessage
+~NetMessage
+serializeTo:void
+serializeFrom:void
+think:void
size:Uint32
from:Uint32
to:Uint32
type:Uint32
blaster::MessageMakerBase
#makerRegistry:MessageMakerMap
+MessageMakerBase
+constructMessage:NetMessage *
#makeMessage:NetMessage *
blaster::TestMessageMaker
#registerThis:const TestMessageMa
+TestMessageMaker
#makeMessage:NetMessage *
blaster::SingleIntValuedMes...
#value:Uint32
+SingleIntValuedMessage
+~SingleIntValuedMessage
+serializeTo:void
+serializeFrom:void
size:Uint32
blaster::Connection
+ip:IPaddress
+tcpsocket:TCPsocket
+Connection
blaster::PlayerKilled
+PlayerKilled
+~PlayerKilled
+think:void
blaster::TestMessage
-counter:Uint32
+TestMessage
+~TestMessage
+think:void
blaster::PlayerSpawned
+PlayerSpawned
+~PlayerSpawned
+think:void