

Server

Client

client connecting on server

client requests connection

receives `ECORE_CON_EVENT_CLIENT_ADD`
callback called: `_add()`

communication server -> client

`ecore_con_client_send()`

client receives data sent by server

communication client -> server

client sends data to the server

receives `ECORE_CON_EVENT_CLIENT_DATA`
callback called: `_data()`

client disconnection

client closes the connection

receives `ECORE_CON_EVENT_CLIENT_DEL`
callback called: `_del()`