

Server

Client

client connecting on server

ecore_con_server_connect()

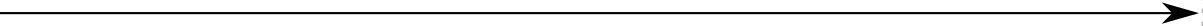
receives Ecore_Con_Event_Client_Add

receives Ecore_Con_Event_Server_Add

communication server -> client

ecore_con_client_send()

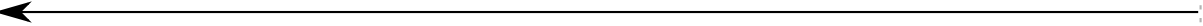
receives Ecore_Con_Event_Server_Data



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