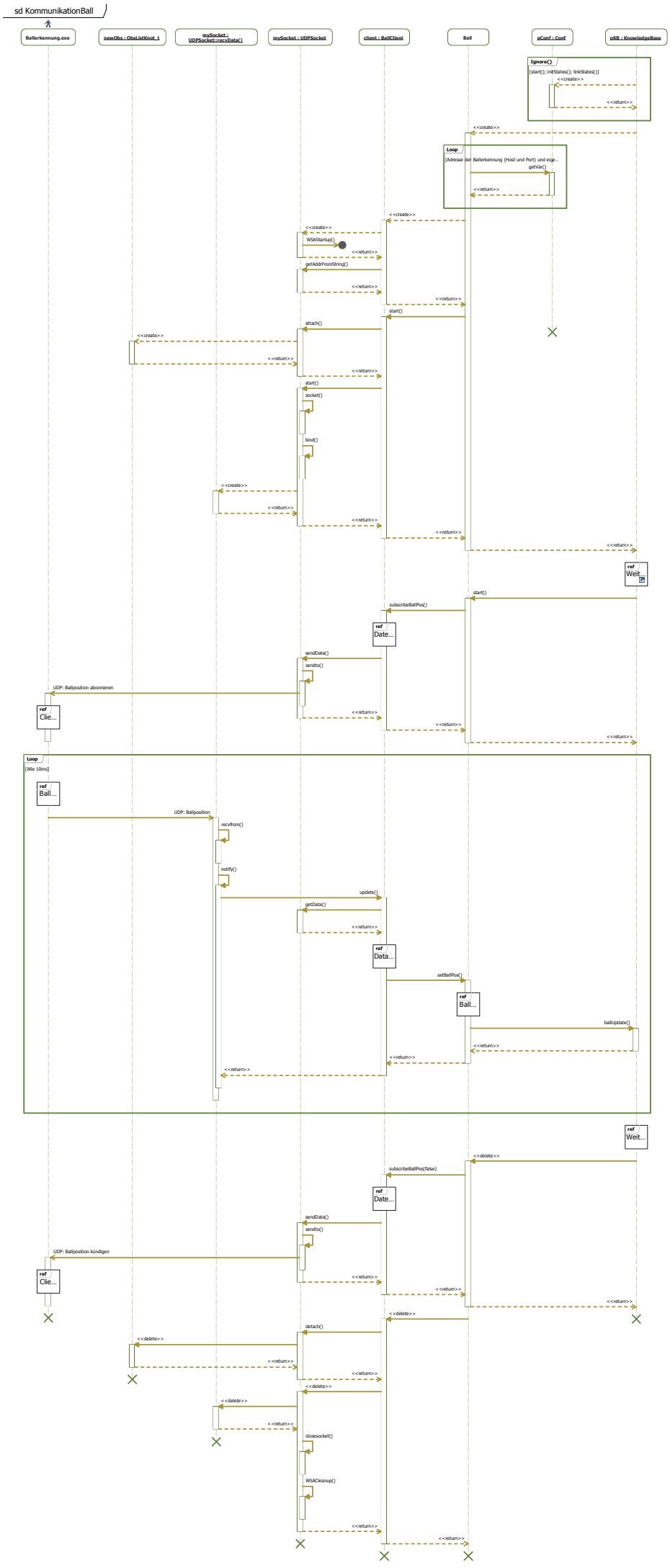
sd KommunikationBall
Ballerkennung.exe
newObs : ObsListKnot_t
mySocket : UDPSocket::recvData()
mySocket : UDPSocket
client : BallClient
Ball
pConf : Conf
oKB : KnowledgeBase
Ignore{}
{start(); initStates(); linkStates()}
<<create>>
<<return>>
Loop
{Adresse der Ballerkennung (Host und Port) und eige...
getVar()
WSAStartup()
getAddrFromString()
start()
attach()
socket()
bind()
ref
Weit...
subscribeBallPos()
Date...
sendData()
sendto()
UDP: Ballposition abonnieren
Clie...
[Alle 10ms]
Ball...
UDP: Ballposition
recvfrom()
notify()
update()
setBallPos()
ballUpdate()
<<delete>>
subscribeBallPos(false)
UDP: Ballposition kündigen
detach()
closesocket()
WSACleanup()