

Server

Client

client connecting on server

`ecore_con_server_connect()`

receives `ECORE_CON_EVENT_CLIENT_ADD`

receives `ECORE_CON_EVENT_SERVER_ADD`

comunication server -> client

`ecore_con_client_send()`

receives `ECORE_CON_EVENT_SERVER_DATA`

comunication 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`