
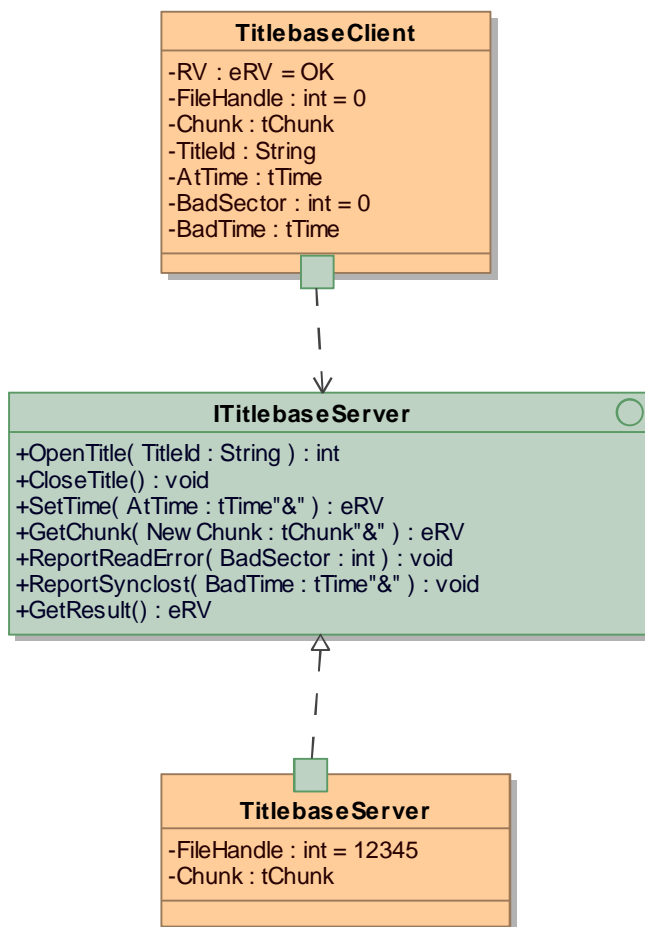
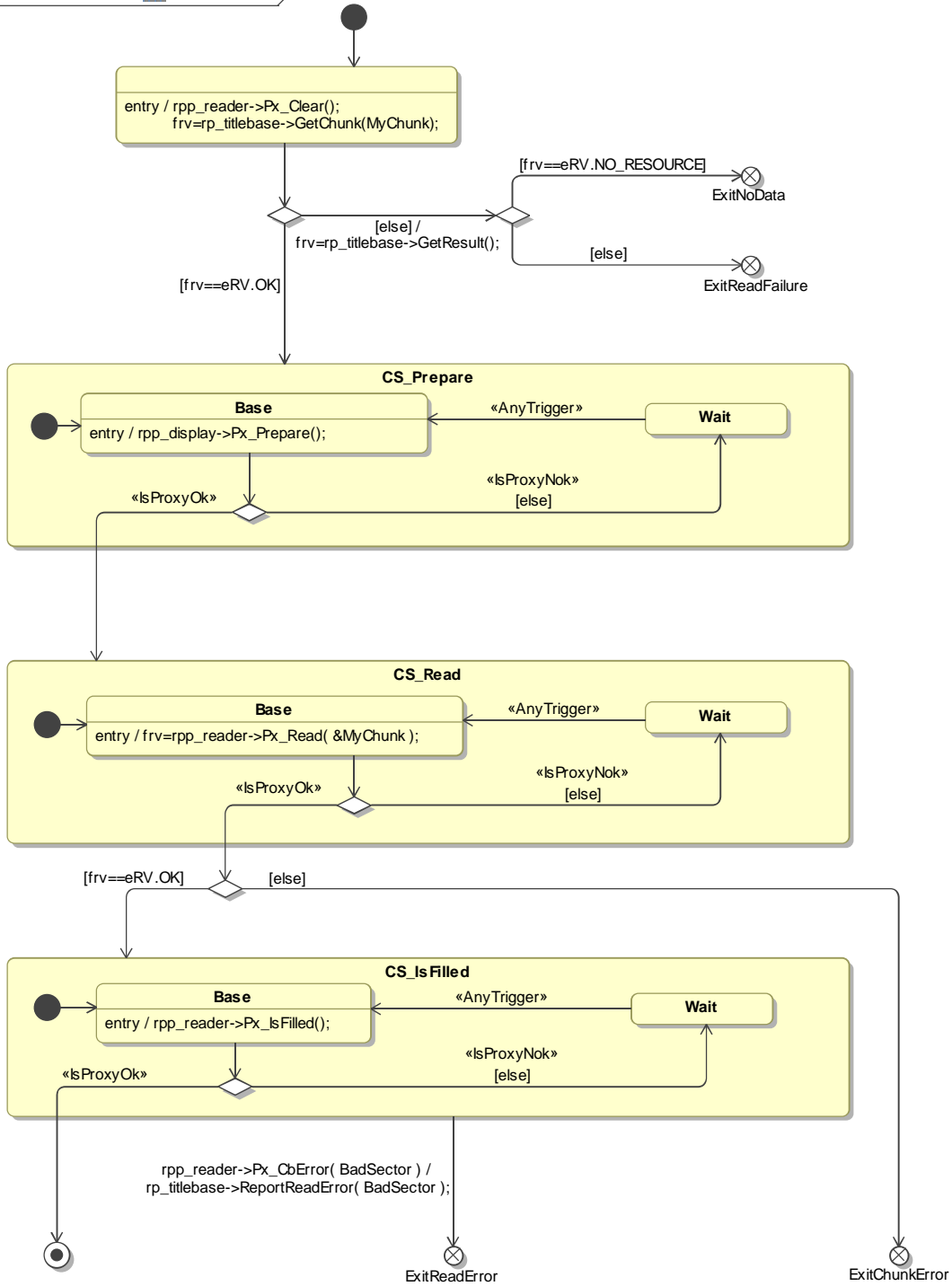
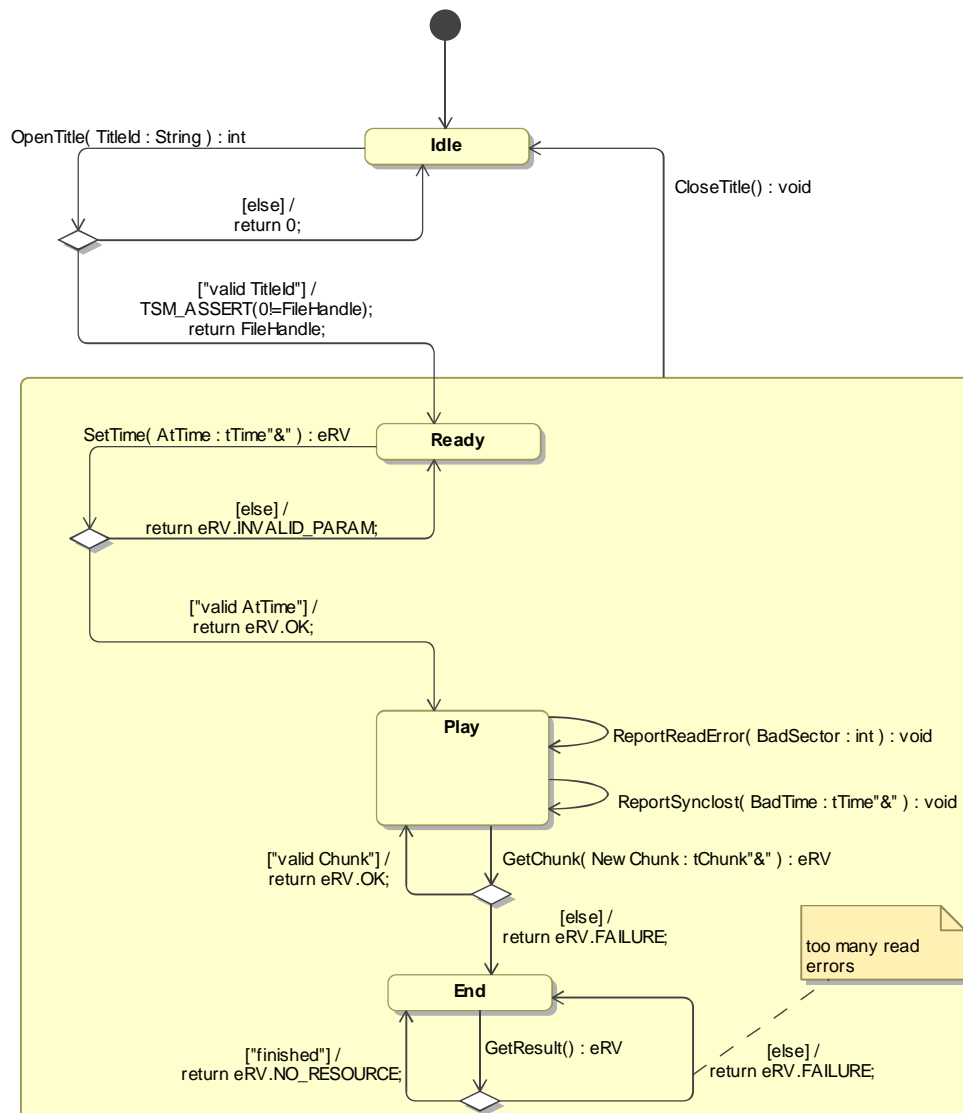



package TitlebaseProtocol [ ClassDiagram]

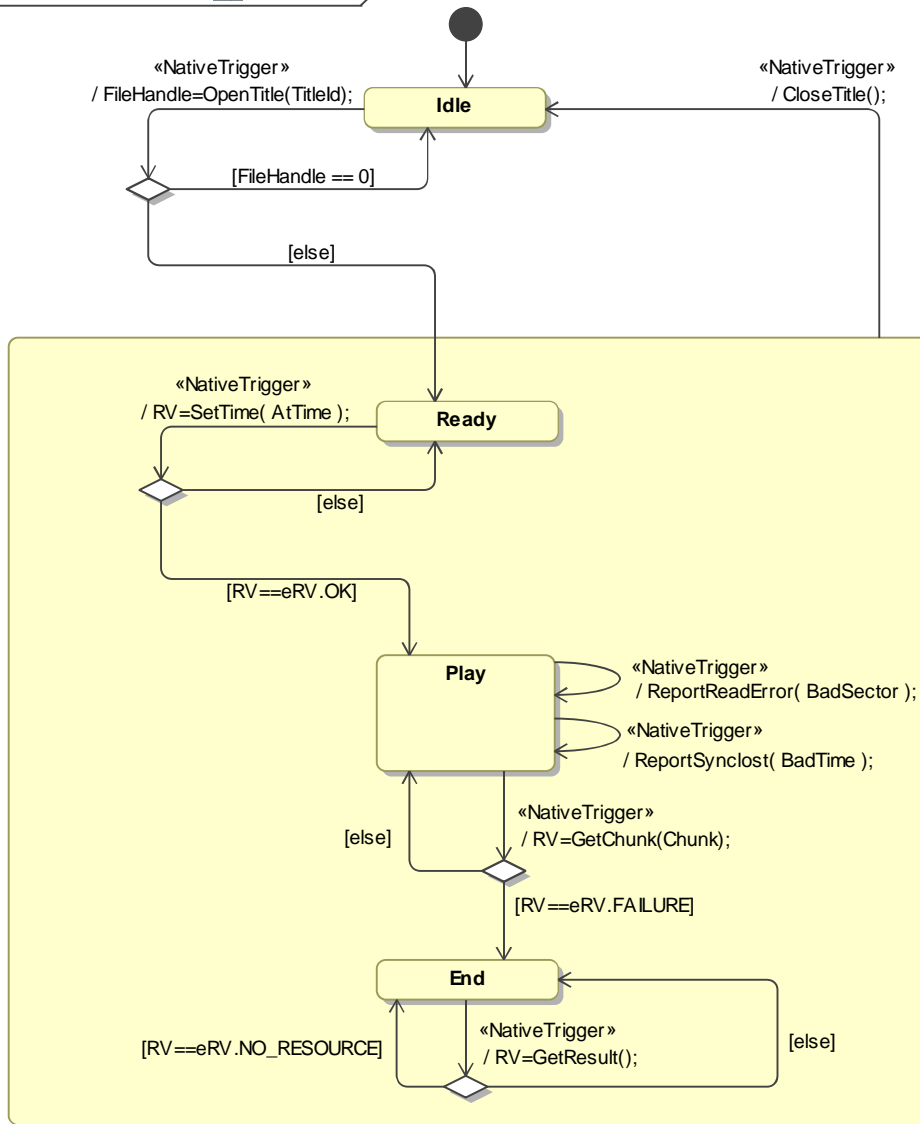




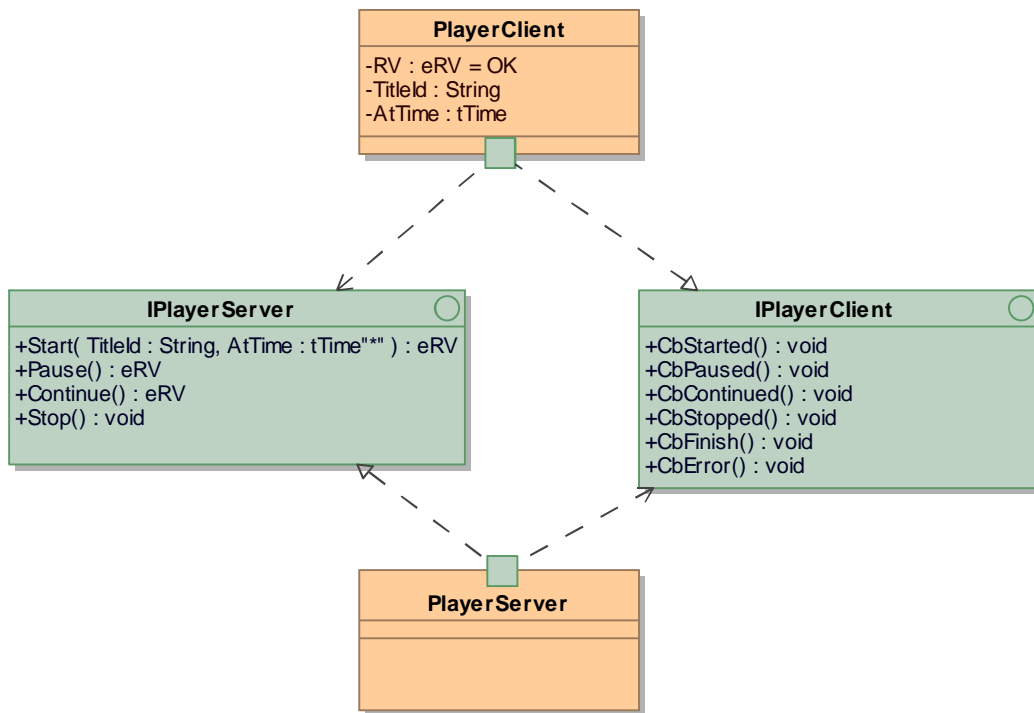
state machine TbServerPsm[TbServerPsm]




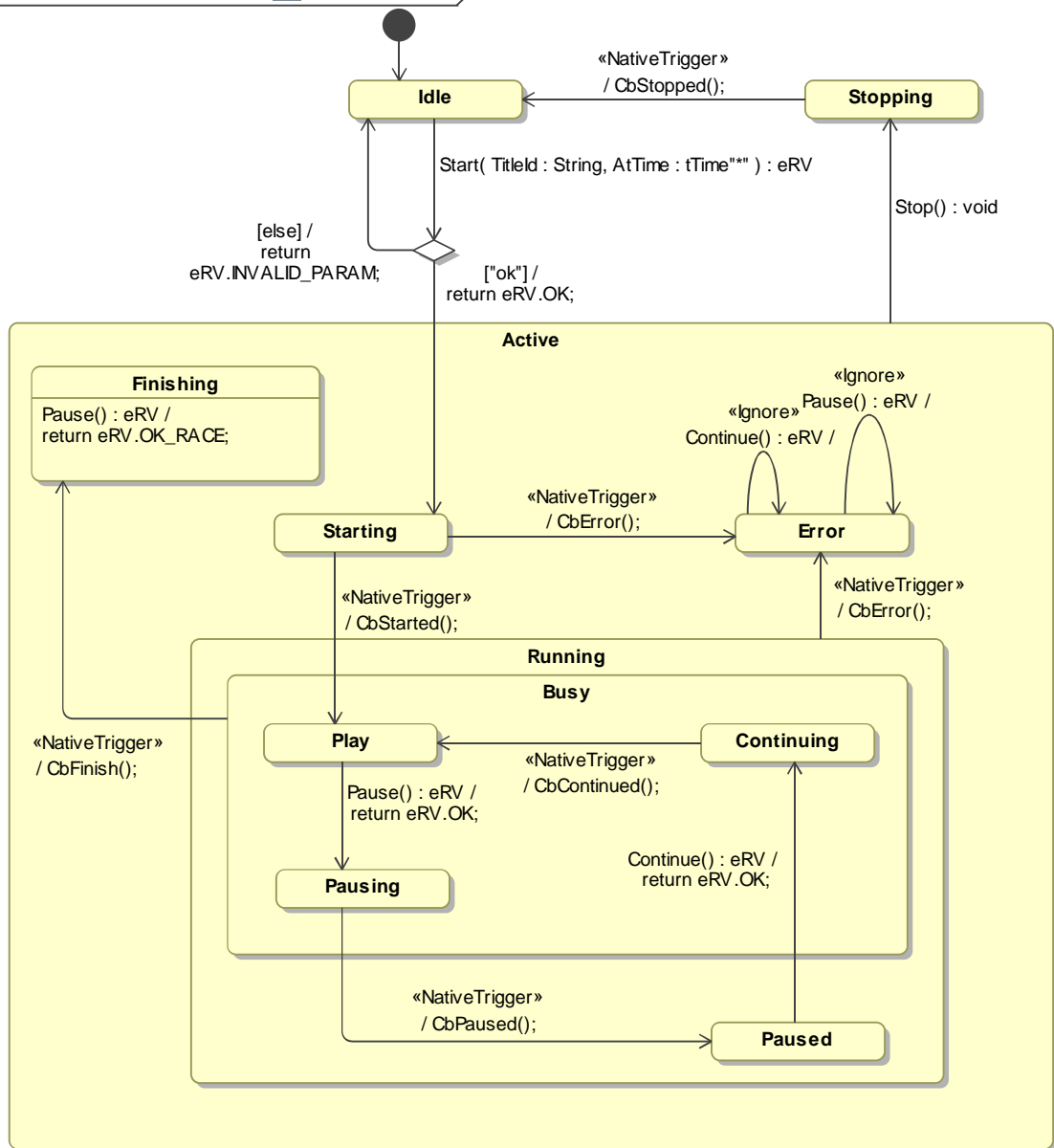
state machine TbClientPsm[ TbClientPsm]

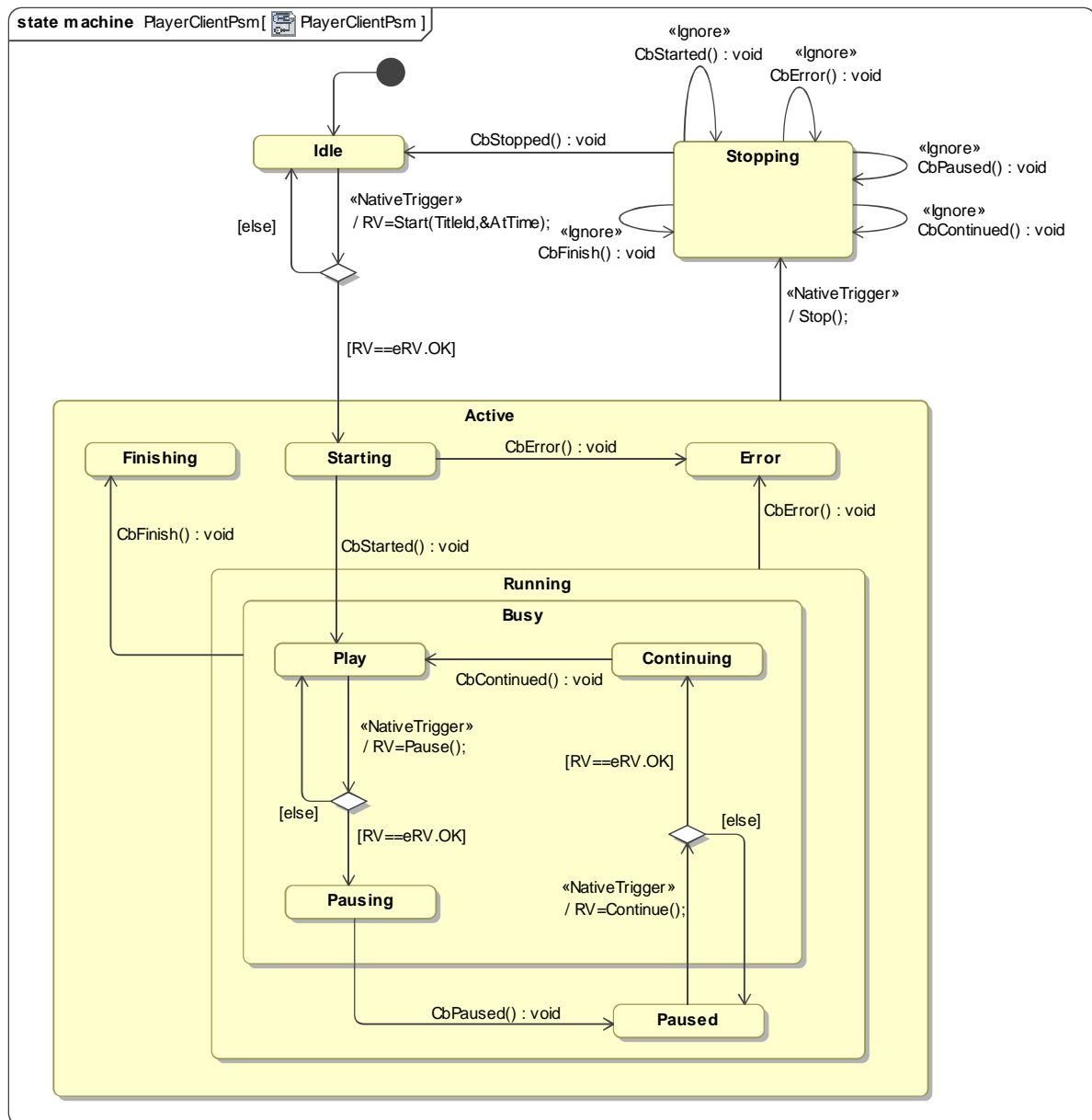



package PlayerProtocol [ClassDiagram]

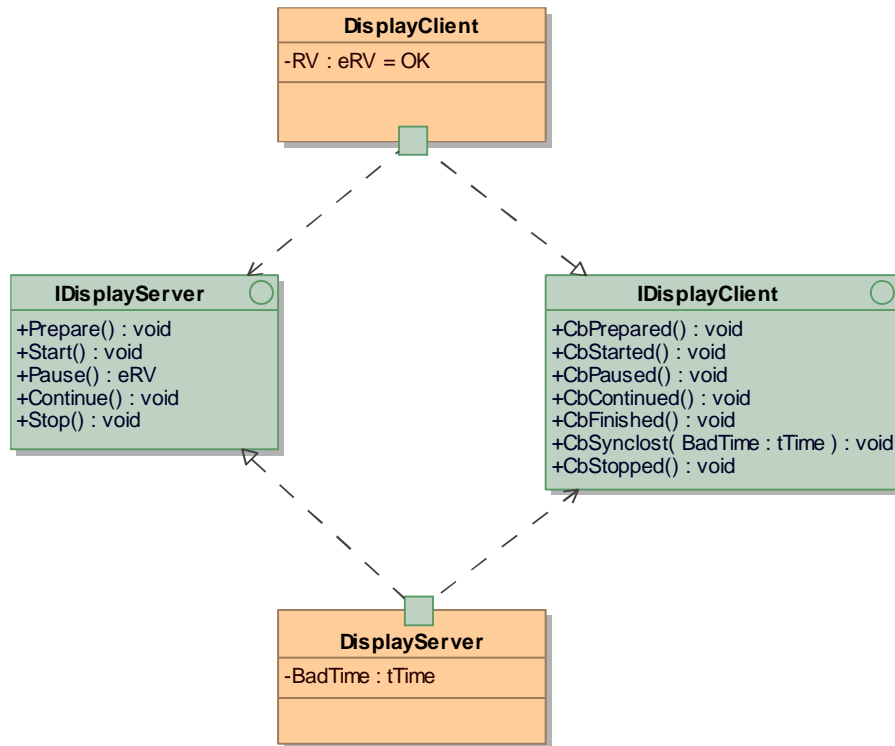


state machine PlayerServerPsm [ PlayerServerPsm]

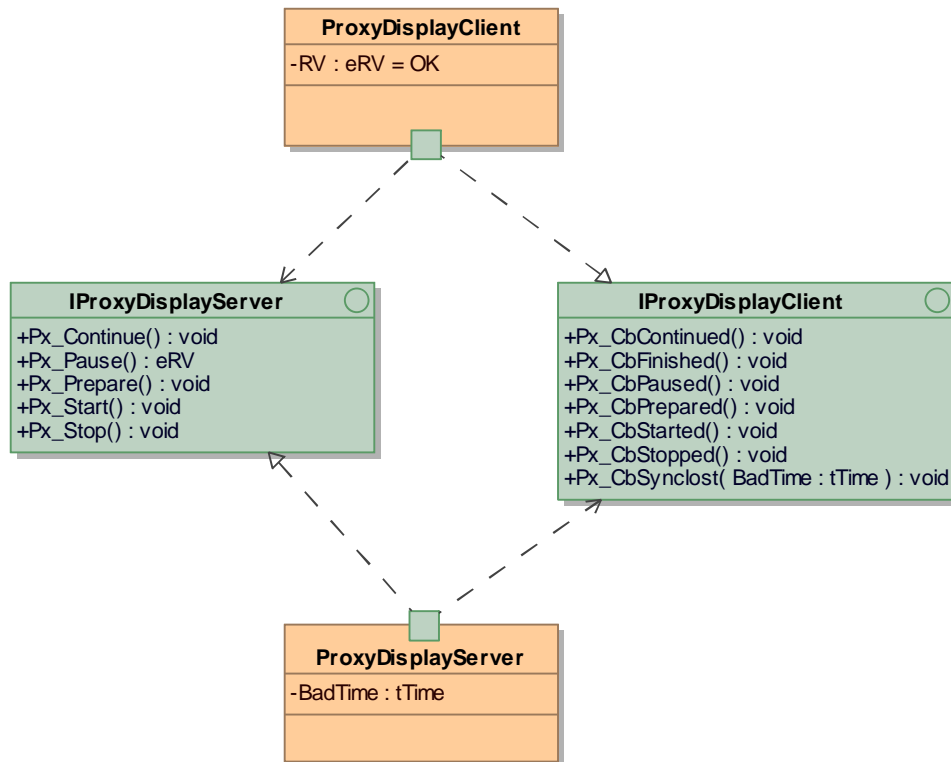





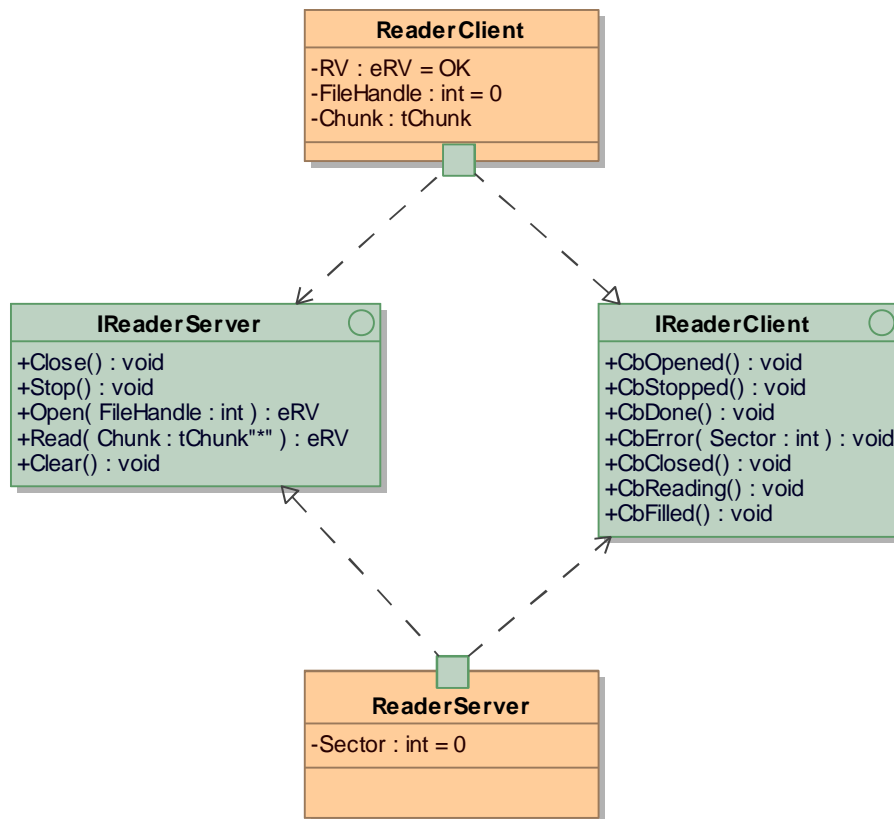
package DisplayProtocol [ ClassDiagram]

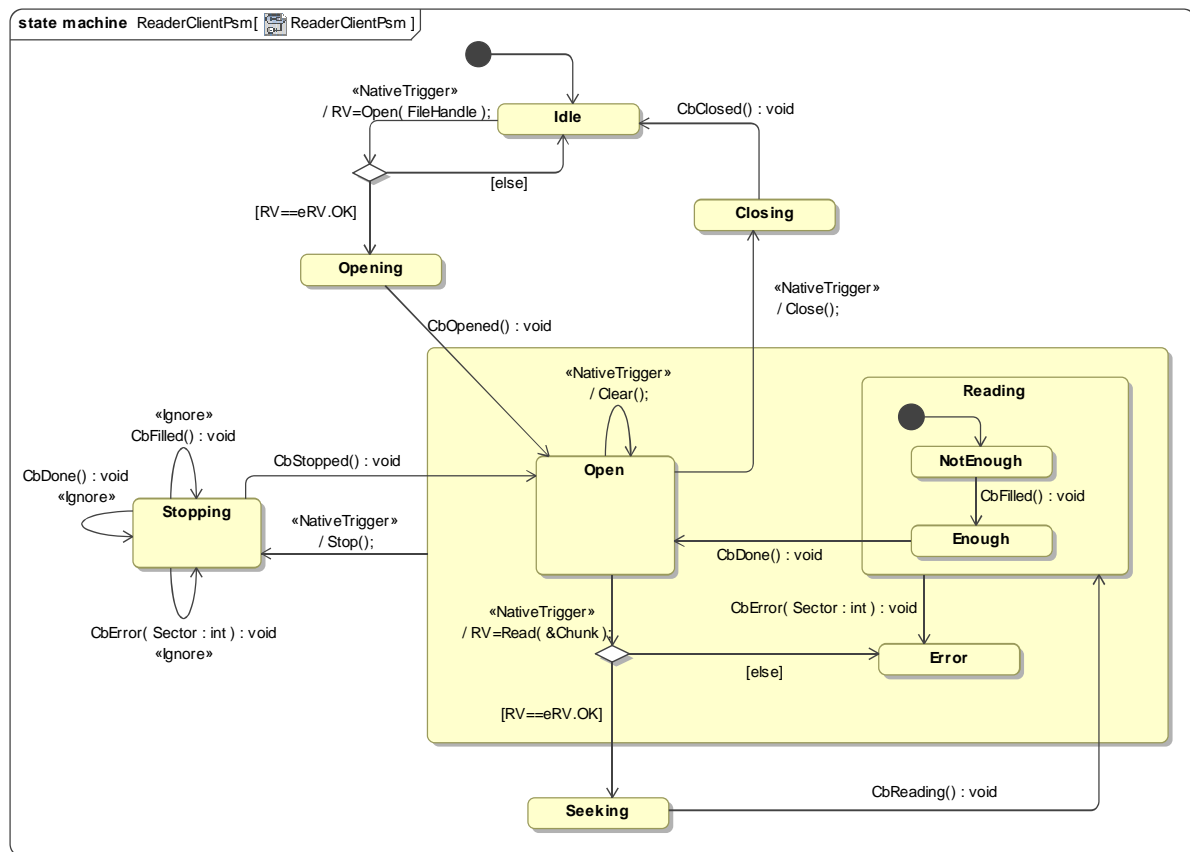


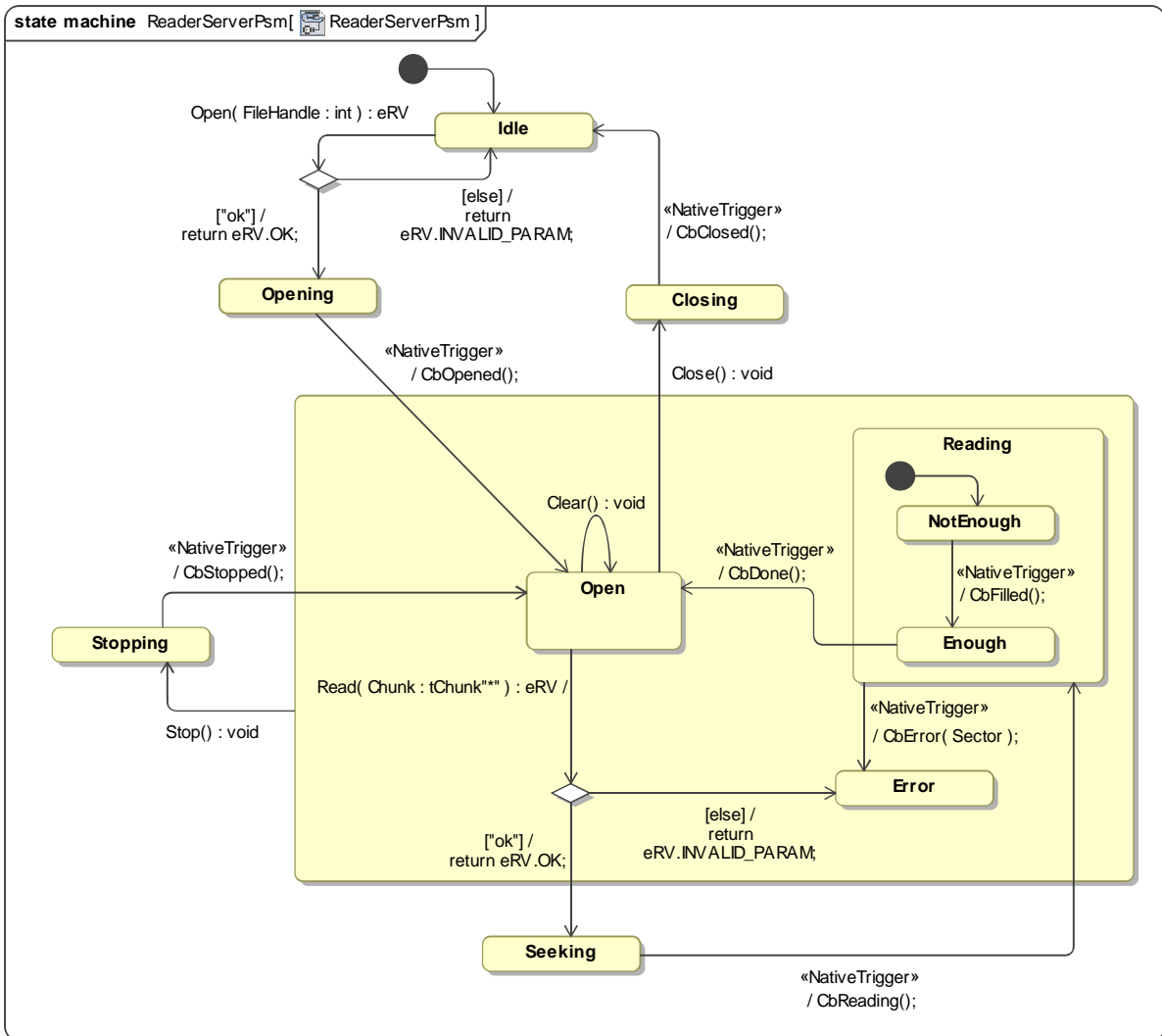
package ProxyDisplayProtocol [ClassDiagram]

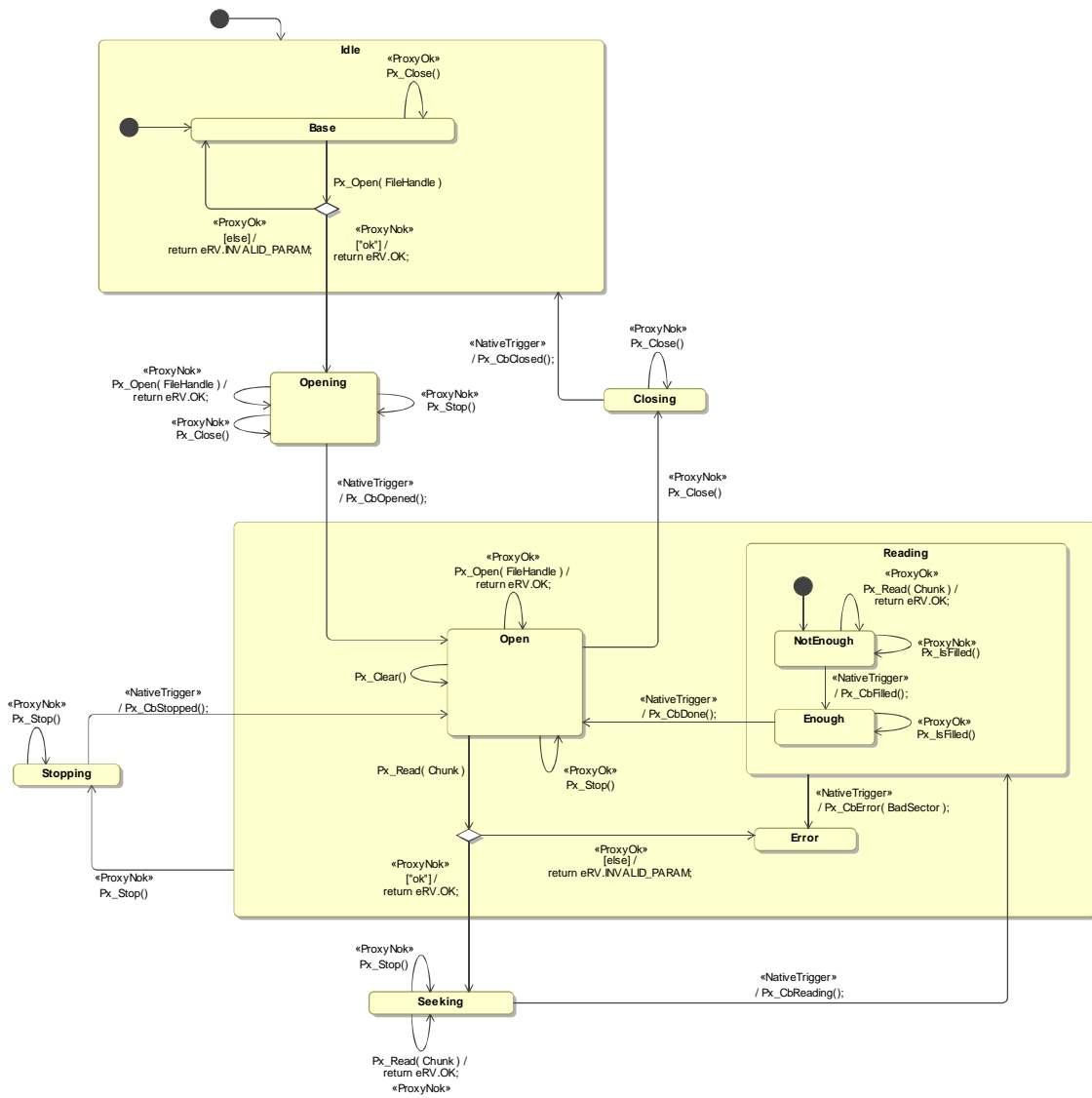


package ReaderProtocol [ ClassDiagram]

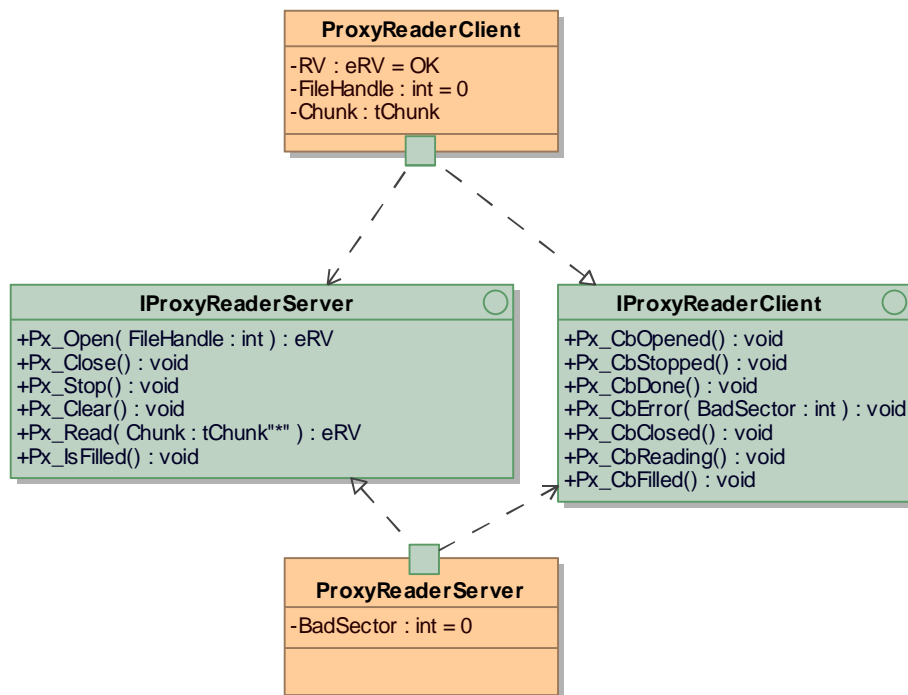


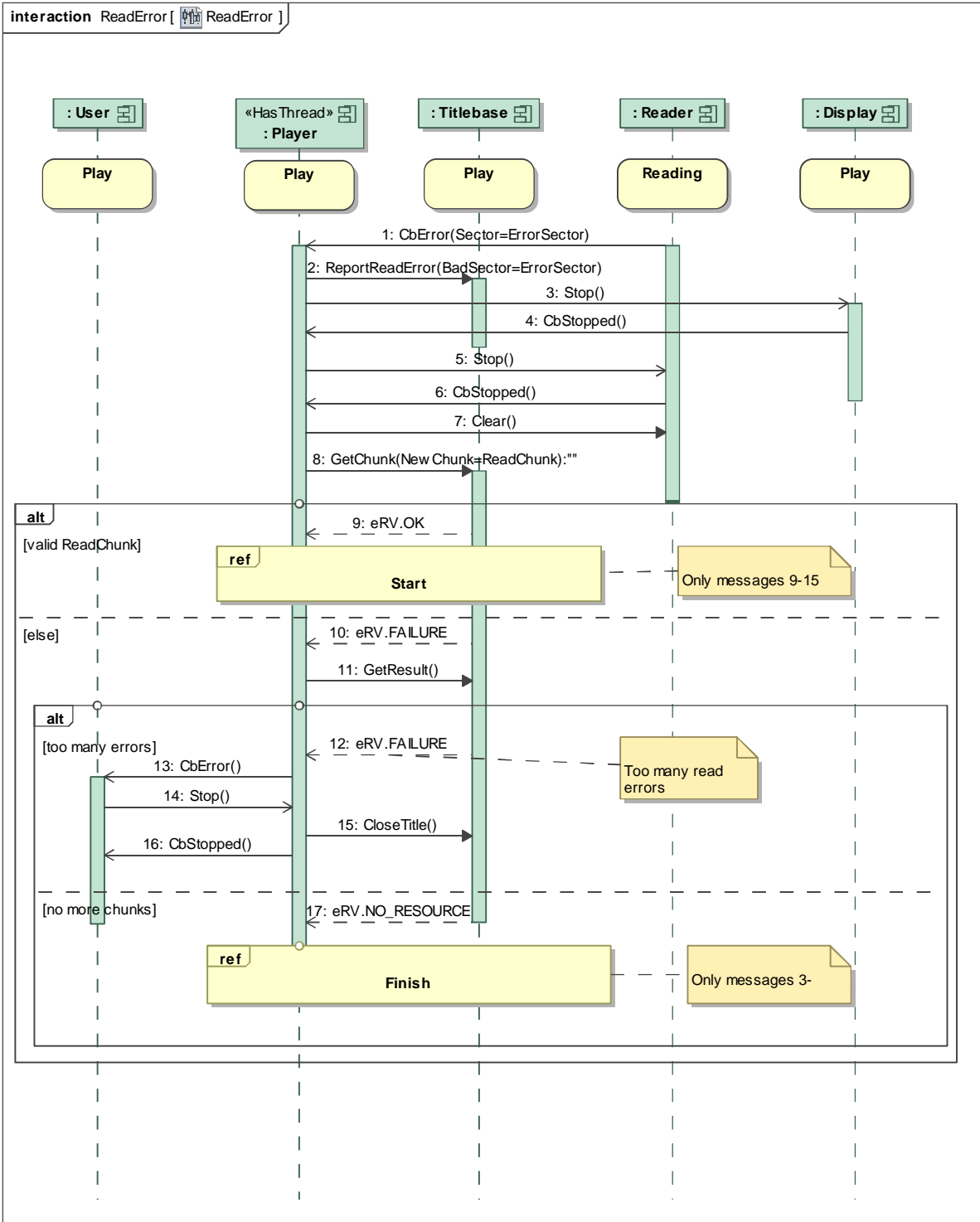


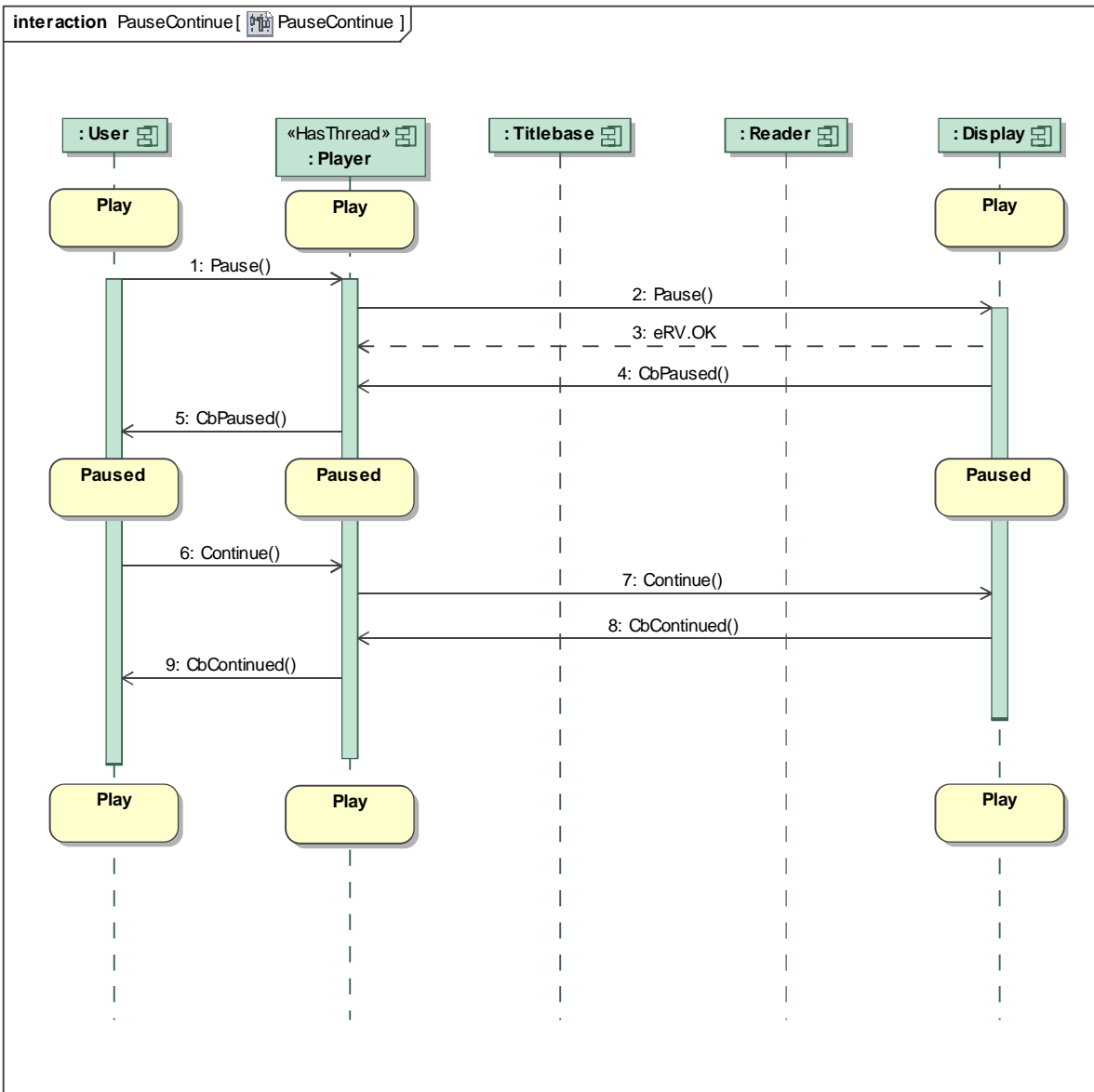


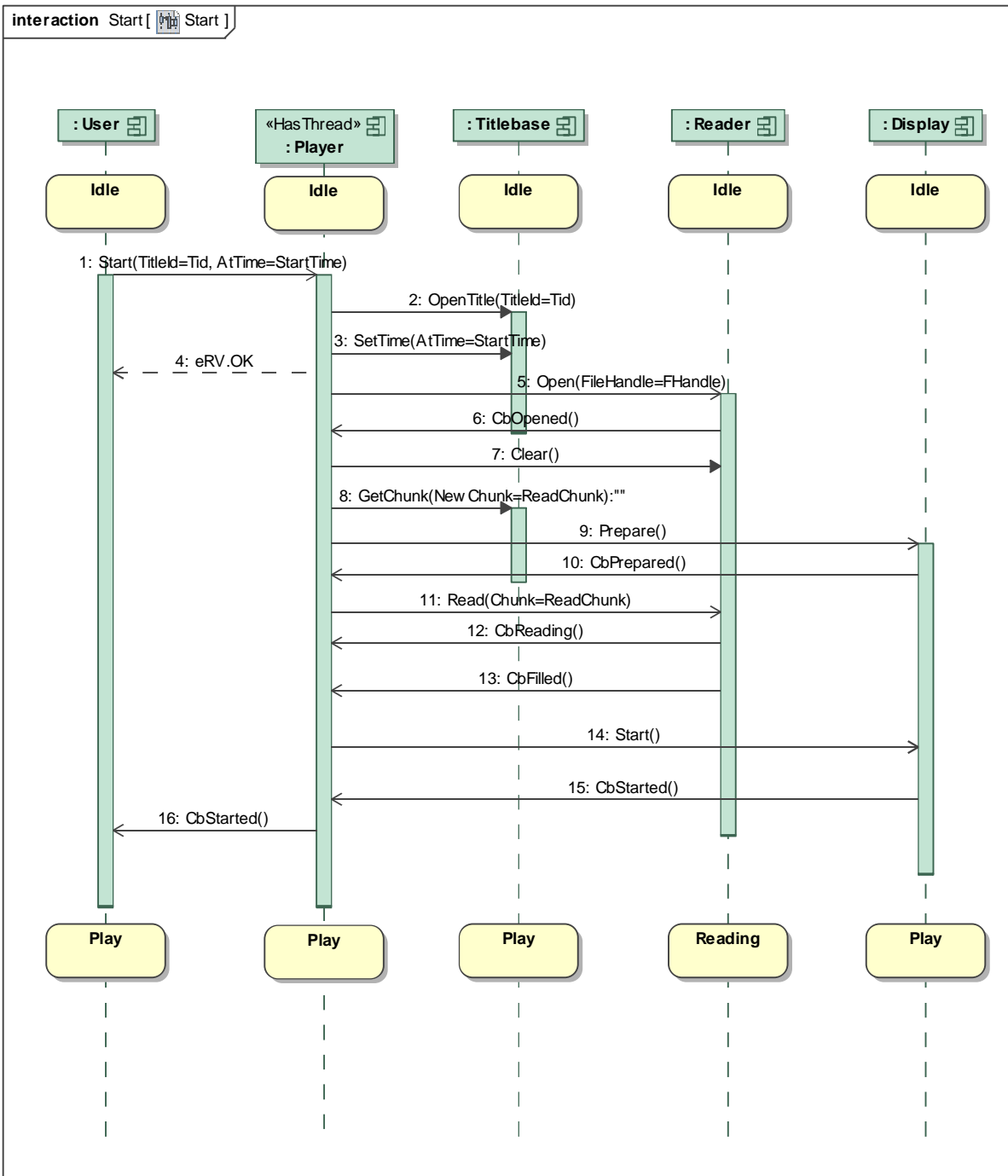


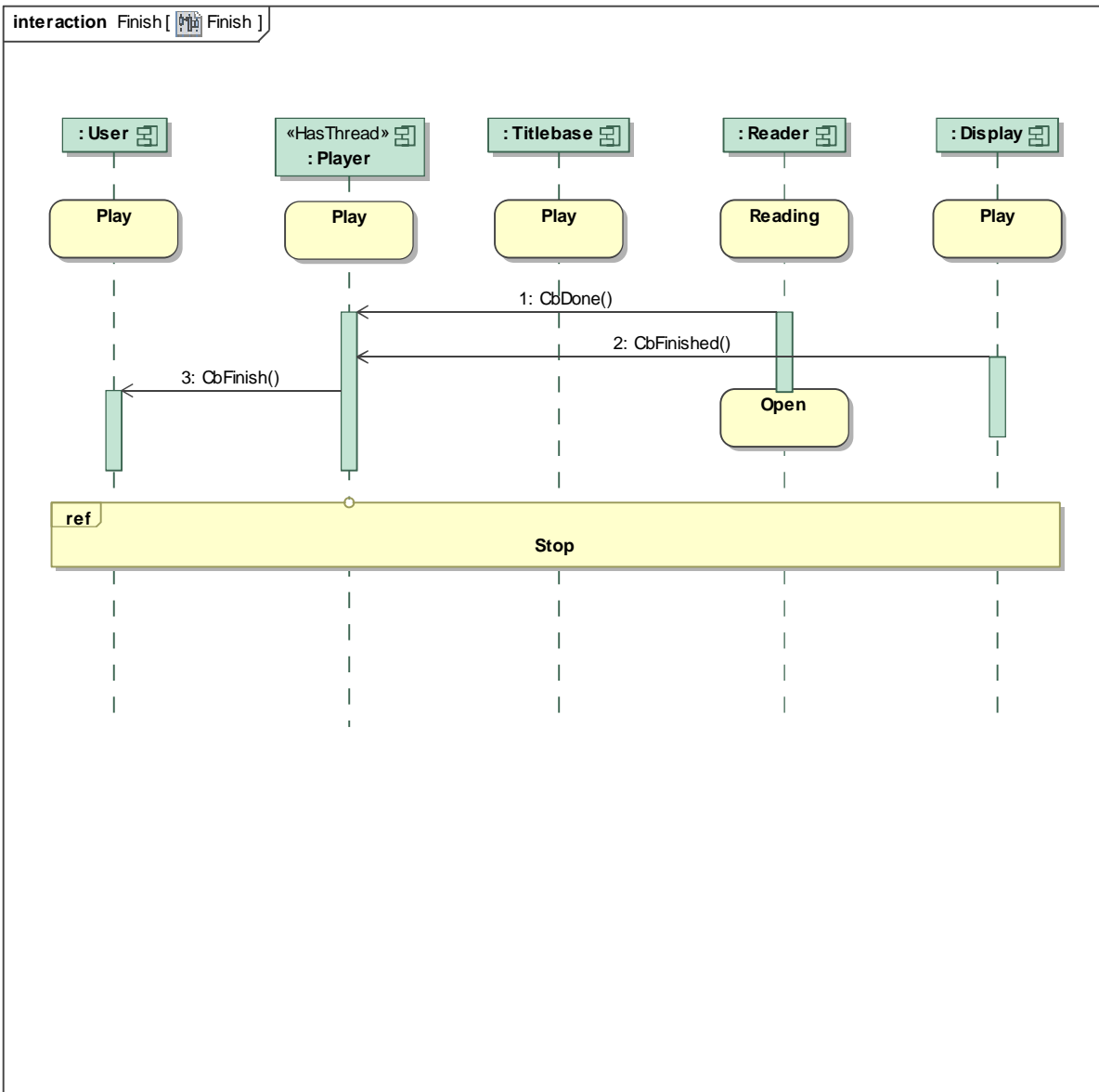
package ProxyReaderProtocol [ClassDiagram]

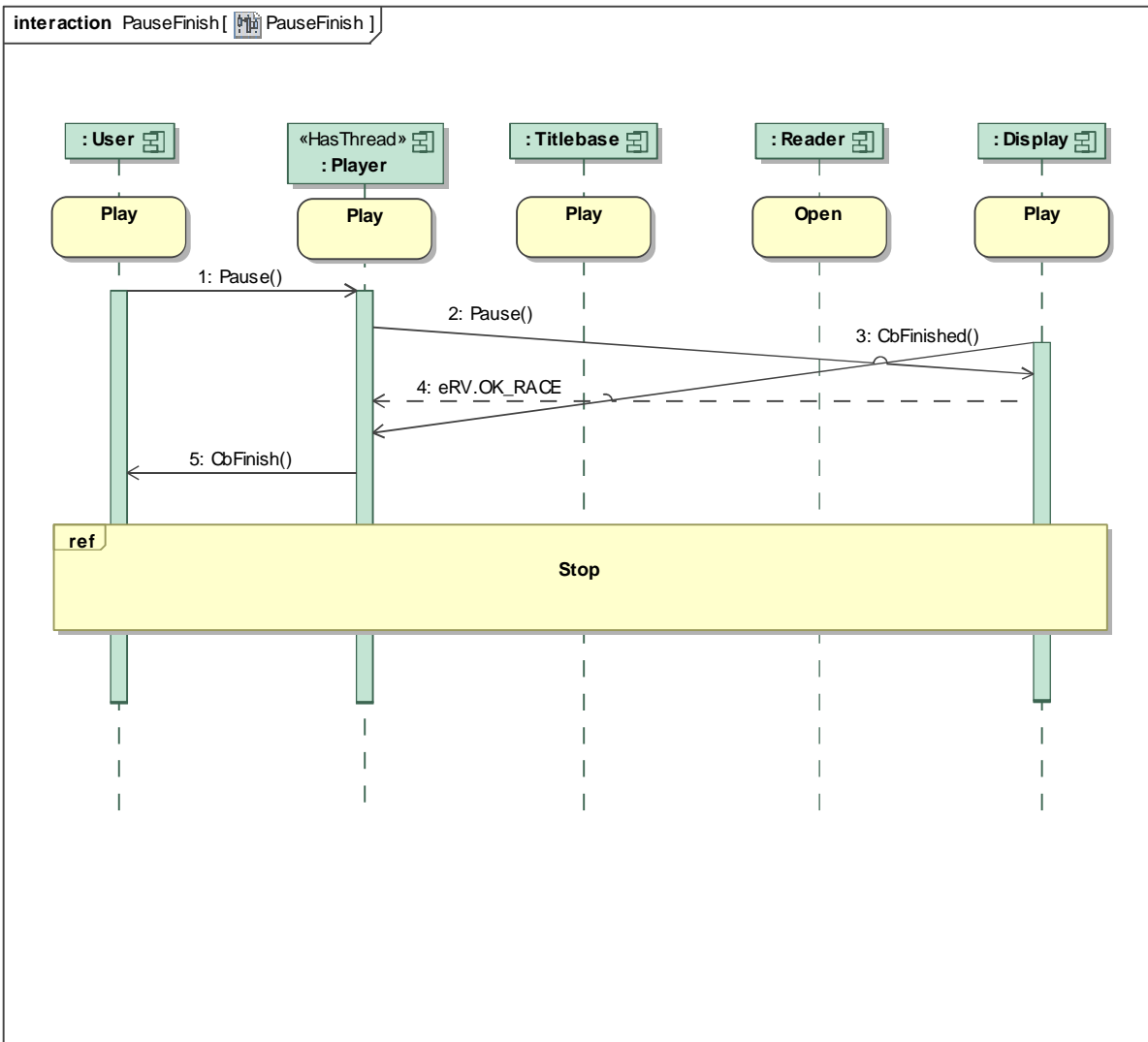


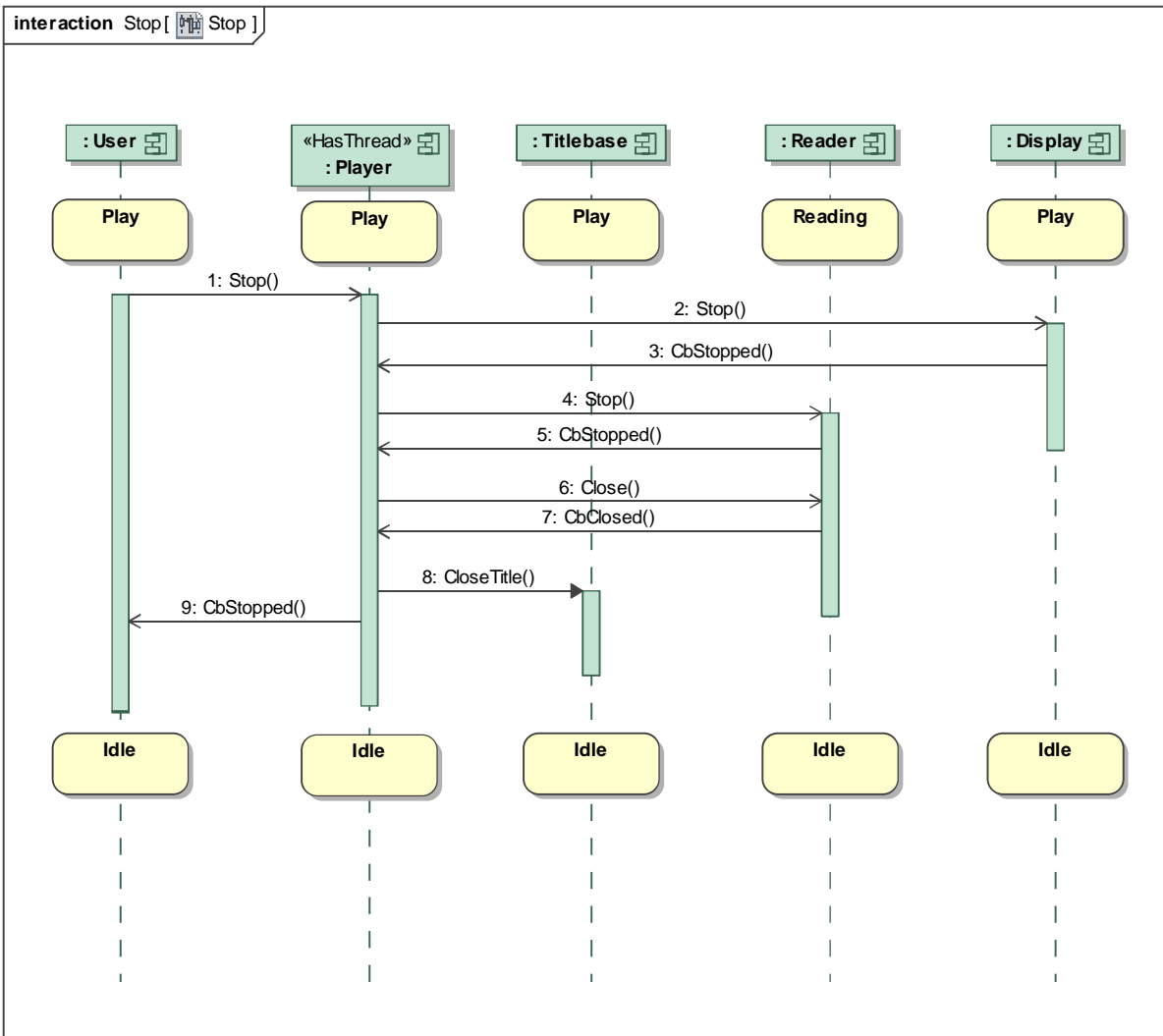


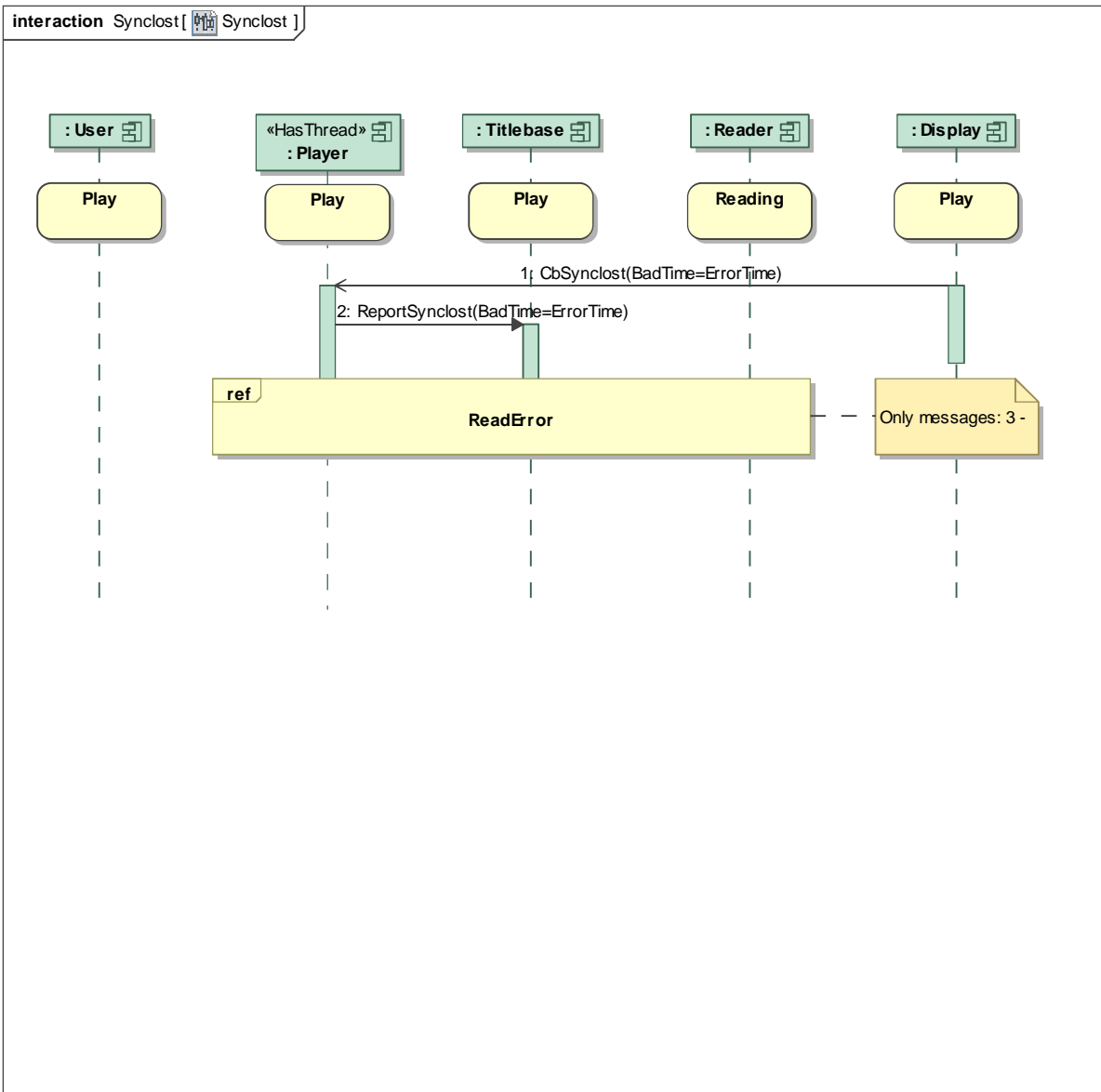


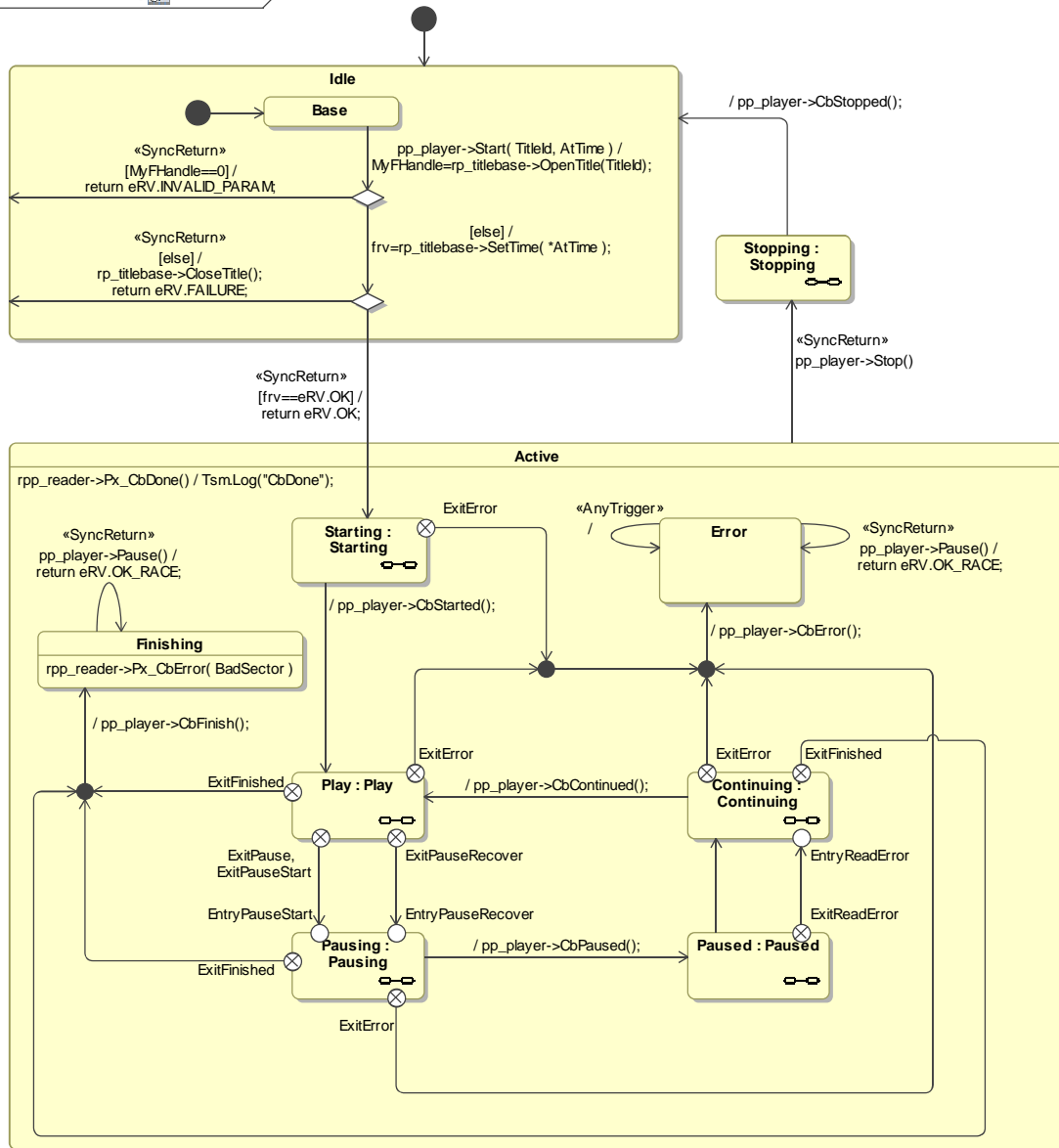


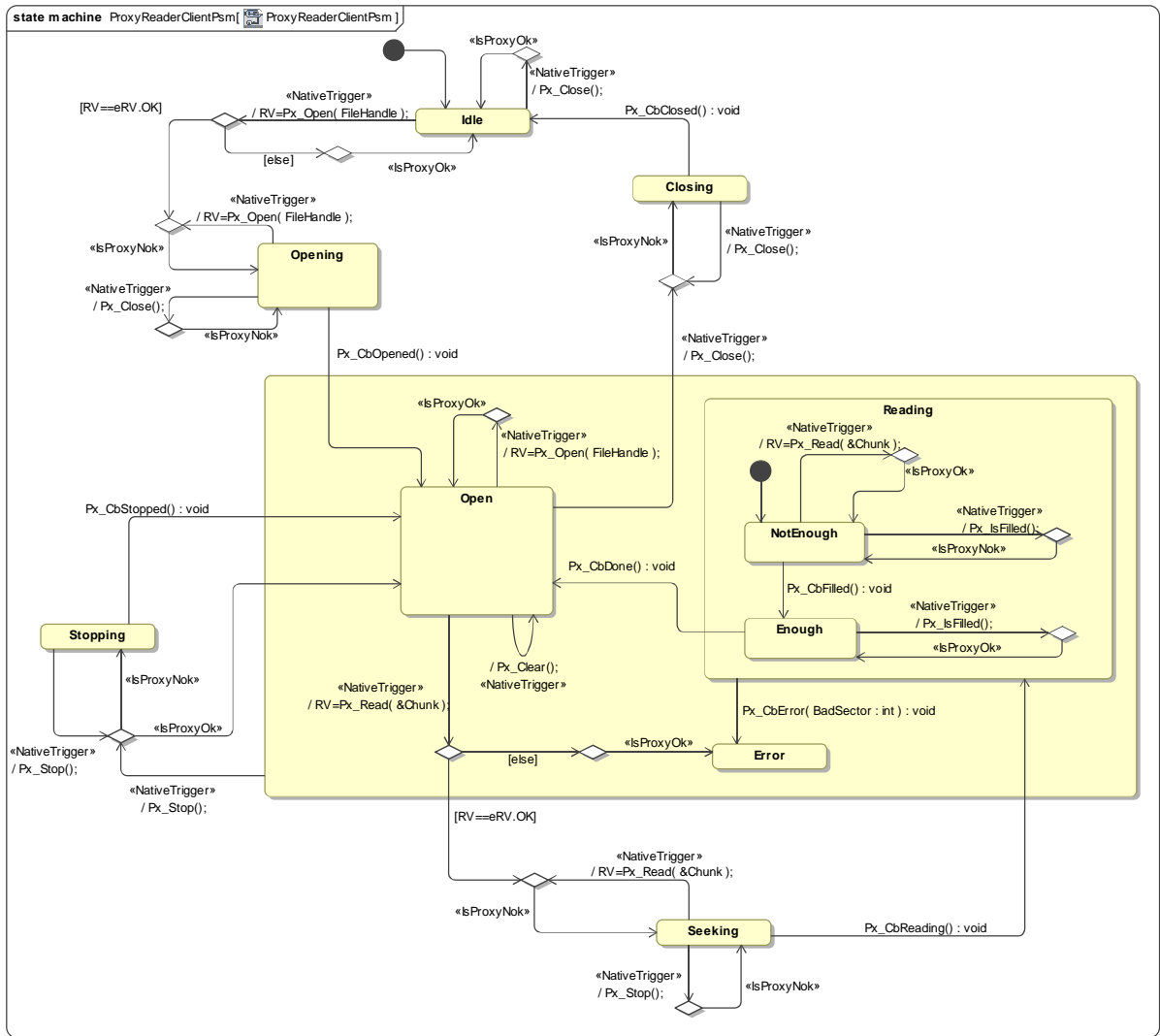


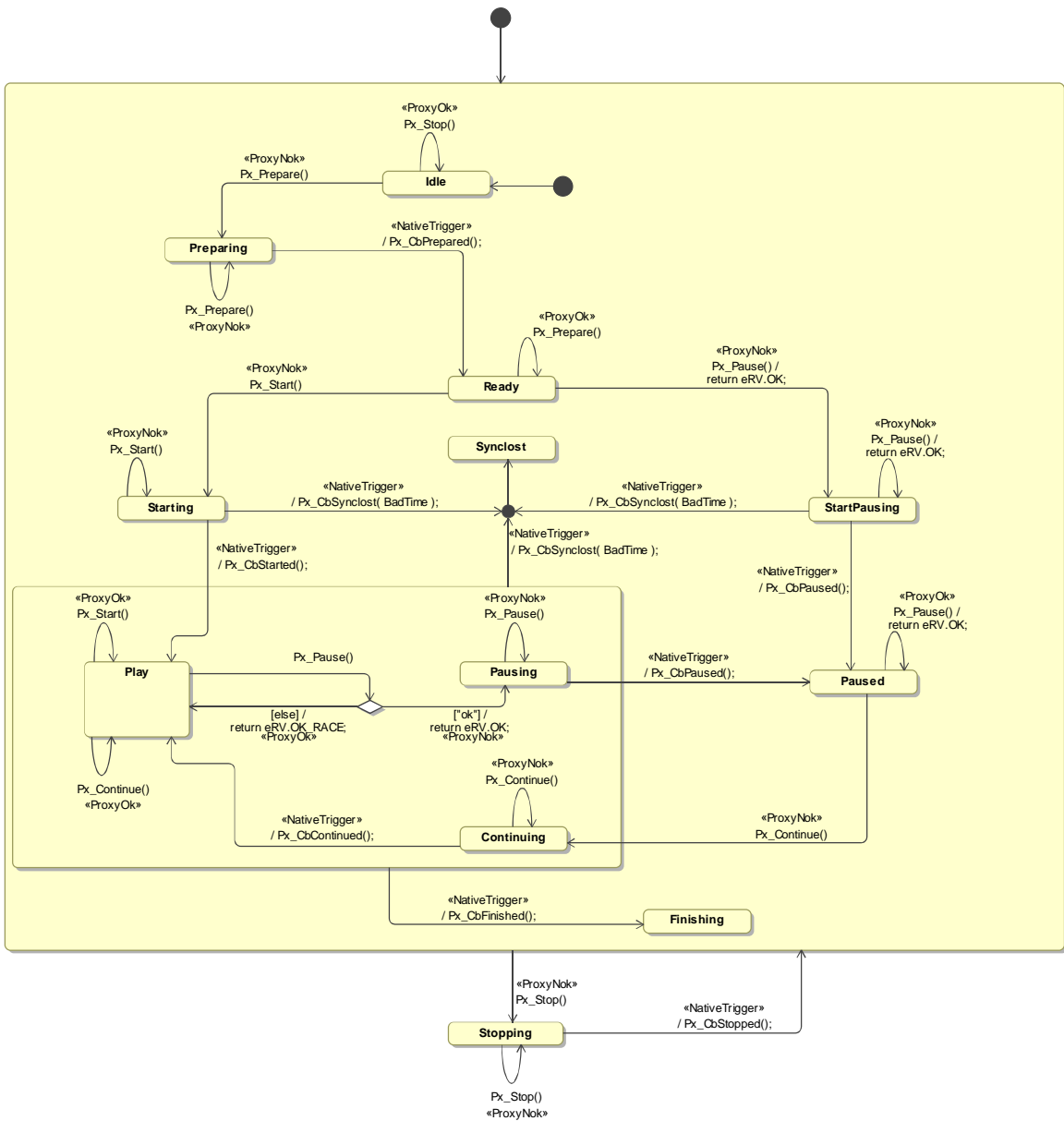


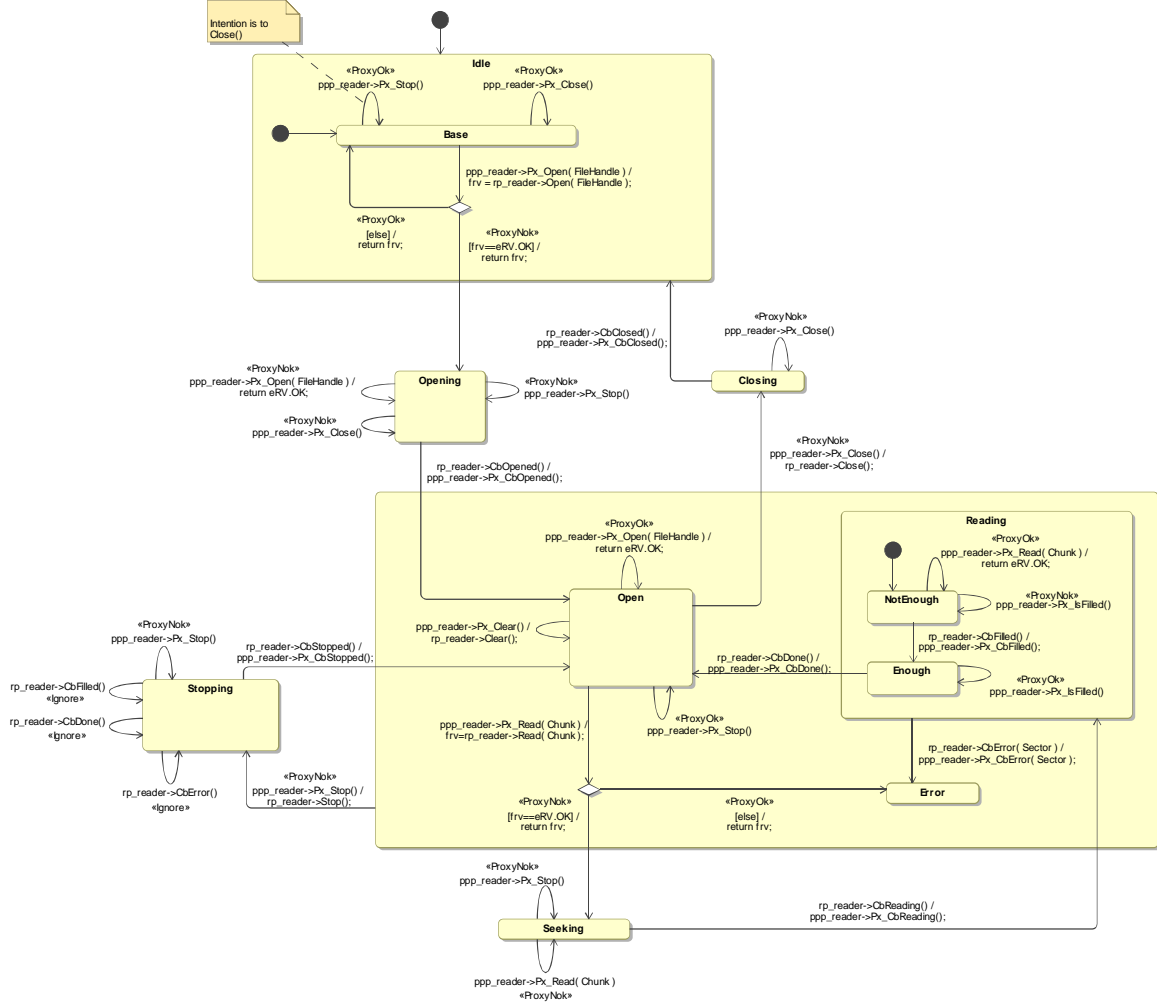


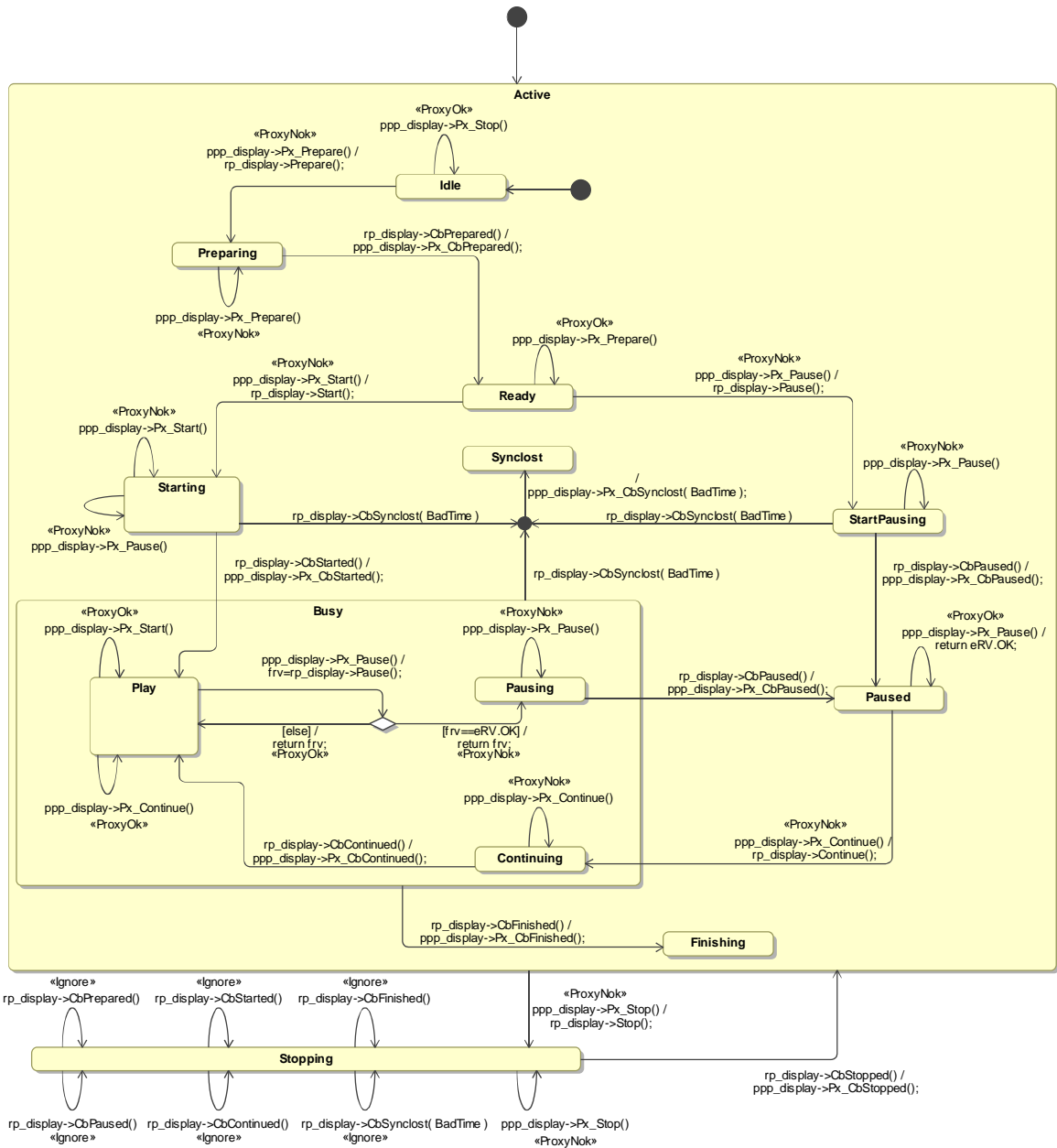


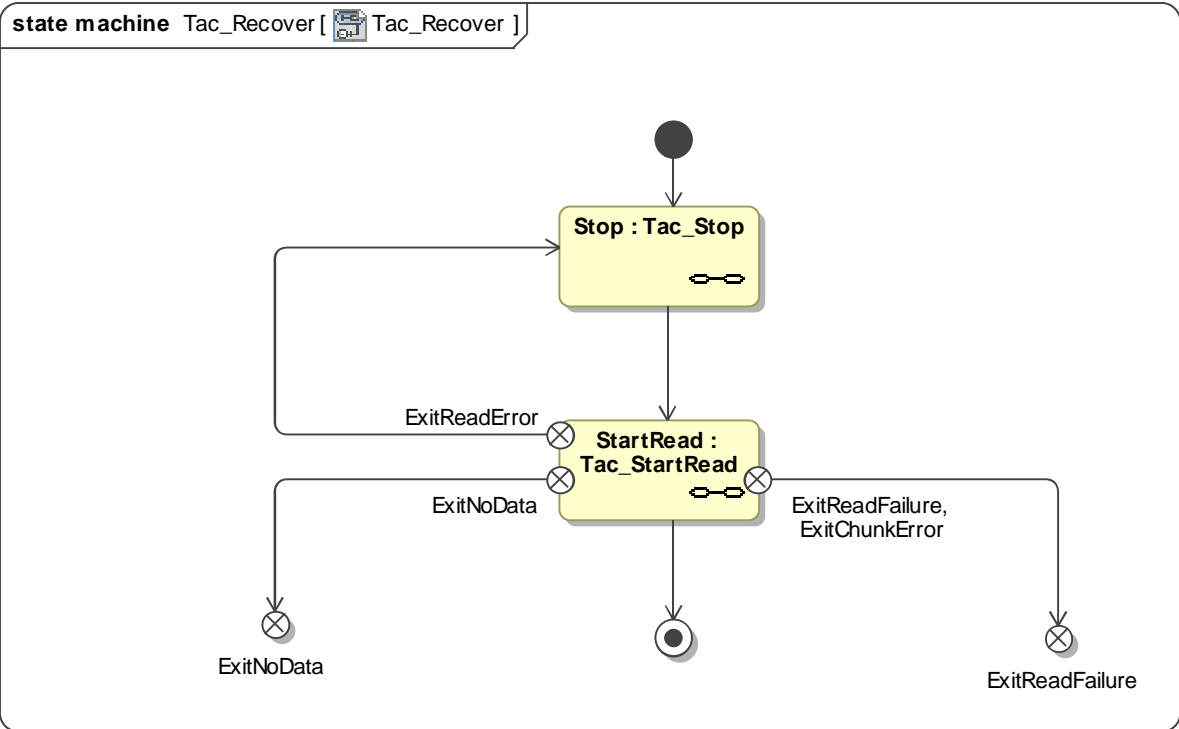


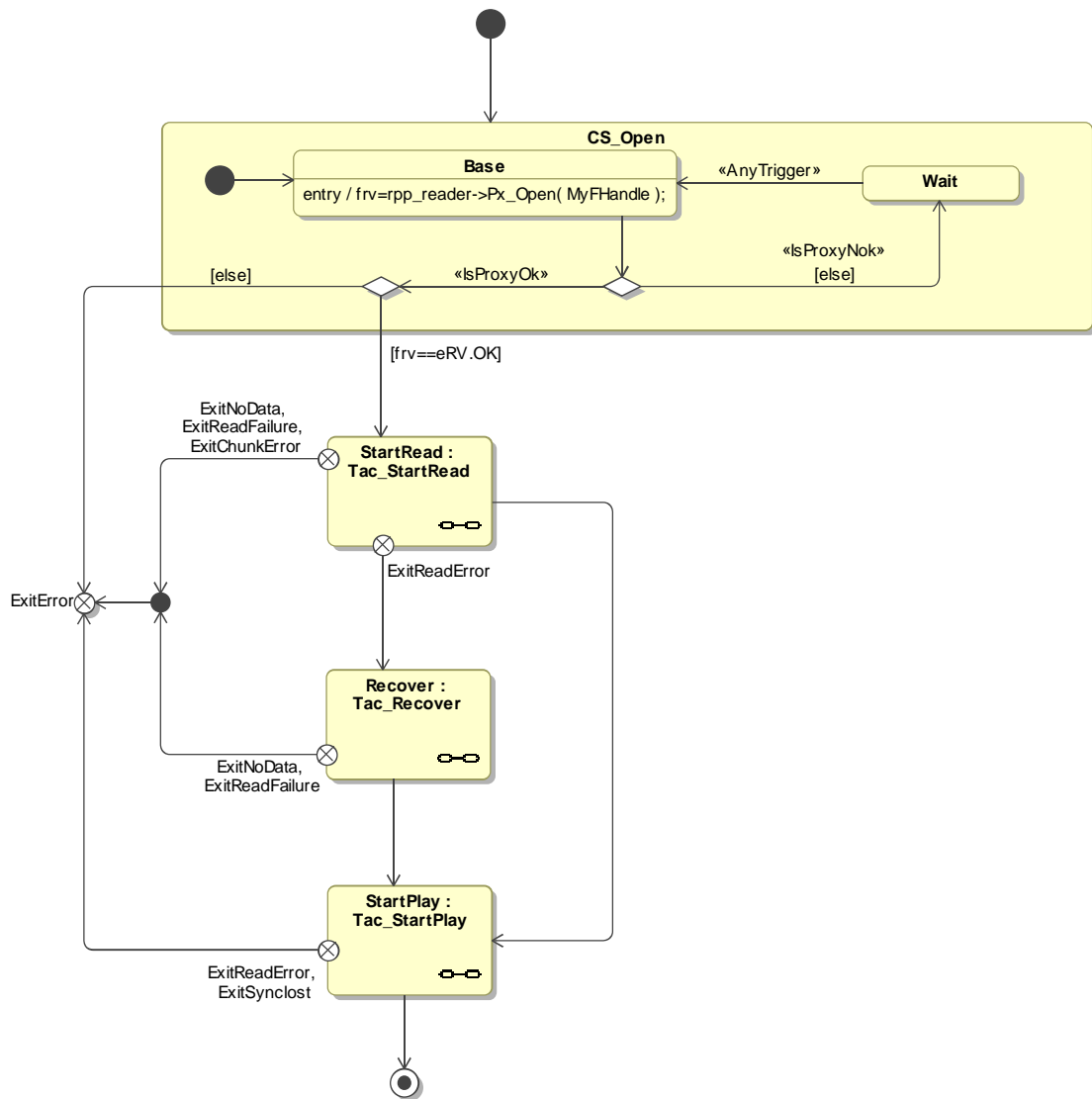




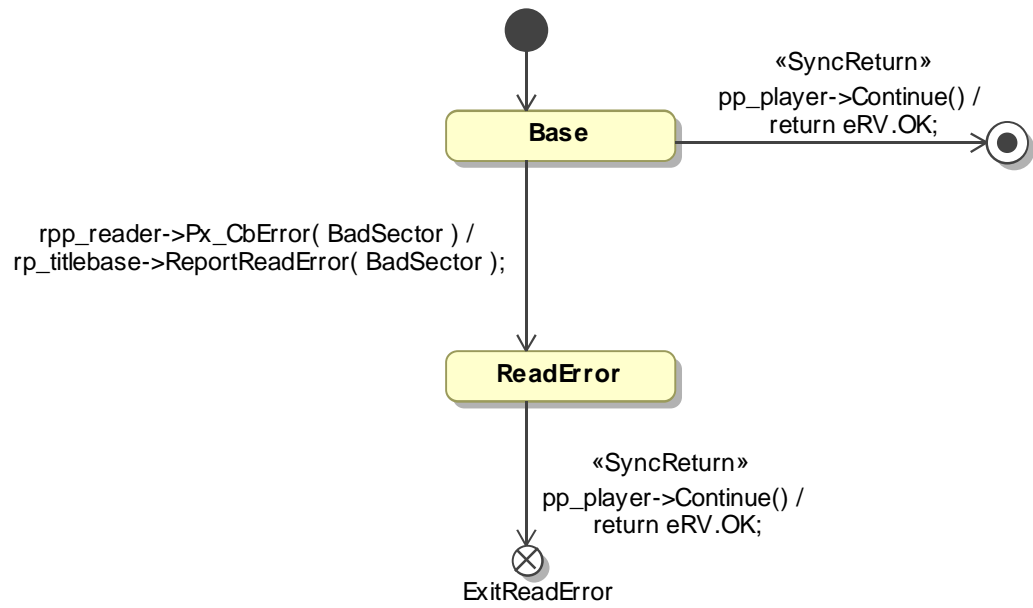


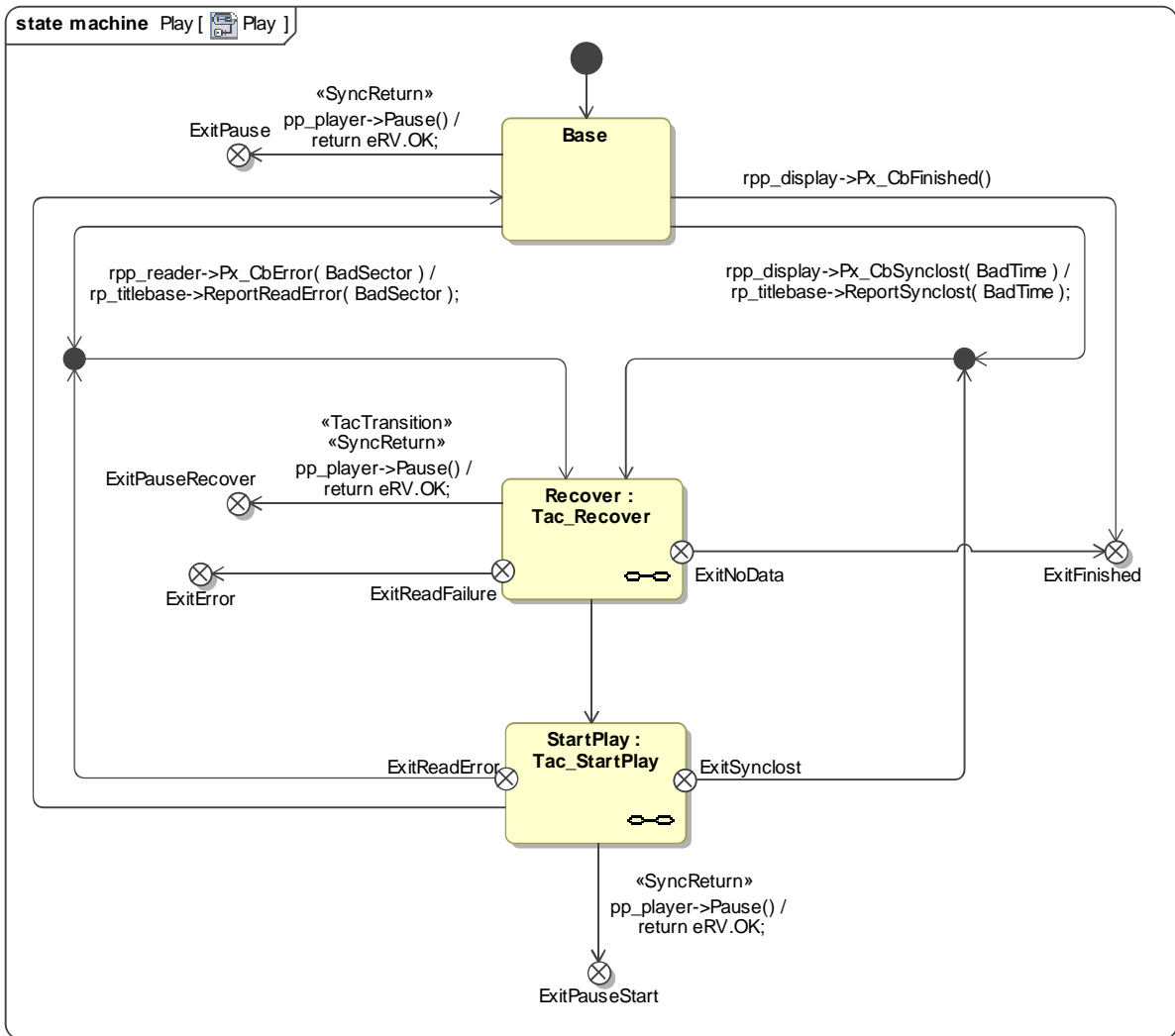





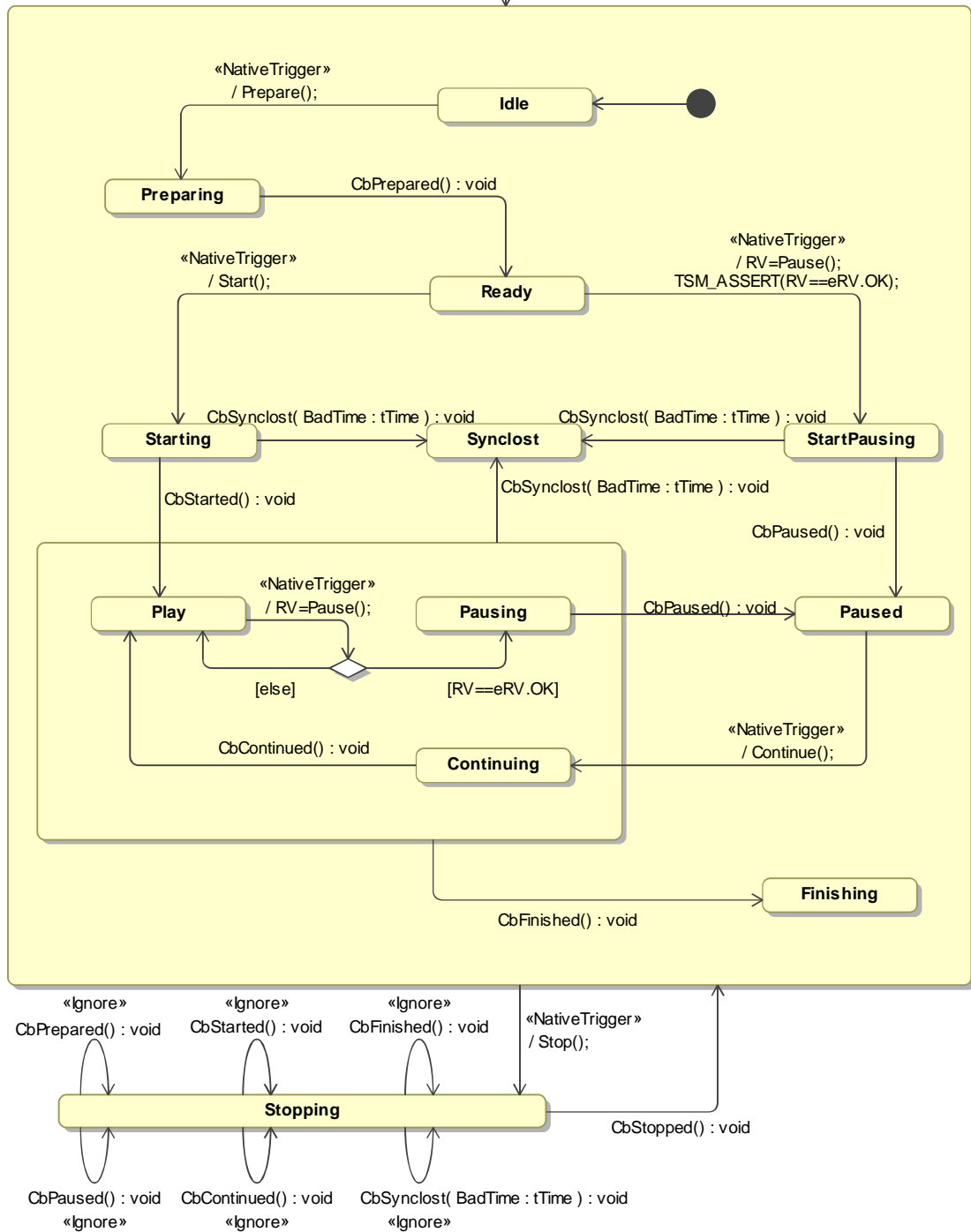



state machine Paused [ Paused]

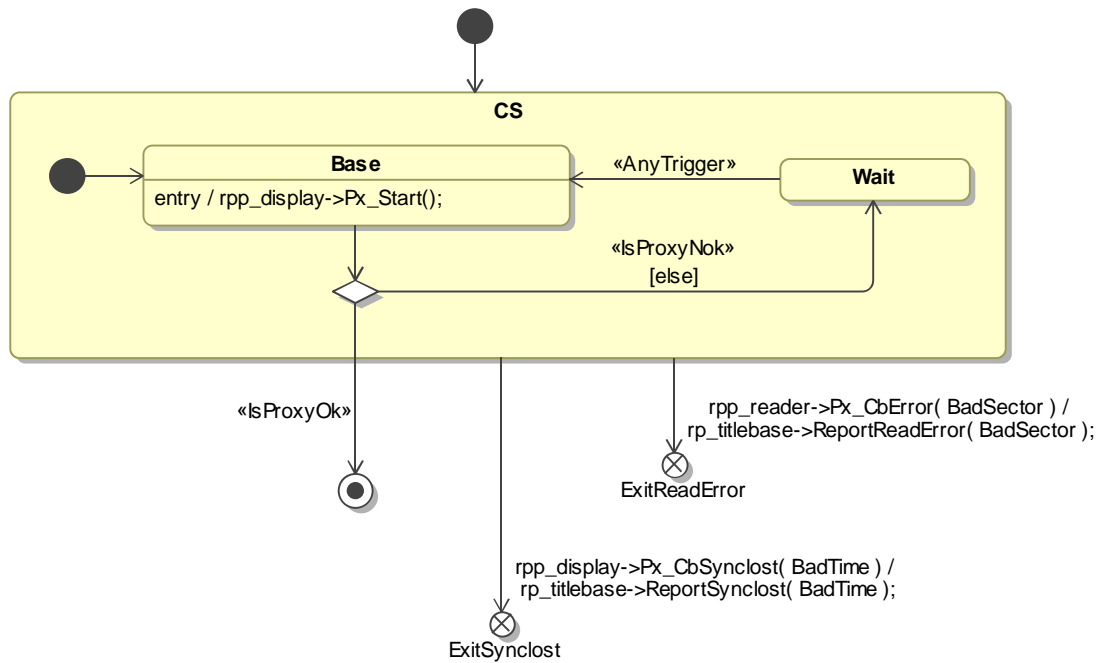





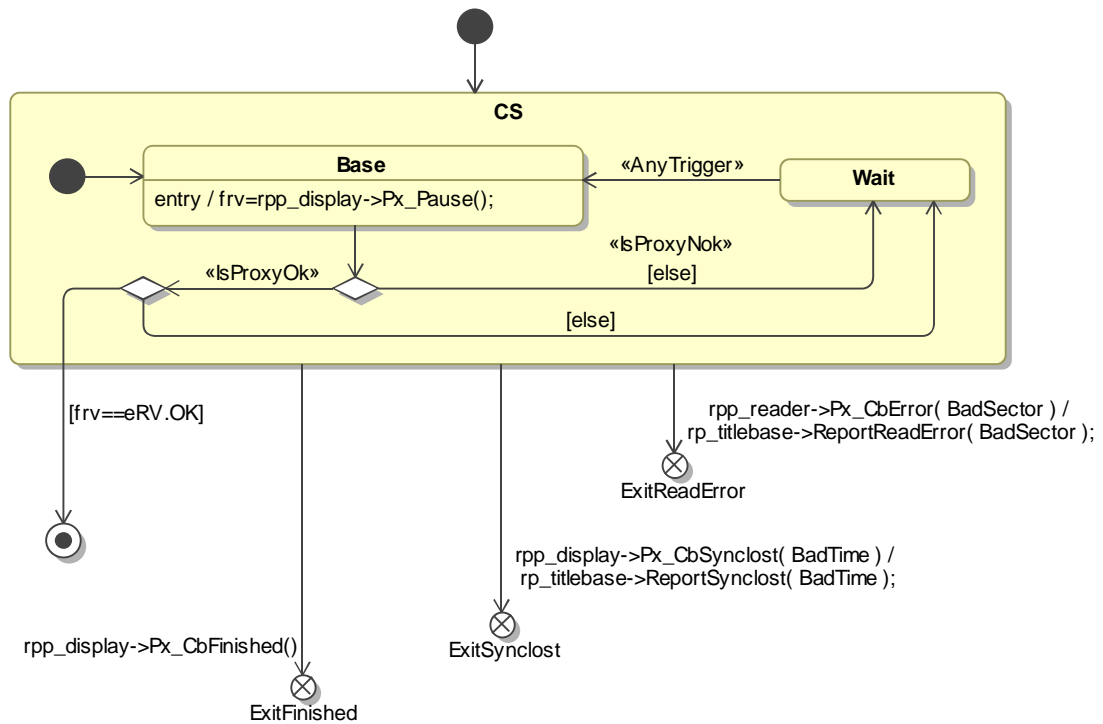
state machine DisplayClientPsm[ DisplayClientPsm]



state machine Tac_StartPlay [ Tac_StartPlay]



state machine Tac_StartPause[ Tac_StartPause]



state machine Pausing [ Pausing]

