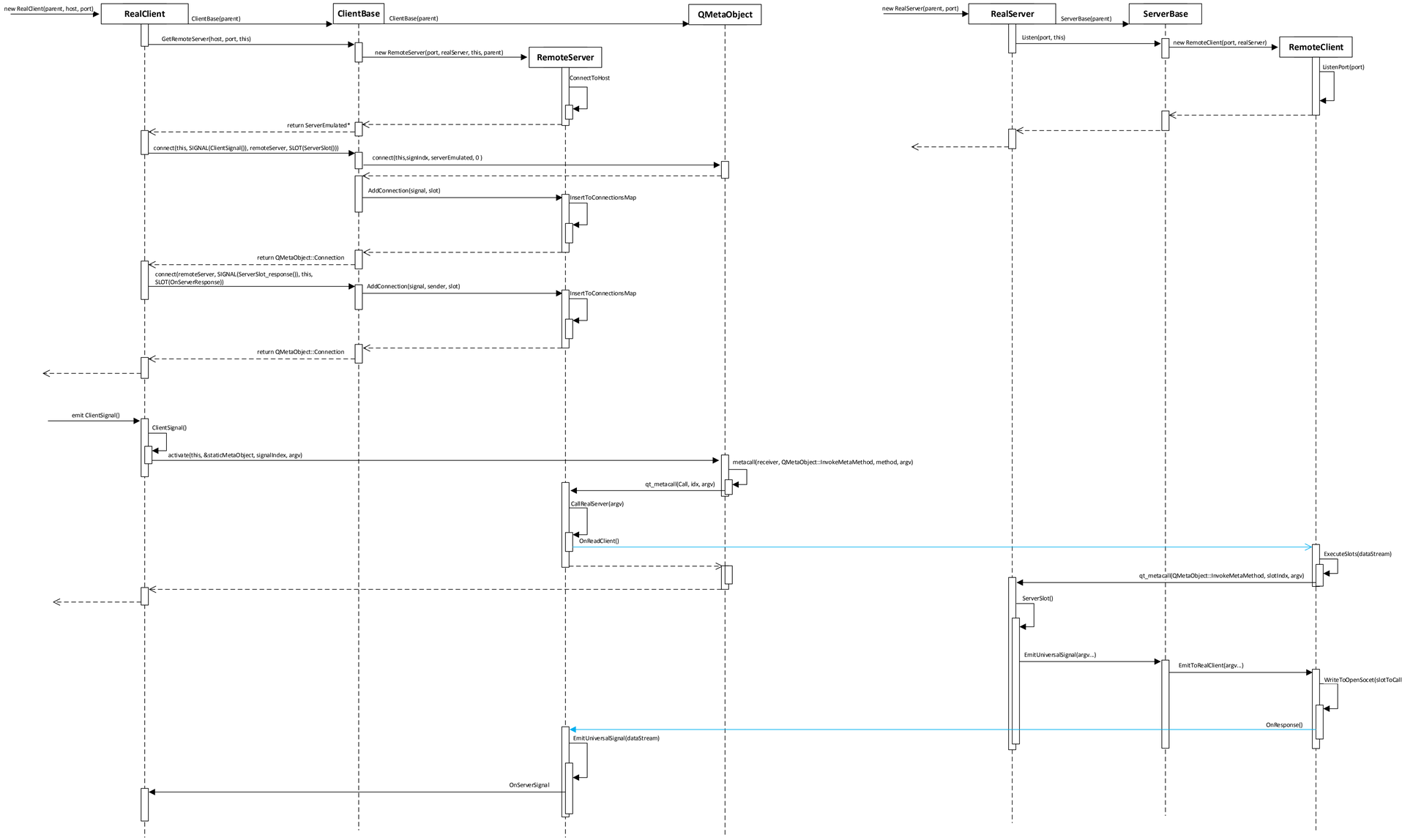
new RealClient(parent, host, port)
RealClient
ClientBase(parent)
ClientBase
ClientBase(parent)
QMetaObject
GetRemoteServer(host, port, this)
new RemoteServer(port, realServer, this, parent)
RemoteServer
ConnectToHost
return ServerEmulated*
connect(this, SIGNAL(ClientSignal()), remoteServer, SLOT(ServerSlot()))
connect(this,signIndx, serverEmulated, 0)
AddConnection(signal, slot)
InsertToConnectionsMap
return QMetaObject::Connection
connect(remoteServer, SIGNAL(ServerSlot_response()), this,
SLOT(OnServerResponse))
AddConnection(signal, sender, slot)
InsertToConnectionsMap
return QMetaObject::Connection
emit ClientSignal()
ClientSignal()
activate(this, &staticMetaObject, signalIndex, argv)
metacall(receiver, QMetaObject::InvokeMetaMethod, method, argv)
qt_metacall(Call, idx, argv)
CallRealServer(argv)
OnReadClient()
new RealServer(parent, port)
RealServer
ServerBase(parent)
ServerBase
Listen(port, this)
new RemoteClient(port, realServer)
RemoteClient
ListenPort(port)
ExecuteSlots(dataStream)
qt_metacall(QMetaObject::InvokeMetaMethod, slotIndx, argv)
ServerSlot()
EmitUniversalSignal(argv...)
EmitToRealClient(argv...)
WriteToOpenSocet(slotToCall, argv)
OnResponse()
EmitUniversalSignal(dataStream)
OnServerSignal