

Server

Client

client connecting on server

`ecore_con_server_connect()`

server receives and accept the connection

receives `ECORE_CON_EVENT_SERVER_ADD`  
callback called: `_add()`

communication server -> client

server sends data to the client

receives `ECORE_CON_EVENT_SERVER_DATA`  
callback called: `_data()`

communication client -> server

`ecore_con_server_send()`

server receives data sent by client

client disconnection

`ecore_con_server_del()`

server receives "connection closed"

receives `ECORE_CON_EVENT_SERVER_DEL`  
callback called: `_del()`