

Player 1

Player 2

object "udpsend"
(local host 123456)

object "udp receive"
(123456)

message box:

message box:

✓1 Hello?

...

sending ...

trigger
(by clicking)

→ send
(the message)

→ receive
(the message)

Hello? | received

object "udp receive"
(789)

object "udpsend"
(local host 789)

message box:

message box:

...

✓1 Hey :) |

sending ...

replie to message

received

communicate |

... hey, if've got here some numbers in morse code ...

... ok, i have some frequenzes that sound like morse code ...