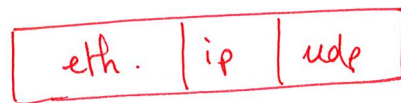
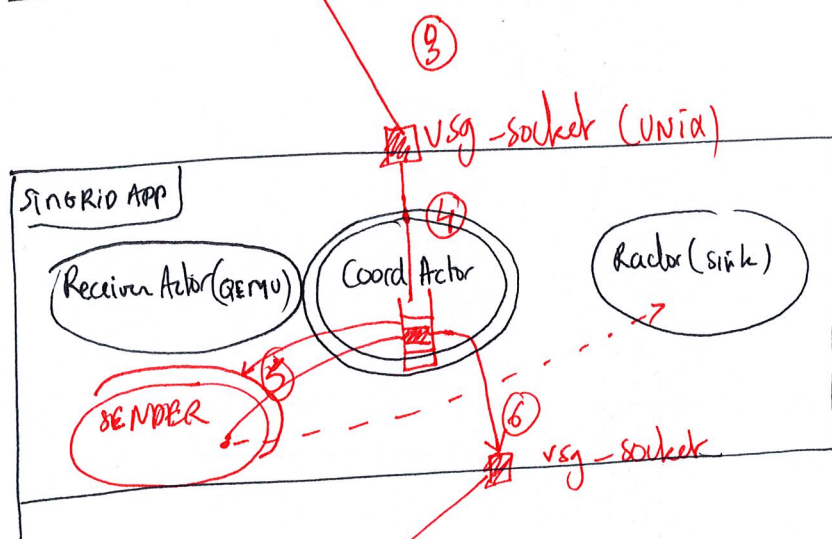


①: udp packet on the wire



② decapsulated by slirp

③ VSG - SEND_PACKET



④ decode VSGSEND_PACKET
create message out of it
store it

⑤ simulate communication
- ephemeral sender

⑥ Determine the next
message to send

→ VSGDELIVER_PACKET



⑦ Recv packet.
store it

⑧ deliver message to
the app in a timely
and accurate manner.

(optional in initial sink)

