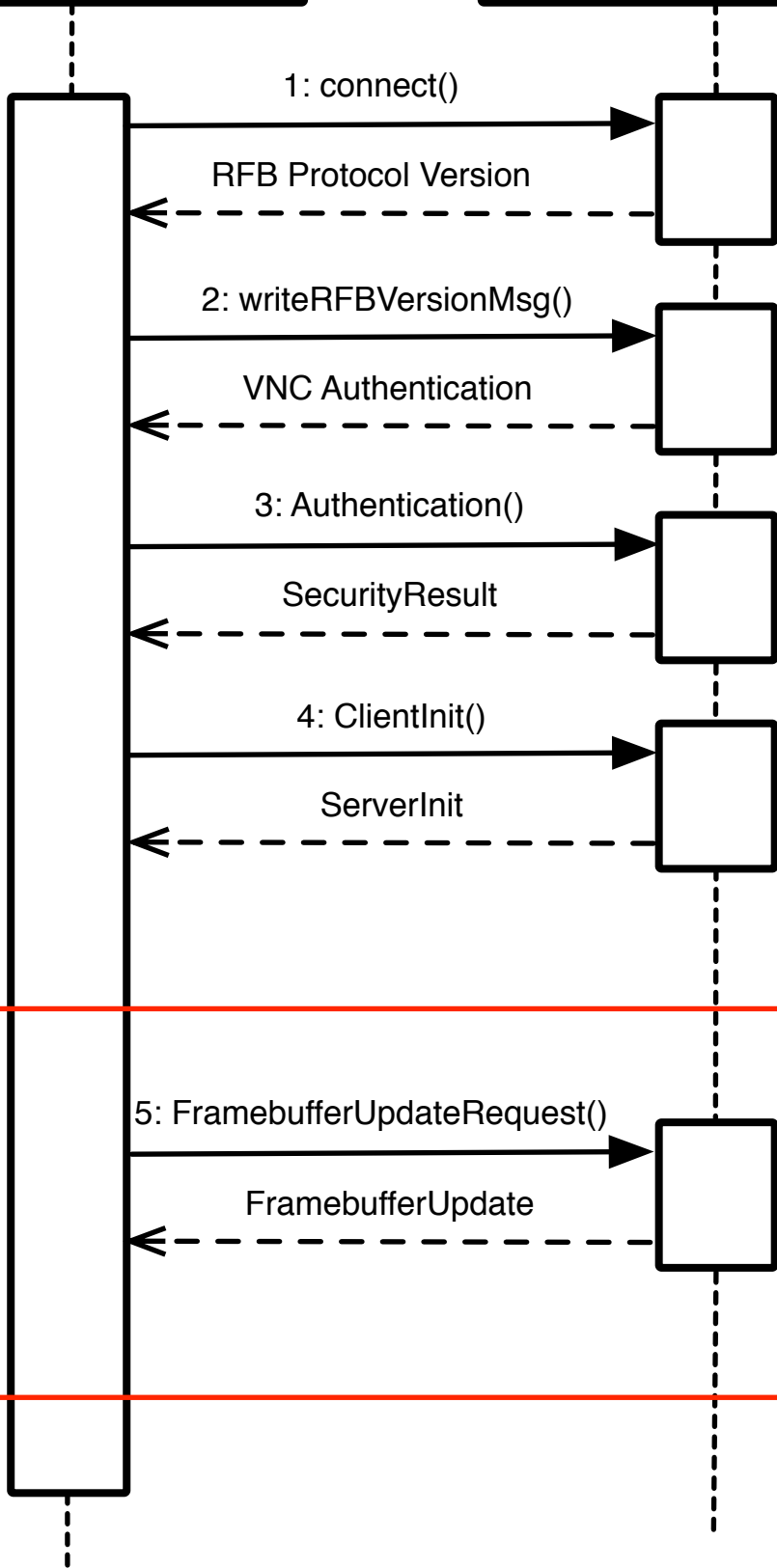


Node

VNCServer



Loop

5: FramebufferUpdateRequest()

FramebufferUpdate