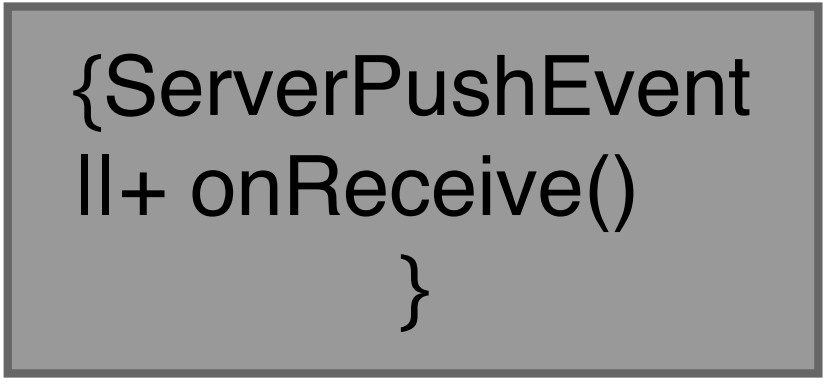

{ServerPushEvent
ll+ onReceive()
}