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It is an intellectual property of the Fennum group created by Kaemo Studio. A demo of the game is available on the publisher's website . It was released on February 1, 2007. References External links Official site Category:2007 video games Category:Life simulation games Category:Windows games Category:Windows-only games Category:Video games developed in Francepackage p2p import ( "io" "github.com/lianxiangcloud/linkchain/libs/common" "github.com/lianxiangcloud/linkchain/libs/conn"

"github.com/lianxiangcloud/linkchain/libs/crypto" "github.com/lianxiangcloud/linkchain/libs/log"

"github.com/lianxiangcloud/linkchain/libs/net" "github.com/lianxiangcloud/linkchain/libs/util" ) // PeerExchangeConn is the connection interface for peer exchange. type PeerExchangeConn interface { Write([]byte) (int, error) } // PeerExchange is the interface of the peer exchange. type PeerExchange interface { ID() [64]byte Key() crypto.Hash GetChannels() Channels // get the list of channels for peer exchange SetChannels(channels []Channel) // set the list of channels for peer exchange

CheckChannels() Channels // check the list of channels for peer exchange RemoveChannel(id string) error // remove channel

for peer exchange Close() // PeerExchangeChannels is the interface of the channels list for peer exchange. type PeerExchangeChannels interface { Channels() []Channel // Channels represents a list of channels. type Channels struct { // List of connected nodes with the peer exchange. list []ConnInfo // NewPeerExchangeChannels creates a new list of connected

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channels. func NewPeerExchangeChannels() \*Channels { return &Channels{ list: make([]Conn 82157476af

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