

**RFC 4242**  
**Server / Graphical Monitor Communication Protocol**  
**Zappy Project**

Version 1.1

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## Table of Commands and Associated Symbols

Server	Monitor	Details
msz X Y\n	msz\n	Map size
bct X Y q q q q q q q q\n	bct X Y\n	Contents of a map tile
bct X Y q q q q q q q q\n (x nbr_cases)	mct\n	Entire map contents (all tiles)
tna N\n (x nbr_teams)	tna\n	Team names
pnw #n X Y O L N\n	-	New player connection
ppo #n X Y O\n	ppo #n\n	Player position
plv #n L\n	plv #n\n	Player level
pin #n X Y q q q q q q q\n	pin #n\n	Player inventory
pex #n\n	-	A player is expelled
pbc #n M\n	-	A player broadcasts
pic X Y L #n #n ... \n	-	Incantation started on the tile by a player
pie X Y R\n	-	End of incantation with result R (0 or 1)
pfk #n\n	-	The player lays an egg
pdr #n i\n	-	The player drops a resource
pgt #n i\n	-	The player takes a resource
pdi #n\n	-	The player dies of hunger
enw #e #n X Y\n	-	The egg is laid on the tile by a player
eht #e\n	-	The egg hatches
ebo #e\n	-	A player connects for an egg
edi #e\n	-	The hatched egg dies of hunger
sgt T\n	sgt\n	Request for current time unit
sgt T\n	sst T\n	Time unit modification
seg N\n	-	End of game, team N wins
smg M\n	-	Server message
suc\n	-	Unknown command
sbp\n	-	Bad parameters for the command

## Symbols and Meanings

N°	Ressource
0	Nourriture
1	Linemate
2	Deraumère
3	Sibur
4	Mendiane
5	Phiras
6	Thystame

Symbol	Meaning
X	Width or horizontal position
Y	Height or vertical position
N	Team name
q	Quantity
R	Incantation result
n	Player number
M	Message
O	Orientation (N:1, E:2, S:3, O:4)
i	Resource number
L	Player level or incantation level
e	Egg number
T	Time unit

## Event Table

Event (English)	Évènement (French)	Server	Monitor
Monitor connection	Connexion du moniteur	BIENVENUE\n msz X Y\n sgt T\n bct 0 0 q q q q q q q q\n ... bct X Y q q q q q q q q\n tna N\n ... tna N\n pnw #n X Y O L N\n ... enw #e #n X Y\n ...	GRAPHIC\n
Player connection	Connexion d'un joueur	pnw #n X Y O L N	-
Player connection via egg	Connexion d'un joueur grâce à un œuf	ebo #e\n pnw #n X Y O L N	-
Move forward	Avance	ppo #n X Y O	-
Turn right 90 degrees	Droite	ppo #n X Y O	-
Turn left 90 degrees	Gauche	ppo #n X Y O	-
See	Voir	-	-
Inventory	Inventaire	-	-
Take an object	Prend	pgt #n i\n pin #n X Y q q q q q q q q\n bct X Y q q q q q q q q	-
Put down an object	Pose	pdr #n i\n pin #n X Y q q q q q q q q\n bct X Y q q q q q q q q	-
Kick a player	Expulse	pex #n\n ppo #n X Y O\n ... ppo #n X Y O	-
Broadcast	Broadcast	pbz #n M	-
Begin the incantation	Incantation	pic X Y L #n #n ...	-
Incantation ended	Fin de l'incantation	pie X Y R\n plv #n L\n ... plv #n L\n bct X Y q q q q q q q q\n ... bct X Y q q q q q q q q	-
Fork a player	Fork	pfk #n	-
End of the fork	Fin du fork	enw #e #n X Y	-
Egg hatching	Éclosion de l'œuf	eht #e	-
Rotten egg (dead)	Œuf moisi (mort)	edi #e	-
Player death	Mort d'un joueur	pdi #n	-
End of the game	Fin du jeu	seg N	-