Server Command Instructions for Evolution Multiplayer

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| **Name** | **Char** | **Description** | **To Server** | **From Server** |
| **Lobby Commands** | | | | |
| LogIn | A | Log into lobby | A <name> | A <pid> |
| LogIn  (other) | AA | Notifcation of someone else logging in |  | AA <pid> <name> |
| LogOut | B | Log out of lobby or game | B <pid> |  |
| LogOut (other) | BB | Notification of someone else logging out |  | BB <pid> |
| Chat | C | Send a message | C <pid> <message> | C <pid> <message> |
| Challenge1 | DA | Send a challenge in a lobby | DA <pid> <pid2> | DA <pid2> |
| Challenge2 | DB | Cancel Challenge | DB <pid> <pid2> | DB <pid2> |
| Challenge3 | DC | Accept Challenge | DC <pid> <pid2> | DC <pid2> |
| Challenge4 | DD | Decline Challenge | DD <pid> <pid2> | DD <pid2> |
| **Game Commands** | | | | |
| SpawnDerp | E | Spawn a derp (information) | E <time> <gridx> <gridy> <stats> | E <time> <gridx> <gridy> <stats> |
| DNA Add | FA | Add in DNA strand | FA <gridx> <gridy> <type> | FA <gridx> <gridy> <type> |
| DNA Remove | FB | Remove DNA strand | FB <gridx> <gridy> <type> | FB <gridx> <gridy> <type> |
| DeathNotice | G | Checking consistence with death | G <d\_id> | G <d\_id> |
| PositionCheck | Z | A debug statement that will check integrity of the match | Z <d\_id> <d\_x> <d\_y> | Z <d\_id> <d\_x> <d\_y> |
| **Misc** | | | | |
| RTT Calc | R | Finding the RTT between two clients | R <rnd> | R <rnd> |
| Heartbeat | H | The server will make sure the client is still connected |  | H |