Poker lobby protocol

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1 Sending the whole lobby

When a new client connects, they need to be sent all information about the lobby. This should only be sent once during initialization.

playerNames <id1 name1> <id2 name2> ...

The id and name of all the players in the lobby, including those on unstarted tables

table <id> settings <<setting1 value1> <settings2 value2> ...> players <<id1> <id2> ...>

Sends information about a single table. If there are many open tables, this must be sent for each of them.

lobbySent

The server is finished sending lobby information. After this, the client should only expect lobby updates.

2 Sending lobby updates

When a client has received the initial lobby, all further lobby changes are sent as lobby updates.

playerJoinedLobby <id> <name>

A new player connected to the lobby

playerLeftLobby <id>

A player left the lobby

playerJoinedTable <playerId> <tableId>

A player joined the table

playerLeftTable <playerId> <tableId>

A player left the table

tableCreated <tableId>

A new table was created. Table settings and the players in it are sent as table-Settings and playerJoinedTable

tableDeleted <tableId>

A table was deleted, either because the owner chose to disband it, or because the game was started and the players left the lobby. The server must send playerLeftLobby commands for the players on that table.

tableSettings <tableID> <<setting1 value1> <setting2 value2> ...>

Sends the table's settings. All the table's settings should generally be sent every time on is changed, but if a setting is not sent, the old/default one should be kept.

Possible table settings:

maxNumberOfPlayers <n>

startStack <n>

smallBlind <n>

bigBlind <n>

levelDuration <n>

3 Example playthrough

Client lobby Morten

Server lobbyok

Server playerNames 0 Kristian 2 Kaja 3 Mariah

Server table 2 settings smallBlind 25 bigBlind 50 players 0

Server table 3 settings smallBlind 50 bigBlind 100 players 2 3

Server lobbySent

Server playerJoinedLobby 1 Morten

Server tableCreated 0 // Morten creates a new table

Server tableSettings 0 smallBlind 25 bigBlind 100 maxNumberOfPlayers 2

Server playerJoinedTable 1 0

Server playerLeftTable 0 2 // Kristian leaves his table and joins Morten's

Server tableDeleted 2

Server playerJoinedTable 0 1

Server tableDeleted 0 // They start a game

Server playerLeftLobby 0

Server playerLeftLobby 1