

Expéditeur	Destinataire	Libellé	Priorité (/10)	Urgent ! (/3)	Type	Paramètre(s)						
Client	Serveur	Register	10		REGI	Username	Password					
		List matches	3		LSMA							
		List available players	0		LSAV							
		List users	0		LSUS							
		New match	10		NWMA	[nomInvitéX]... / ALL						
		Leave server	0		LEAV							
		Connected	8		IMOK							
	Hôte	Join match	10		JOIN	Username	Password					
		Search square	10		CLIC	Abscisse	Ordonnée					
		Connected	8		IMOK							
Serveur	Client	Welcome!	10		IDOK	[Message]						
		GTFO	10		IDNO	[Message]						
		Already in game	6		IDIG	hostIP	hostPort					
		Number of matches	3		LMNB	nbMatches						
		Match details	3		MATC	IP	Port	nomMatch	Complétion	[nomJoueur	inGamePoints]...	
		Number of available players	0		LANB	nbAvailable						
		Available player details	0		AVAI	nomPlayer	nbPoints					
		Number of users	0		LUNB	nbUsers						
		User details	0		USER	nomPlayer	nbPoints					
		New match created. Come!	10		NWOK	HostIP	HostPort					
		Too many matches	10		FULL							
		New match denied.	7		NWNO							
		Bye bye	2		KICK							
		Are you connected?	8		RUOK							
	Hôte	Identification accepted	8		IDOK							
		Identification denied	8		IDNO							
		Request Host Data	3		RQDT	Username						
		Player refused	10		PLNO	Username						
		Player accepted	10		PLOK	Username	totalPoints					
		Are you connected?	0		RUOK							
Hôte	Client	Connection refused.	10		JNNO							
		Connection accepted. n mess	10		JNOK	nbLignes						
		Board item (line)	10		BDIT	numLigne	Case0	...	Case29			
		Number of in-game players	7		IGNB	nbInGamePlayers						
		In-game player details	7		IGPL	Username	inGamePoints	totalPoints	safeSquares	foundMines		
		Player connection/reconnecti	10		CONN	Username	inGamePoints	totalPoints	safeSquares	foundMines		
		Player has disconnected	2		DECO	Username						
		Square already discovered	10		LATE							
		Square coordinates out of rar	10		OORG	wrongAbscissa	wrongOrdinate					
		Square details	10		SQRD	abscisse	ordonnée	value	nbPoints	Username		
		End of the match, to Client, n	8		SCPC	Username	inGamePoints	totalPoints	safeSquares	foundMines		
		Player score, to Client	8		ENDC	nbPlayers						
		Are you connected?	8		RUOK							
		Player is AFK	4		AFKP	Username						
		Player is back	4		BACK	Username						
	Server	Register	8		LOGI	MatchName	Password					
		Send data	3		SDDT	Username	IP	Port	nomMatch	Complétion	[nomJoueur	inGamePoints]...
		Player wants in	10		PLIN	MatchName	Username	Password				

		Player score, to Server	7		SCPS	Username	totalPoints					
		End of the match, to Server	7		ENDS	matchName						
		I'm connected	0		IMOK							
TOUS		I don't know/understand that,	5	3	IDK?	?=[Initiale de l'entité]						