

Expéditeur	Destinataire	Libellé	Priorité (/10)	Urgent ! (/3)	Type	Paramètre(s)					
Client	Serveur	Register	10	3	REGI	Username	Password				
		List matches	3	1	LSMA						
		List available players	0	1	LSAV						
		List users	0	1	LSUS						
		New match	10	1	NWMA	[nomInvitéX]... / ALL					
		Leave server	0	2	LEAV						
		Connected			IMOK						
	Hôte	Join match	10	1	JOIN	Username	Password				
		Search square	10	0	CLIC	Abscisse	Ordonnée				
Connected				IMOK							
Serveur	Client	Welcome!	10	3	IDOK	[Message]					
		GTFO	10	3	IDNO	[Message]					
		Already in game	6	1	IDIG	hostIP	hostPort				
		Number of matches	3	1	LMNB	nbMatches					
		Match details	3	1	MATC	IP	Port	nomMatch	Complétion	[nomJoueur	inGamePoints]...,
		Number of available players	0	1	LANB	nbAvailable					
		Available player details	0	1	AVAI	nomPlayer	nbPoints				
		Number of users	0	1	LUNB	nbUsers					
		User details	0	1	USER	nomPlayer	nbPoints				
		New match created. Come!	10	2	NWOK	HostIP	HostPort				
		Too many matches	10	2	FULL						
		New match denied.	7	0	NWNO						
		Bye bye	2	2	KICK						
	Hôte	Request Host Data	3	1	RQDT						
		Player refused	10	1	PLNO	Username					
		Player accepted	10	1	PLOK	Username	nbPoints				
Hôte	Client	Connection refused.	10		JNNO						
		Connection accepted. n mess	10		JNOK	nbLignes					
		Board item (line)	10		BDIT	numLigne	Case1	...	Case30		
		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	content	nbPoints	Username	
		End of the match, to Client, n	8		ENDC	nbPlayers					
		Player score, to Client	8		SCPC	Username	inGamePoints	totalPoints	safeSquares	foundMines	
	Server	Send data	3		SDDT	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					
TOUS		I don't know/understand that,	5	3	IDK?	?=[Initiale de l'entité]					