

Project Edge Network Specification

Big Documentation for a Big World

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TODO: Write an introduction or something

0.1 Key

- Implemented Feature
- Feature to be implemented

0.2 Ports

2345	Maestro server port
2346	Maestro client port (different to avoid discovery traffic)
2347	Atlas client port
2348-2500	Atlas server ports

1 Maestro Packets

Create Lobby	<p>Sent from a Hyperion instance to Maestro to create a new lobby</p> <ul style="list-style-type: none">• Byte: Number of players per team• Byte: Number of players invited• Several Strings: Usernames of players to invite
Invite To Lobby	<p>Sent from Maestro to Hyperion instances to invite them to a lobby</p> <ul style="list-style-type: none">• Int32: Lobby ID• String: Host Username
Reply To Lobby Invite	<p>Sent from Hyperion instances to Maestro in response to an invitation</p> <ul style="list-style-type: none">• Int32: Lobby ID• Bool: Whether they accepted or not
Lobby Status	<p>Sent every 2(?) seconds from Maestro to Hyperion instances in a lobby, updating them on the lobby's status</p> <ul style="list-style-type: none">• Byte: Number of people in the lobby• Several Strings: Usernames of people in the lobby
Start Lobby	<p>Sent from the Hyperion instance 'hosting' a lobby to Maestro telling to place them into the queue</p> <ul style="list-style-type: none">• Int32: Lobby ID
Introduce Atlas	<p>Sent from Maestro to Hyperion instances giving them the information for their session</p> <ul style="list-style-type: none">• String: Atlas host (currently defaults to same address as Maestro)• Int32: Atlas port number◦ String: Session encryption key

2 Atlas Packets

Debugging Structures

Request Position Change

Hyperion requests a position change

- UInt16: X position
- UInt16: Y position

Update Positions

Atlas tells Hyperion where each player is

- UInt16: Number of players being described in this message
- Several player data 'Structures'
 - Int64: Net Remote UUID
 - UInt16: Player X position
 - UInt16: Player Y position

Actual Packets

(Waiting on a class hierarchy to be started before attempting to transmit data about it)