import pygame

import PodSixNet.Channel

import PodSixNet.Server

from pygame import \*

from time import sleep

init()

from time import sleep

class ClientChannel(PodSixNet.Channel.Channel):

def Network(self, data):

print data

def Close(self):

self.\_server.close(self.gameid)

class BoxesServer(PodSixNet.Server.Server):

channelClass = ClientChannel

def \_\_init\_\_(self, \*args, \*\*kwargs):

PodSixNet.Server.Server.\_\_init\_\_(self, \*args, \*\*kwargs)

self.games = []

self.queue = None

self.currentIndex=0

def Connected(self, channel, addr):

print 'new connection:', channel

if self.queue==None:

self.currentIndex+=1

channel.gameid=self.currentIndex

self.queue=Game(channel, self.currentIndex)

def close(self, gameid):

try:

game = [a for a in self.games if a.gameid==gameid][0]

game.player0.Send({"action":"close"})

except:

pass

def tick(self):

if self.queue != None:

sleep(.05)

for e in event.get():

self.queue.player0.Send({"action":"gamepad", "type":e.type, "info":e.dict})

self.Pump()

class Game:

def \_\_init\_\_(self, player0, currentIndex):

#initialize the players including the one who started the game

self.player0=player0

#Setup and init joystick

j=joystick.Joystick(0)

j.init()

#Check init status

if j.get\_init() == 1: print "Joystick is initialized"

#Get and print joystick ID

print "Joystick ID: ", j.get\_id()

#Get and print joystick name

print "Joystick Name: ", j.get\_name()

#Get and print number of axes

print "No. of axes: ", j.get\_numaxes()

#Get and print number of trackballs

print "No. of trackballs: ", j.get\_numballs()

#Get and print number of buttons

print "No. of buttons: ", j.get\_numbuttons()

#Get and print number of hat controls

print "No. of hat controls: ", j.get\_numhats()

print "STARTING SERVER ON LOCALHOST"

# try:

address=raw\_input("Host:Port (localhost:8000): ")

if not address:

host, port="localhost", 8000

else:

host,port=address.split(":")

boxesServe = BoxesServer(localaddr=(host, int(port)))

while True:

boxesServe.tick()

sleep(0.01)