zappy_server

0.1.0

Generated by Doxygen 1.9.1

1 Class Index 1

1.1 Class List 1

2 Class Documentation 3

2.1 arguments_s Struct Reference 3

2.2 client_s Struct Reference 3

2.3 cmd_builtin_client_s Struct Reference 4

2.4 cmd_builtin_server_s Struct Reference 4

2.5 data_s Struct Reference 4

2.6 flag_binding_s Struct Reference 4

2.7 game_s Struct Reference 5

2.8 map_s Struct Reference 5

2.9 player_s Struct Reference 5

2.10 resource_s Struct Reference 5

2.11 server_s Struct Reference 6

2.12 tile_s Struct Reference 6

Index 7

Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

arguments_s . . . 3
client_s . . . 3
cmd_builtin_client_s . . . 4
cmd_builtin_server_s . . . 4
data_s . . . 4
flag_binding_s . . . 4
game_s . . . 5
map_s . . . 5
player_s . . . 5
resource_s . . . 5
server_s . . . 6
tile_s . . . 6

Chapter 2

Class Documentation

2.1 arguments_s Struct Reference

Public Attributes

- u_int16_t **port**
- int **width**
- int **height**
- int **nb_teams**
- int **clients_nb**
- int **freq**
- char ** **team_names**

The documentation for this struct was generated from the following file:

- include/Server/arguments.h

2.2 client_s Struct Reference

Public Attributes

- int **max_fd**
- fd_set **master_fds**
- fd_set **read_fds**
- socklen_t **client_len**
- struct sockaddr_in **socket**
- data_t **clients** [MAX_CLIENTS]

The documentation for this struct was generated from the following file:

- include/Server/client.h

2.3 cmd_builtin_client_s Struct Reference

Public Attributes

- const char * **command**
- void(* **function**)(void)

The documentation for this struct was generated from the following file:

- include/Server/cmd_client.h

2.4 cmd_builtin_server_s Struct Reference

Public Attributes

- const char * **command**
- server_status_t(* **function**)(void)

The documentation for this struct was generated from the following file:

- include/Server/cmd_server.h

2.5 data_s Struct Reference

Public Attributes

- int **fd**
- struct sockaddr_in **socket**
- identity_t **identity**

The documentation for this struct was generated from the following file:

- include/Server/client.h

2.6 flag_binding_s Struct Reference

Public Attributes

- int **flag**
- bool(* **binding**)(arguments_t *args, char *arg)

The documentation for this struct was generated from the following file:

- include/Server/arguments.h

2.7 game_s Struct Reference

Public Attributes

- int **freq**
- int **max_clients**
- int **nb_teams**
- map_t * **map**
- char ** **team_names**

The documentation for this struct was generated from the following file:

- include/Server/game.h

2.8 map_s Struct Reference

Public Attributes

- int **width**
- int **height**
- tile_t ** **tiles**

The documentation for this struct was generated from the following file:

- include/Server/game.h

2.9 player_s Struct Reference

Public Attributes

- int **pos_x**
- int **pos_y**
- direction_t **direction**
- resource_t **resources** [COUNT]

The documentation for this struct was generated from the following file:

- include/Server/game.h

2.10 resource_s Struct Reference

Public Attributes

- int **quantity**
- resource_type_t **type**

The documentation for this struct was generated from the following file:

- include/Server/game.h

2.11 server_s Struct Reference

Public Attributes

- int **fd**
- uint16_t **port**
- int **max_clients**
- game_t * **game**
- struct sockaddr_in **socket**
- struct protoent * **pe**

The documentation for this struct was generated from the following file:

- include/Server/server.h

2.12 tile_s Struct Reference

Public Attributes

- int **pos_x**
- int **pos_y**
- resource_t **resources** [COUNT]

The documentation for this struct was generated from the following file:

- include/Server/game.h

Index

arguments_s, 3

client_s, 3
cmd_builtin_client_s, 4
cmd_builtin_server_s, 4

data_s, 4

flag_binding_s, 4

game_s, 5

map_s, 5

player_s, 5

resource_s, 5

server_s, 6

tile_s, 6