

zappy_server

0.1.0

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Chapter 1

Class Index

1.1 Class List

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

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Chapter 2

Class Documentation

2.1 `action_s` Struct Reference

Public Attributes

- `action_type_t` **type**
- `int` **duration**
- `char *` **msg**
- `server_clock_t *` **clock**
- `struct action_s *` **next**

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

- `include/Server/Game/action.h`

2.2 `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`

2.3 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

2.4 cmd_ai_client_s Struct Reference

Public Attributes

- const char * **command**
- void(* **function**)(player_t *player, game_t *game)

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

- include/Server/cmd_ai_client.h

2.5 cmd_builtin_client_s Struct Reference

Public Attributes

- const char * **command**
- void(* **function**)(const int fd, char **arg, game_t *game)

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

- include/Server/cmd_gui_client.h

2.6 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

2.7 data_s Struct Reference

Public Attributes

- int **fd**
- identity_t **identity**

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

- include/Server/client.h

2.8 egg_s Struct Reference

Public Attributes

- int **id**
- int **player_id**
- char * **team_name**
- position_t **pos**
- server_clock_t * **laid_time**

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

- include/Server/Game/egg.h

2.9 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

2.10 game_s Struct Reference

Public Attributes

- int **index_client**
- int **max_clients**
- int **nb_teams**
- map_t * **map**
- server_clock_t * **clock**
- server_clock_t * **map_resources_clock**
- char ** **team_names**
- player_t ** **players**

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

- include/Server/Game/game.h

2.11 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/map.h

2.12 player_s Struct Reference

Public Attributes

- int **id**
- int **level**
- int **fd_client**
- char * **team_name**
- [__time_t](#) **food_time**
- [server_clock_t](#) * **clock**
- [position_t](#) **position**
- [orientation_t](#) **direction**
- [resource_t](#) **resources** [COUNT]
- [action_t](#) * **action_queue**
- [action_t](#) * **action_queue_tail**

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

- include/Server/Game/player.h

2.13 position_s Struct Reference

Public Attributes

- int **x**
- int **y**

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

- include/Server/Game/position.h

2.14 resource_s Struct Reference

Public Attributes

- int **quantity**
- double **density**
- resource_type_t **type**

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

- include/Server/Game/resource.h

2.15 server_clock_s Struct Reference

Public Attributes

- struct timespec **value**
- int **freq**

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

- include/Server/Game/clock.h

2.16 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

2.17 tile_s Struct Reference

Public Attributes

- [position_t](#) * **pos**
- [resource_t](#) * **resources** [COUNT]
- [egg_t](#) **egg**

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

- include/Server/Game/tile.h

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