

zappy\_server

0.1.0

Generated by Doxygen 1.9.1



---

<b>1 Class Index</b>	<b>1</b>
1.1 Class List . . . . .	1
<b>2 Class Documentation</b>	<b>3</b>
2.1 arguments_s Struct Reference . . . . .	3
2.2 client_s Struct Reference . . . . .	3
2.3 cmd_ai_client_s Struct Reference . . . . .	4
2.4 cmd_builtin_client_s Struct Reference . . . . .	4
2.5 cmd_builtin_server_s Struct Reference . . . . .	4
2.6 data_s Struct Reference . . . . .	4
2.7 flag_binding_s Struct Reference . . . . .	5
2.8 game_s Struct Reference . . . . .	5
2.9 map_s Struct Reference . . . . .	5
2.10 player_s Struct Reference . . . . .	5
2.11 resource_s Struct Reference . . . . .	6
2.12 server_clock_s Struct Reference . . . . .	6
2.13 server_s Struct Reference . . . . .	6
2.14 tile_s Struct Reference . . . . .	6
<b>Index</b>	<b>7</b>



# Chapter 1

## Class Index

### 1.1 Class List

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

<a href="#">arguments_s</a>	3
<a href="#">client_s</a>	3
<a href="#">cmd_ai_client_s</a>	4
<a href="#">cmd_builtin_client_s</a>	4
<a href="#">cmd_builtin_server_s</a>	4
<a href="#">data_s</a>	4
<a href="#">flag_binding_s</a>	5
<a href="#">game_s</a>	5
<a href="#">map_s</a>	5
<a href="#">player_s</a>	5
<a href="#">resource_s</a>	6
<a href="#">server_clock_s</a>	6
<a href="#">server_s</a>	6
<a href="#">tile_s</a>	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\_ai\_client\_s Struct Reference

### Public Attributes

- const char \* **command**
- void(\* **function** )(const int fd)

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

- include/Server/cmd\_ai\_client.h

## 2.4 cmd\_builtin\_client\_s Struct Reference

### Public Attributes

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

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

- include/Server/cmd\_gui\_client.h

## 2.5 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

## 2.6 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



## 2.7 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

## 2.8 game\_s Struct Reference

### Public Attributes

- int **max\_clients**
- int **nb\_teams**
- map\_t \* **map**
- server\_clock\_t \* **clock**
- char \*\* **team\_names**

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

- include/Server/Game/game.h

## 2.9 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/game.h

## 2.10 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/game.h

## 2.11 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/game.h

## 2.12 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

## 2.13 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

## 2.14 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/game.h

# Index

arguments\_s, [3](#)

client\_s, [3](#)

cmd\_ai\_client\_s, [4](#)

cmd\_builtin\_client\_s, [4](#)

cmd\_builtin\_server\_s, [4](#)

data\_s, [4](#)

flag\_binding\_s, [5](#)

game\_s, [5](#)

map\_s, [5](#)

player\_s, [5](#)

resource\_s, [6](#)

server\_clock\_s, [6](#)

server\_s, [6](#)

tile\_s, [6](#)