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**
- 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**)(const int fd)

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)

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**
- int **laid_time**
- char * **team_name**
- position_t **pos**

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 **max_clients**
- int **nb_teams**
- map_t * **map**
- server_clock_t * **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 **level**
- int **id**
- int **fd_client**
- char * **team_name**
- 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

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

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

- include/Server/Game/map.h

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