

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_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
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_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

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](#)