

zappy\_server

0.1.0

Generated by Doxygen 1.9.1



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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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