

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 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

## 2.9 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

## 2.10 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

## 2.11 `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`

## 2.12 `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`

## 2.13 `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`

## 2.14 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

## 2.15 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

## 2.16 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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