**C:\Users\patrick.ravi-pinto\Desktop\BFH_TI_DE.gif**

**Programmierreferenz**

**PacMan Multiplayerspiel**

Joos Patrick, Ravi-Pinto Patrick, Zahnd Stefan

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## 

## PacManServer Namespace

## Classes

[FrmServer](#topic_0000000000000008), [ServerGameTime](#topic_0000000000000001)

### FrmServer Class

**PacManServer.FrmServer**

|  |
| --- |
| [Visual Basic]  **Public Class FrmServer  Inherits** [**Form**](http://msdn.microsoft.com/en-us/library/system.windows.forms.form.aspx) |

|  |
| --- |
| [C#]  **public class FrmServer :** [**Form**](http://msdn.microsoft.com/en-us/library/system.windows.forms.form.aspx) |

|  |
| --- |
| [C++]  **public ref class FrmServer : public** [**Form**](http://msdn.microsoft.com/en-us/library/system::windows::forms::form.aspx)**^** |

|  |
| --- |
| [JScript]  public class FrmServer  extends [Form](http://msdn.microsoft.com/en-us/library/system.windows.forms.form.aspx) |

## Requirements

**Namespace:** [PacManServer](#topic_0000000000000000)

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

**Assembly:** PacManServer (in PacManServer.exe)

## Constructors

[FrmServer Constructor](#topic_000000000000000B)

#### FrmServer Constructor

Initializes a new instance of the [FrmServer](#topic_0000000000000008) class.

|  |
| --- |
| [Visual Basic]  **Public Sub New()** |

|  |
| --- |
| [C#]  **public FrmServer()** |

|  |
| --- |
| [C++]  **public:  FrmServer()** |

|  |
| --- |
| [JScript]  **public function FrmServer();** |

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [FrmServer](#topic_0000000000000008)

#### FrmServer.FinishedSimulation Method

|  |
| --- |
| [Visual Basic]  **Public Sub FinishedSimulation( \_  ByVal *sender* As** [**Object**](http://msdn.microsoft.com/en-us/library/system.object.aspx)**, \_  ByVal *e* As** [**EventArgs**](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx) **\_ )** |

|  |
| --- |
| [C#]  **public** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **FinishedSimulation(** [**object**](http://msdn.microsoft.com/en-us/library/system.object.aspx) ***sender*,** [**EventArgs**](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx) ***e* )** |

|  |
| --- |
| [C++]  **public:** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **FinishedSimulation(** [**object**](http://msdn.microsoft.com/en-us/library/system.object.aspx)**^ *sender*,** [**EventArgs**](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx)**^ *e* )** |

|  |
| --- |
| [JScript]  **public function FinishedSimulation(  *sender* :** [**object**](http://msdn.microsoft.com/en-us/library/system.object.aspx)**,  *e* :** [**EventArgs**](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx) **);** |

## Parameters

*sender*

The source of the event.

*e*

An [EventArgs](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx) that contains the event data.

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [FrmServer](#topic_0000000000000008)

#### FrmServer.InitializeServer Method

|  |
| --- |
| [Visual Basic]  **Public Sub InitializeServer()** |

|  |
| --- |
| [C#]  **public** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **InitializeServer()** |

|  |
| --- |
| [C++]  **public:** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **InitializeServer()** |

|  |
| --- |
| [JScript]  **public function InitializeServer();** |

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [FrmServer](#topic_0000000000000008)

#### FrmServer.OnClosing Method

Raises the [Closing](http://msdn.microsoft.com/en-us/library/system.windows.forms.form.closing.aspx) event.

|  |
| --- |
| [Visual Basic]  **Protected Overrides Sub OnClosing( \_  ByVal *e* As** [**CancelEventArgs**](http://msdn.microsoft.com/en-us/library/system.componentmodel.canceleventargs.aspx) **\_ )** |

|  |
| --- |
| [C#]  **protected override** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **OnClosing(** [**CancelEventArgs**](http://msdn.microsoft.com/en-us/library/system.componentmodel.canceleventargs.aspx) ***e* )** |

|  |
| --- |
| [C++]  **protected:** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **OnClosing(** [**CancelEventArgs**](http://msdn.microsoft.com/en-us/library/system.componentmodel.canceleventargs.aspx)**^ *e* )** |

|  |
| --- |
| [JScript]  **protected function OnClosing(  *e* :** [**CancelEventArgs**](http://msdn.microsoft.com/en-us/library/system.componentmodel.canceleventargs.aspx) **);** |

## Parameters

*e*

A [CancelEventArgs](http://msdn.microsoft.com/en-us/library/system.componentmodel.canceleventargs.aspx) that contains the event data.

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [FrmServer](#topic_0000000000000008)

#### FrmServer.StartSimulation Method

|  |
| --- |
| [Visual Basic]  **Public Sub StartSimulation( \_  ByVal *sender* As** [**Object**](http://msdn.microsoft.com/en-us/library/system.object.aspx)**, \_  ByVal *e* As** [**EventArgs**](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx) **\_ )** |

|  |
| --- |
| [C#]  **public** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **StartSimulation(** [**object**](http://msdn.microsoft.com/en-us/library/system.object.aspx) ***sender*,** [**EventArgs**](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx) ***e* )** |

|  |
| --- |
| [C++]  **public:** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **StartSimulation(** [**object**](http://msdn.microsoft.com/en-us/library/system.object.aspx)**^ *sender*,** [**EventArgs**](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx)**^ *e* )** |

|  |
| --- |
| [JScript]  **public function StartSimulation(  *sender* :** [**object**](http://msdn.microsoft.com/en-us/library/system.object.aspx)**,  *e* :** [**EventArgs**](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx) **);** |

## Parameters

*sender*

The source of the event.

*e*

An [EventArgs](http://msdn.microsoft.com/en-us/library/system.eventargs.aspx) that contains the event data.

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [FrmServer](#topic_0000000000000008)

#### FrmServer.WriteToLog Method

|  |
| --- |
| [Visual Basic]  **Public Sub WriteToLog( \_  ByVal *message* As** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx) **\_ )** |

|  |
| --- |
| [C#]  **public** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **WriteToLog(** [**string**](http://msdn.microsoft.com/en-us/library/system.string.aspx) ***message* )** |

|  |
| --- |
| [C++]  **public:** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **WriteToLog(** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx)**^ *message* )** |

|  |
| --- |
| [JScript]  **public function WriteToLog(  *message* :** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx) **);** |

## Parameters

*message*

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [FrmServer](#topic_0000000000000008)

#### FrmServer.WriteToLogDebug Method

|  |
| --- |
| [Visual Basic]  **Public Sub WriteToLogDebug( \_  ByVal *message* As** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx) **\_ )** |

|  |
| --- |
| [C#]  **public** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **WriteToLogDebug(** [**string**](http://msdn.microsoft.com/en-us/library/system.string.aspx) ***message* )** |

|  |
| --- |
| [C++]  **public:** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **WriteToLogDebug(** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx)**^ *message* )** |

|  |
| --- |
| [JScript]  **public function WriteToLogDebug(  *message* :** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx) **);** |

## Parameters

*message*

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [FrmServer](#topic_0000000000000008)

### ServerGameTime Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

**PacManServer.ServerGameTime**

|  |
| --- |
| [Visual Basic]  **<Serializable()> \_ Public Class ServerGameTime  Implements IGameTime** |

|  |
| --- |
| [C#]  **[Serializable()] public class ServerGameTime : IGameTime** |

|  |
| --- |
| [C++]  **[Serializable()] public ref class ServerGameTime : public IGameTime** |

|  |
| --- |
| [JScript]  **public   Serializable() class ServerGameTime  implements IGameTime** |

## Requirements

**Namespace:** [PacManServer](#topic_0000000000000000)

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

**Assembly:** PacManServer (in PacManServer.exe)

## Constructors

[ServerGameTime Constructor](#topic_0000000000000002)

## Properties

[ElapsedGameTime](#topic_0000000000000004), [IsRunningSlowly](#topic_0000000000000006), [TotalGameTime](#topic_0000000000000005)

## Methods

[Equals](http://msdn.microsoft.com/en-us/library/system.object.equals.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Reset](#topic_0000000000000003), [ToString](http://msdn.microsoft.com/en-us/library/system.object.tostring.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx))

#### ServerGameTime Constructor

Initializes a new instance of the [ServerGameTime](#topic_0000000000000001) class.

|  |
| --- |
| [Visual Basic]  **Public Sub New()** |

|  |
| --- |
| [C#]  **public ServerGameTime()** |

|  |
| --- |
| [C++]  **public:  ServerGameTime()** |

|  |
| --- |
| [JScript]  **public function ServerGameTime();** |

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [ServerGameTime](#topic_0000000000000001)

#### ServerGameTime.ElapsedGameTime Property

|  |
| --- |
| [Visual Basic]  **Public Property ElapsedGameTime() As** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) |

|  |
| --- |
| [C#]  **public** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) **ElapsedGameTime {get; set;}** |

|  |
| --- |
| [C++]  **public:  property** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) **ElapsedGameTime {** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) **get( );  void set(** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) **value  ); }** |

|  |
| --- |
| [JScript]  **public function get ElapsedGameTime() :** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx)**; public function set ElapsedGameTime(value :** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx)**);** |

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [ServerGameTime](#topic_0000000000000001)

#### ServerGameTime.IsRunningSlowly Property

Gets or sets a value indicating whether this instance .

|  |
| --- |
| [Visual Basic]  **Public Property IsRunningSlowly() As** [**Boolean**](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

|  |
| --- |
| [C#]  **public** [**bool**](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) **IsRunningSlowly {get; set;}** |

|  |
| --- |
| [C++]  **public:  property** [**bool**](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) **IsRunningSlowly {** [**bool**](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) **get( );  void set(** [**bool**](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) **value  ); }** |

|  |
| --- |
| [JScript]  **public function get IsRunningSlowly() :** [**boolean**](http://msdn.microsoft.com/en-us/library/system.boolean.aspx)**; public function set IsRunningSlowly(value :** [**boolean**](http://msdn.microsoft.com/en-us/library/system.boolean.aspx)**);** |

## Property Value

**true** if this instance ; otherwise, **false**.

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [ServerGameTime](#topic_0000000000000001)

#### ServerGameTime.TotalGameTime Property

|  |
| --- |
| [Visual Basic]  **Public Property TotalGameTime() As** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) |

|  |
| --- |
| [C#]  **public** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) **TotalGameTime {get; set;}** |

|  |
| --- |
| [C++]  **public:  property** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) **TotalGameTime {** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) **get( );  void set(** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx) **value  ); }** |

|  |
| --- |
| [JScript]  **public function get TotalGameTime() :** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx)**; public function set TotalGameTime(value :** [**TimeSpan**](http://msdn.microsoft.com/en-us/library/system.timespan.aspx)**);** |

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [ServerGameTime](#topic_0000000000000001)

#### ServerGameTime.Reset Method

|  |
| --- |
| [Visual Basic]  **Public Sub Reset()** |

|  |
| --- |
| [C#]  **public** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **Reset()** |

|  |
| --- |
| [C++]  **public:** [**void**](http://msdn.microsoft.com/en-us/library/system.void.aspx) **Reset()** |

|  |
| --- |
| [JScript]  **public function Reset();** |

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [ServerGameTime](#topic_0000000000000001)

## PacManServer.Initialization Namespace

## Classes

[LevelProcessor](#topic_0000000000000011)

### LevelProcessor Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

**PacManServer.Initialization.LevelProcessor**

|  |
| --- |
| [Visual Basic]  **Public Class LevelProcessor** |

|  |
| --- |
| [C#]  **public class LevelProcessor** |

|  |
| --- |
| [C++]  **public ref class LevelProcessor** |

|  |
| --- |
| [JScript]  **public class LevelProcessor** |

## Requirements

**Namespace:** [PacManServer.Initialization](#topic_0000000000000010)

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

**Assembly:** PacManServer (in PacManServer.exe)

## Methods

[Equals](http://msdn.microsoft.com/en-us/library/system.object.equals.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [LoadMap](#topic_0000000000000012), [ToString](http://msdn.microsoft.com/en-us/library/system.object.tostring.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx))

#### LevelProcessor.LoadMap Method

Loads a Level

|  |
| --- |
| [Visual Basic]  **Public Function LoadMap( \_  ByVal *filepath* As** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx) **\_ ) As Level** |

|  |
| --- |
| [C#]  **public Level LoadMap(** [**string**](http://msdn.microsoft.com/en-us/library/system.string.aspx) ***filepath* )** |

|  |
| --- |
| [C++]  **public:  Level^ LoadMap(** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx)**^ *filepath* )** |

|  |
| --- |
| [JScript]  **public function LoadMap(  *filepath* :** [**String**](http://msdn.microsoft.com/en-us/library/system.string.aspx) **) : Level;** |

## Parameters

*filepath*

the filepath of the level

## Returns

A generated level

## Requirements

**Platforms:** Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition, Windows Vista x64 Edition, Windows Vista, Windows 7 x64 Edition, Windows 7

## See Also

Applies to: [LevelProcessor](#topic_0000000000000011)

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