

PWN ADVENTURE 3: PACKET SHEET									
S.No	Header (Hex)	ASCII	Length (B)	Origin	Label	Class	Info	Implemented	Reconstructible
1	[initial packet]	varies	6	Server	N/A	N/A	First packet sent by server to client followed by state information	Partially	N/A
2	0x?? 0x00		38	Client	N/A	InitPacket	Initial value in "header" sent by the server. 128-bit possible hash as hex string.	Yes	Never
3	0x00 0x00		2+	Server	PACKETTYPE_SERVER_EMPTY	ServerEmptyPacket	Empty packet, contains nothing	Yes	Never
4	0x00 0x00		2+	Client	PACKETTYPE_EMPTY	EmptyPacket	Empty packet, contains nothing	Yes	Never
5	0x23 0x2a	#*	Variable	Client	PACKETTYPE_CHAT	ChatPacket	Chat text as ASCII string from client	Yes	Yes
6	0x23 0x2a	**	Variable	Server	PACKETTYPE_SERVER_CHAT	ServerChatPacket	Chat text from server	Yes	Yes
7	0x2a 0x69	*i	Variable	Client	PACKETTYPE_FIREWEAPON	PewPacket	Attack packet, contains weapon used	Yes	Yes
8	0x2b 0x2b	++	10	Server	PACKETTYPE_SERVER_MOBILEHITPOINTSUPDATE	ServerMobileHitpointsUpdatePacket	Heath value change, for players/monsters	Yes	Yes
9	0x5e 0x63	^c	6	Server	PACKETTYPE_SERVER_OTHERPLAYERSGONE	ServerOtherPlayersGonePacket	Player moves out of range	Yes	Yes
10	0x63 0x68	ch	Variable	Server	PACKETTYPE_SERVER_AREATRANSITION	ServerAreaTransitionPacket	Area change message (contains area name)	Yes	Yes
11	0x63 0x70	cp	Variable	Server	PACKETTYPE_SERVER_RECEIVEITEM	ServerReceiveItemPacket	Adds item to inventory (contains item name)	Yes	Yes
12	0x65 0x65	ee	6	Client	PACKET_ACTORINTEREACT	ActorInteractPacket	Player interacts with NPCs, drops	Yes	Yes
13	0x6a 0x70	jp	3	Client	PACKETTYPE_JUMP	JumpPacket	When player jumps	Yes	Yes
14	0x6b 0x79	ky	Variable	Client	PACKETTYPE_KEY		flag of pirate, PIRATEKEY=6R87D-Y0AVZ-NA3X5-ME2DK-NUA0W	Yes	Yes
15	0x6d 0x61	ma	3?	Server	PACKETTYPE_SERVER_MANAUPDATE	ServerManaUpdatePacket	Mana change for player	Yes	Yes
16	0x6d 0x6b	mk	Variable	Server	PACKETTYPE_SERVER_MANIFEST	ServerManifestPacket	Creation of drops, rats, fireballs, objects	Mostly	Yes
17	0x6d 0x76	mv	22	Client	PACKETTYPE_POSITION	PosPacket	X Y and Z position as float including view position	Mostly	Yes
18	0x6d 0x76	mv	24	Server	PACKETTYPE_SERVER_POSITION	ServerPosPacket	Tracks movement of other objects and players	Yes	Yes
19	0x70 0x70	pp	32	Server	PACKETTYPE_SERVER_OTHERPLAYERSUPDATE	ServerOtherPlayersUpdatePacket	Other player update (analogous to ps packet?)	Mostly	Yes
20	0x70 0x73	ps	30	Server	PACKETTYPE_SERVER_MONSTERUPDATE	ServerMonsterUpdatePacket	Indicates presence of monsters nearby	Mostly	Yes
21	0x73 0x3d	s=	3	Client	PACKETTYPE_WEAPONSWITCH	WpnSwitchPacket	single integer? binary encoded	Yes	Yes
22	0x73 0x74	st	Variable	Server	PACKETTYPE_SERVER_MOBILESTATUS	ServerMobileStatusPacket	Status effects on the player/monster? (Running, Jump, (Pvp?))	Yes	Yes
23	0x74 0x72	tr	Variable	Server	PACKETTYPE_SERVER_MOBILETRANSFORMSTATE	ServerMobileTransformStatePacket	State of monster: dead/attacking etc.	Yes	Yes
24	0x78 0x78	xx	6	Server	PACKETTYPE_SERVER_DESPAWN	ServerDespawnPacket	Clears dead objects/when fireball hits, disappearance	Yes	Yes
25	0x6e 0x63	nc	Variable	Server	PACKETTYPE_SERVER_PLAYERMANIFEST	ServerPlayerManifestPacket	New player in range or enters game	Mostly	Yes
26	0x23 0x3e	#>	Variable	Client			Finish shopping? \$END	No	
27	0x23 0x66	#f		Server			Finish shopping? Chat?	No	
28	0x23 0x73	#s	Variable	Server			Shopping	No	
29	0x5a 0x56	zv		Server				No	
30	0x5e 0x64	^d	Simple Variable	Server			Zone name? (LostCave)	No	
31	0x66 0x74	ft	Variable	Client			Fast Travel origin destination + (move packet?)	No	
32	0x6c 0x61	la	Variable	Server			Sets new ammo level	No	
33	0x70 0x75	pu	Variable	Server			Achievement unlocked	No	
34	0x72 0x6d	rm		Server			Deducting pwncoin value when buying items	No	
35	0x72 0x73	rs		Server			Respawn after dying	No	
36	0x72 0x74	rt		Server			Someone was shooting fire nearby at the time	No	
37	0x72 0x74	rt		Server			fast travel request (with the PC's ID in it). Also seen when other players are around.	No	
38	0x73 0x3d	s=	3	Server			Confirms weapon slot selection	No	
39	0x6c 0x68	lh						No	
40	0x2a 0x2a	**					Weapon fire?	No	
41	0xe2 0x18		Variable	Server			Real packet? Connected to the buttons in the puzzle blocks dungeon	No	