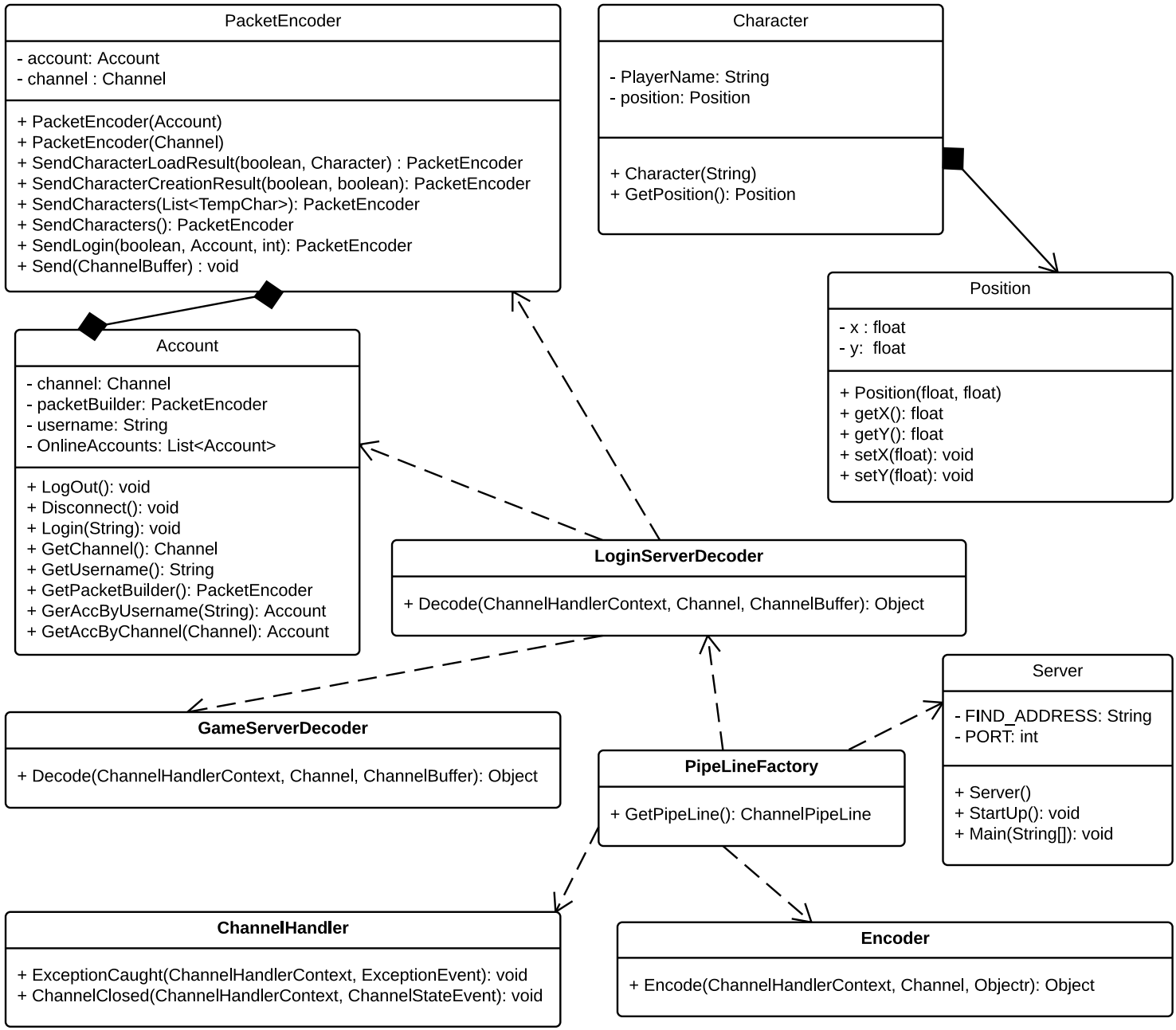
PacketEncoder
- account: Account
- channel : Channel
+ PacketEncoder(Account)
+ PacketEncoder(Channel)
+ SendCharacterLoadResult(boolean, Character) : PacketEncoder
+ SendCharacterCreationResult(boolean, boolean): PacketEncoder
+ SendCharacters(List<TempChar>): PacketEncoder
+ SendCharacters(): PacketEncoder
+ SendLogin(boolean, Account, int): PacketEncoder
+ Send(ChannelBuffer) : void
Character
- PlayerName: String
- position: Position
+ Character(String)
+ GetPosition(): Position
Position
- x : float
- y: float
+ Position(float, float)
+ getX(): float
+ getY(): float
+ setX(float): void
+ setY(float): void
Account
- channel: Channel
- packetBuilder: PacketEncoder
- username: String
- OnlineAccounts: List<Account>
+ LogOut(): void
+ Disconnect(): void
+ Login(String): void
+ GetChannel(): Channel
+ GetUsername(): String
+ GetPacketBuilder(): PacketEncoder
+ GerAccByUsername(String): Account
+ GetAccByChannel(Channel): Account
LoginServerDecoder
+ Decode(ChannelHandlerContext, Channel, ChannelBuffer): Object
GameServerDecoder
+ Decode(ChannelHandlerContext, Channel, ChannelBuffer): Object
Server
- FIND_ADDRESS: String
- PORT: int
+ Server()
+ StartUp(): void
+ Main(String[]): void
PipeLineFactory
+ GetPipeLine(): ChannelPipeLine
ChannelHandler
+ ExceptionCaught(ChannelHandlerContext, ExceptionEvent): void
+ ChannelClosed(ChannelHandlerContext, ChannelStateEvent): void
Encoder
+ Encode(ChannelHandlerContext, Channel, Objectr): Object