

Server Admin Communication specifications

List

```
list  
ls
```

- Call EList(self)

cd

```
cd %s  
cd lobby1  
cd match1
```

- Call ECd(self, param=%s)

end

```
end %s  
end  
  
end match1  
end
```

- Call EEnd(self, param=%s)

kick

```
kick %s  
  
kick player1
```

- Call EKick(self, param=%s)

ban

```
ban %s
```

```
ban player1
```

- Call `EBan(self, param=%s)`

blacklist

```
blacklist %s
```

```
blacklist 192.168.1.121
```

- Call `EBlacklist(self, param=%s)`

whitelist

```
whitelist %s
```

```
whitelist 192.168.1.121
```

- Call `EWhitelist(self, param=%s)`

help

```
help
```

- Call `EHelp(self)`

create

```
create %s %s %s
```

```
create Tron match1 Players,1,lives,3
```

- Call `ECreate(self, game=%s, name=%s, features=%s)`

show

```
show %s
show

show lobby1
show match1
```

- Call EShow(self, params=%s)

ALLES GENAU SO WIE BEI BASICCOMM

```
def on_show(sender, params):
    print("Showing: %s " % params)

COMM = BasicComm()
COMM.EShow += on_show

packet = COMM.show('lobby') # show lobby -> UTF8 ENCODED MESSAGE \x00
COMM.process(packet) # Has to call the events
```