

Photon Network

<https://www.photonengine.com>

BennuPhoton

Colombian Developers (MIT) License

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Romans 16:27

All glory to the only wise God, through Jesus Christ, forever. Amen.

```
=====
GLOBALS
=====
```

```
int photon_connected = 0; //return true if connected

int photon_player_id = 0; //return current player number

int photon_player_max= 4; //set max players in room (default 4)

int photon_player_count= 0; //return room count players

int photon_debug = 0; //set true to enable debug (slow)

int photon_is_master_client=0; //return true if client is master client

int photon_compress_enable=1; //set true to enable compress packets (default
true)

int photon_encrypt_enable=0; //set true to enable encrypt packets

int photon_master_client_id=0; //return master client in current room

int photon_server_ping=0; //return my ping

int photon_server_time=0; //return server time in milliseconds
```

```
=====
TYPES
=====
```

```
type photon_packed
    int player_id;

    int data_length;
    void *data;
end
```

```
type photon_event
    int code_event;
    int data_id;
end
```

```
type photon_room
    int max_players;
    int num_players;
    string name;
end
```

```
type photon_player
  int  player_id;
  int  is_master_client;
  string name;
end
```

```
=====
Constants:
=====
```

```
//net events
```

```
PHOTON_EVENT_PLAYER_CONNECTED
PHOTON_EVENT_PLAYER_DISCONNECTED
```

```
PHOTON_EVENT_CONNECTED
PHOTON_EVENT_CONNECTING
PHOTON_EVENT_JOINING
PHOTON_EVENT_JOINED
PHOTON_EVENT_DISCONNECTING
PHOTON_EVENT_DISCONNECTED
PHOTON_EVENT_PLAYER_KICKED
```

```
PHOTON_EVENT_ERROR_CONNECTING
PHOTON_EVENT_ERROR_JOINING
PHOTON_EVENT_ERROR_LEAVING
PHOTON_EVENT_ERROR_PASSWORD
```

```
PHOTON_EVENT_ROOM_PROPERTIES_CHANGE
PHOTON_EVENT_PLAYER_PROPERTIES_CHANGE
```

```
//region modes
```

```
PHOTON_REGION_DEFAULT
PHOTON_REGION_SELECT
PHOTON_REGION_BEST
```

```
=====
Functions:
=====
```

```
//core
```

```
int photon_initialize(String matchName,String playername,String
appversion,String appid)
Initialize Photon Vars
```

```
int photon_finalize()
Unload Photon Module
```

```
//packs
```

```
int photon_pack_get()
Get net packet
```

```
int photon_pack_remove()
Remove a net pack (first use get)
```

```
int photon_pack_send(void *data, int reliable)
Send a net pack (reliable packed set to true)
```

```
int photon_pack_sendgroup(void *data,int reliable, int *targets,int
targets_count)
Send a net group, send any packets to specified players in targets var.
Ex: Client_Targets[0]=8; //send to player with id 8
    photon_pack_sendgroup(& paquete,true, &Client_Targets, 1); // 1
target
```

```
int photon_event_get()
get net event
```

```
int photon_event_remove()
remove a net event (first use get)
```

```
//rooms
```

```
int photon_room_joinorcreate()
Join or create a room (if not exists then create)
```

```
int photon_room_create()
Create a Room
```

```
int photon_room_join()
Join a Existing Room
```

```
int photon_room_list()
List rooms available in current region , return rooms count
```

```
int photon_room_get(Int room_id)
Get a room
```

```
int photon_room_getcurrent()
Get current room (join a room is required)
```

```
int photon_room_set_password(string password)
Set current room password
```

```
int photon_room_set_open(int isopen)
Set current room, open and close to new players , Don't set isOpen to false, or
else      no one can join.
```

```
int photon_room_set_visible(int visible)
Set current room, visible in rooms search (excellent to private rooms), Set
"visible" to false to hide a room from the lobby.
```

```
//players
```

```
int photon_player_list()
List Players in current room, return players count
```

```
int photon_player_get(Int playerID)
Get a player
```

```
int photon_player_get_by_index(Int playerIndex)
Get a player by Index (0 to photon_player_list() - 1)
```

```
int photon_player_getcurrent()
Get current player
```

```
int photon_player_kick(int player_id)
Kick player_id
```

```
//regions
```

```
int photon_region_list()
List regions available
```

```
string photon_region_get(Int region_id)
Get region
```

```
int photon_region_set(Int region_mode,String region_token)
Set a region using a mode, PHOTON_REGION_DEFAULT , PHOTON_REGION_SELECT .
PHOTON_REGION_BEST
Ex:
//select america
photon_region_set(PHOTON_REGION_SELECT,"us");
```

```
//select best region (best ping)
photon_region_set(PHOTON_REGION_BEST,"");
```

```
//select default region
photon_region_set(PHOTON_REGION_DEFAULT,"");
```

More region Tokens available in:

<https://doc.photonengine.com/en/pun/current/reference/regions>

//server

```
string photon_server_address()
Get server IP address
```

//compress

```
int photon_compress_initialize()
initialize compress zlib library, return a valid zlib ID
```

```
int photon_compress_finalize(int zlibID)
finalize compress ID and free mem
```

```
int photon_compress(pointer data, int datalength, int pointer dataDest, int
pointer dataDestLength)
compress bytes
```

```
int photon_uncompress(pointer data, int datalength, int pointer dataDest, int
pointer dataDestLength)
uncompress bytes
```