

# My Project

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# Contents

<b>1</b>	<b>Hierarchical Index</b>	<b>1</b>
1.1	Class Hierarchy . . . . .	1
<b>2</b>	<b>Class Index</b>	<b>3</b>
2.1	Class List . . . . .	3
<b>3</b>	<b>Class Documentation</b>	<b>5</b>
3.1	MinecraftClientEncoder.MinecraftClientEncoder Class Reference . . . . .	5
3.1.1	Detailed Description . . . . .	6
3.1.2	Member Function Documentation . . . . .	6
3.1.2.1	update_player_full . . . . .	6
3.2	MinecraftClientEncoder.MinecraftEncoderFactory Class Reference . . . . .	6
3.3	MinecraftProxyEncoder.MinecraftProxyBridge Class Reference . . . . .	6
3.4	MinecraftProxyEncoder.MinecraftProxyFactory Class Reference . . . . .	7
3.5	MinecraftProxyEncoder.UpstreamEncoder Class Reference . . . . .	8
3.6	MinecraftProxyEncoder.UpstreamEncoderFactory Class Reference . . . . .	9
	<b>Index</b>	<b>10</b>



# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Bridge	
MinecraftProxyEncoder.MinecraftProxyBridge . . . . .	6
ClientFactory	
MinecraftClientEncoder.MinecraftEncoderFactory . . . . .	6
DownstreamFactory	
MinecraftProxyEncoder.MinecraftProxyFactory . . . . .	7
SpawningClientProtocol	
MinecraftClientEncoder.MinecraftClientEncoder . . . . .	5
Upstream	
MinecraftProxyEncoder.UpstreamEncoder . . . . .	8
UpstreamFactory	
MinecraftProxyEncoder.UpstreamEncoderFactory . . . . .	9



## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">MinecraftClientEncoder.MinecraftClientEncoder</a> . . . . .	5
<a href="#">MinecraftClientEncoder.MinecraftEncoderFactory</a> . . . . .	6
<a href="#">MinecraftProxyEncoder.MinecraftProxyBridge</a> . . . . .	6
<a href="#">MinecraftProxyEncoder.MinecraftProxyFactory</a> . . . . .	7
<a href="#">MinecraftProxyEncoder.UpstreamEncoder</a> . . . . .	8
<a href="#">MinecraftProxyEncoder.UpstreamEncoderFactory</a> . . . . .	9



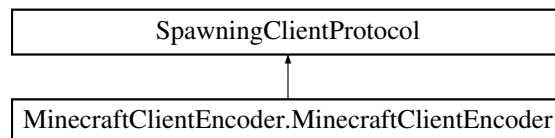


## Chapter 3

# Class Documentation

### 3.1 MinecraftClientEncoder.MinecraftClientEncoder Class Reference

Inheritance diagram for MinecraftClientEncoder.MinecraftClientEncoder:



#### Public Member Functions

- def **\_\_init\_\_**
- def **update\_player\_full**
- def **get\_byte\_from\_buff**
- def **get\_bytes\_from\_buff**
- def **check\_buff**
- def **encode**
- def **encode\_inventory\_action**
- def **encode\_player\_look**
- def **encode\_player\_position**
- def **encode\_player\_position\_and\_look**
- def **packet\_player\_position\_and\_look**
- def **update\_incoming\_buffer**
- def **check\_entity**
- def **packet\_entity\_head\_look**
- def **packet\_spawn\_mob**
- def **packet\_entity\_relative\_move**
- def **packet\_entity\_look**
- def **packet\_entity\_look\_and\_relative\_move**

#### Public Attributes

- **packet\_done**
- **AES\_Block\_Len**
- **out\_enc\_buff**
- **in\_enc\_buff**
- **pos\_look**
- **spawned**

### 3.1.1 Detailed Description

The `MinecraftClientEncoder` is a class that represents a Minecraft Client connection and performs the FTE encoding.

### 3.1.2 Member Function Documentation

#### 3.1.2.1 `def MinecraftClientEncoder.MinecraftClientEncoder.update_player_full ( self )`

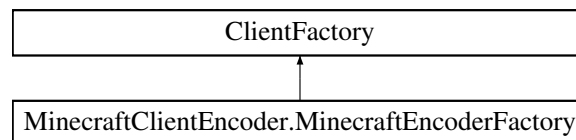
Sends a player's position to the server every 20 ticks (1 second).

The documentation for this class was generated from the following file:

- `MinecraftClientEncoder.py`

## 3.2 `MinecraftClientEncoder.MinecraftEncoderFactory` Class Reference

Inheritance diagram for `MinecraftClientEncoder.MinecraftEncoderFactory`:



### Public Member Functions

- `def __init__`

### Public Attributes

- `forwarding_packet_queue`
- `receiving_packet_queue`

### Static Public Attributes

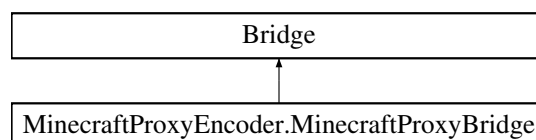
- `protocol` = [MinecraftClientEncoder](#)

The documentation for this class was generated from the following file:

- `MinecraftClientEncoder.py`

## 3.3 `MinecraftProxyEncoder.MinecraftProxyBridge` Class Reference

Inheritance diagram for `MinecraftProxyEncoder.MinecraftProxyBridge`:



### Public Member Functions

- def `__init__`
- def `get_byte_from_buff`
- def `get_bytes_from_buff`
- def `check_buff`
- def `encode`
- def `enemy_enc_head_look`
- def `gen_rand`
- def `enemy_enc_look`
- def `spawn_mobs`
- def `update_incoming_buffer`
- def `packet_upstream_creative_inventory_action`
- def `packet_upstream_player_look`
- def `packet_upstream_player_position`
- def `packet_upstream_player_position_and_look`
- def `packet_downstream_entity_head_look`
- def `packet_downstream_entity_look`
- def `packet_downstream_player_position_and_look`
- def `downstream_disconnected`

### Public Attributes

- `clients_and_positions`
- `out_enc_buff`
- `old_enc_buff`
- `mobs_per_client`
- `first_enemy_id`
- `packet_done`
- `is_waiting`
- `block_len`

### Static Public Attributes

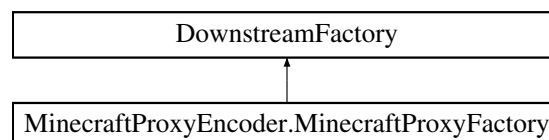
- `quiet_mode` = False
- `events_enabled` = False
- `upstream_factory_class` = [UpstreamEncoderFactory](#)

The documentation for this class was generated from the following file:

- `MinecraftProxyEncoder.py`

## 3.4 MinecraftProxyEncoder.MinecraftProxyFactory Class Reference

Inheritance diagram for `MinecraftProxyEncoder.MinecraftProxyFactory`:



### Public Member Functions

- `def __init__`
- `def connectionMade`
- `def sync_buff`

### Public Attributes

- `receiving_packet_queue`
- `num_client_encoders`
- `num_waiting_encoders`
- `out_enc_buff`

### Static Public Attributes

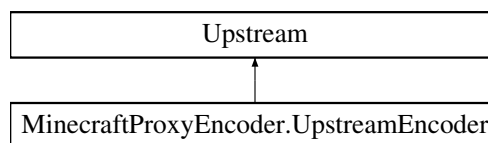
- `bridge_class` = [MinecraftProxyBridge](#)
- tuple `out_enc_buff` = `bytearray()`
- int `num_client_encoders` = 0
- int `num_waiting_encoders` = 0
- string `motd` = "Proxy Server"
- `forwarding_packet_queue` = None

The documentation for this class was generated from the following file:

- `MinecraftProxyEncoder.py`

## 3.5 MinecraftProxyEncoder.UpstreamEncoder Class Reference

Inheritance diagram for `MinecraftProxyEncoder.UpstreamEncoder`:



### Static Public Attributes

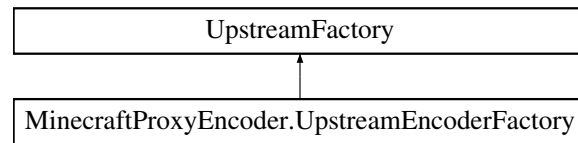
- tuple `in_enc_buff` = `bytearray()`
- int `assigned_enemy` = 0
- int `assigned_id` = 0

The documentation for this class was generated from the following file:

- `MinecraftProxyEncoder.py`

## 3.6 MinecraftProxyEncoder.UpstreamEncoderFactory Class Reference

Inheritance diagram for MinecraftProxyEncoder.UpstreamEncoderFactory:



### Static Public Attributes

- **protocol** = [UpstreamEncoder](#)

The documentation for this class was generated from the following file:

- MinecraftProxyEncoder.py

# Index

MinecraftClientEncoder.MinecraftClientEncoder, [5](#)  
MinecraftClientEncoder.MinecraftEncoderFactory, [6](#)  
MinecraftClientEncoder::MinecraftClientEncoder  
    update\_player\_full, [6](#)  
MinecraftProxyEncoder.MinecraftProxyBridge, [6](#)  
MinecraftProxyEncoder.MinecraftProxyFactory, [7](#)  
MinecraftProxyEncoder.UpstreamEncoder, [8](#)  
MinecraftProxyEncoder.UpstreamEncoderFactory, [9](#)  
  
update\_player\_full  
    MinecraftClientEncoder::MinecraftClientEncoder, [6](#)