

# 1 Network Messages

List of network messages sent and received by the client/server

Message	Direction	Description
<i>SAY [msg]</i>	Client → Server	Chat message sent from client to server.
<i>SAY [name] [msg]</i>	Client ← Server	The Chat message sent by [name] and relayed to the relevant clients.
<i>WHISPER [to] [msg]</i>	Client → Server	A private message sent from a player to another player named [to].
<i>WHISPER [from] [to] [msg]</i>	Client ← Server	A private message sent from a player named [from], to another player named [to].
<i>LOGIN [name]</i>	Client → Server	A request to sign onto the server using [name] as the player's username.
<i>LOGOUT</i>	Client → Server	A Request to sign out of the server.
<i>LOGINOK</i>	Client ← Server	Response from server that a login request has been accepted.
<i>LOGINFAIL</i>	Client ← Server	Response from server that a login request has been denied.
<i>BYE</i>	Client ← Server	Connection Closed message sent from server to client.
<i>SYSTEM</i>	Client ← Server	System message sent from the server to the client.
<i>INVENTORY</i>	Client → Server	Request from a client to list a player's current inventory.
<i>INVENTORY [list]</i>	Client ← Server	Response to a client's inventory request. [list] is a comma delimited list of item names.
<i>ROOMENTER [name]</i>	Client ← Server	Notification that a player named [name] has entered the room which the client receiving the message is in.
<i>ROOMLEAVE [name]</i>	Client ← Server	Notification that a player named [name] has left the room which the client receiving the message is in.
<i>ROOMLIST [list]</i>	Client ← Server	Notification that the list of players in the client's current room should be repopulated. [list] is a newline-delimited list of names.
<i>NPCLIST [list]</i>	Client ← Server	Notification that the list of NPCs should be updated. [list] is a newline-delimited list of NPC names.
<i>ROOMITEMS [list]</i>	Client ← Server	Notification of all the items in the current room. [list] is a newline-delimited list of all the items in the room.
<i>ROOMDESC [description]</i>	Client ← Server	Notification of the client's current room's description.
<i>ROOMEXITS [list]</i>	Client ← Server	Notification of all possible exits from the client's current room.
<i>ROOMPLAYERS</i>	Client → Server	Request for a list of players in the client's current room.
<i>DUNGEONPLAYERS</i>	Client → Server	Request for a list of players in the client's current dungeon.
<i>ROOMNPCS</i>	Client → Server	Request for a list of NPCs in the client's current room.

Message	Direction	Description
<i>DESCRIBE</i>	Client → Server	Request for a room description of the client's current room.
<i>ITEMS</i>	Client → Server	Request for a list of items in the client's current room.
<i>EXITS</i>	Client → Server	Request for a list of exits in the client's current room.
<i>HELP</i>	Client → Server	Request for a list of available commands and their descriptions.
<i>DUNGEONENTER [name]</i>	Client ← Server	Notification that a player named [name] has entered the same dungeon the client is currently in.
<i>DUNGEONLEAVE [name]</i>	Client ← Server	Notification that a player named [name] has left the room which the client receiving the message is in.
<i>DUNGEONLIST [list]</i>	Client ← Server	Notification that the list of players in the client's current room should be repopulated. [list] is a newline-delimited list of names.