

Function Name	Endpoint	Concise Description	Parameters
server_event_team_created	/create	Called when a new team is created	<ul style="list-style-type: none"> team_uuid team_name user_uuid
server_event_channel_created	/create	Called when a new channel is created	<ul style="list-style-type: none"> team_uuid channel_uuid channel_name
server_event_thread_created	/create	Called when a new thread is created	<ul style="list-style-type: none"> channel_uuid thread_uuid user_uuid thread_title thread_body
server_event_reply_created	/create	Called when a new reply is created in a thread	<ul style="list-style-type: none"> thread_uuid, user_uuid, reply_body
server_event_user_subscribed	/subscribe	Called when a user subscribes to a team	<ul style="list-style-type: none"> team_uuid, user_uuid
server_event_user_unsubscribed	/unsubscribe	Called when a user unsubscribes from a team	<ul style="list-style-type: none"> team_uuid, user_uuid
server_event_user_created	/login	Called when a new user is created	<ul style="list-style-type: none"> user_uuid, user_name
server_event_user_loaded	N/A	Called when a user is loaded from a save file	<ul style="list-style-type: none"> user_uuid, user_name
server_event_user_logged_in	/login	Called when a user logs in	<ul style="list-style-type: none"> user_uuid
server_event_user_logged_out	/logout	Called when a user logs out	<ul style="list-style-type: none"> user_uuid
server_event_private_message_sended	/send	Called when a private message is sent	<ul style="list-style-type: none"> sender_uuid, receiver_uuid, message_body

Function Prototype	Command Example
int client_event_logged_in (char const*, const char*);	<ul style="list-style-type: none"> • /login "user_name"
int client_event_logged_out (char const*, const char*);	<ul style="list-style-type: none"> • /logout
int client_event_private_message_received (char const*, char const*);	<ul style="list-style-type: none"> • /send "user_uuid" "message_body"
int client_event_thread_reply_received (char const*, char const*, char const*, char const*);	<ul style="list-style-type: none"> • /create "reply_body"
int client_event_team_created (char const*, char const*, char const*);	<ul style="list-style-type: none"> • /create "team_name" "team_description"
int client_event_channel_created (char const*, char const*, char const*);	<ul style="list-style-type: none"> • /create "channel_name" "channel_description"
int client_event_thread_created (char const*, char const*, time_t, char const*, char const*);	<ul style="list-style-type: none"> • /create "thread_title" "thread_body"
int client_print_users (char const*, char const*, int);	<ul style="list-style-type: none"> • /users
/subscribed "team_uuid"
int client_print_teams (char const*, char const*, char const*);	<ul style="list-style-type: none"> • /list
/subscribed
int client_team_print_channels (char const*, char const*, char const*);	<ul style="list-style-type: none"> • /list
int client_channel_print_threads (char const*, char const*, time_t, char const*, char const*);	<ul style="list-style-type: none"> • /list
int client_thread_print_replies (char const*, char const*, time_t, char const*);	<ul style="list-style-type: none"> • /list
int client_private_message_print_messages (char const*, time_t, char const*);	<ul style="list-style-type: none"> • /messages "user_uuid"
int client_error_unknown_team (char const*);	<ul style="list-style-type: none"> • Various Commands (see full list)
int client_error_unknown_channel (char const*);	<ul style="list-style-type: none"> • Various Commands (see full list)

int client_error_unknown_thread (char const*);	<ul style="list-style-type: none"> • Various Commands (see full list)
int client_error_unknown_user (char const*);	<ul style="list-style-type: none"> • /send "user_uuid" "message_body" • /user "user_uuid" • /messages "user_uuid"
int client_error_unauthorized (void);	<ul style="list-style-type: none"> • Various Commands (see full list)
int client_error_already_exist (void);	<ul style="list-style-type: none"> • Various Commands (see full list)
int client_print_user (char const*, char const*, int);	<ul style="list-style-type: none"> • /user "user_uuid"
/info
int client_print_team (char const*, char const*, char const*);	<ul style="list-style-type: none"> • /info
int client_print_channel (char const*, char const*, char const*);	<ul style="list-style-type: none"> • /info
int client_print_thread (char const*, char const*, time_t, char const*, char const*);	<ul style="list-style-type: none"> • /info
int client_print_team_created (char const*, char const*, char const*);	<ul style="list-style-type: none"> • /create "team_name" "team_description"
int client_print_channel_created (char const*, char const*, char const*);	<ul style="list-style-type: none"> • /create "channel_name" "channel_description"
int client_print_thread_created (char const*, char const*, time_t, char const*, char const*);	<ul style="list-style-type: none"> • /create "thread_title" "thread_body"
int client_print_reply_created (char const*, char const*, time_t, char const*);	<ul style="list-style-type: none"> • /create "reply_body"
int client_print_subscribed (char const*, char const*);	<ul style="list-style-type: none"> • /subscribe "team_uuid"
int client_print_unsubscribed (char const*, char const*);	<ul style="list-style-type: none"> • /unsubscribe "team_uuid"