

webDiplomacy API - Misc

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Overview

Details of calls not in the quick start guide.

Note that the source code for the API is available at <https://github.com/kestrasjk/webDiplomacy/blob/master/api.php>

```
// Get the full data about a game state; unit locations, orders submitted, etc
    $api->load(new GetGameOverview());-
// Set a vote
    $api->load(new SetVote());-
// Send a message
    $api->load(new SendMessage());-
// Fetch messages
    $api->load(new GetMessages());-
// Flag messages as seen
    $api->load(new MessagesSeen());-

// List players in civil disorder who have left a game, and can be taken over
    $api->load(new ListGamesWithPlayersInCD());
// List active / joined games
    $api->load(new ListActiveGamesForUser());
// Get the full data about a game state; unit locations, orders submitted, etc
    $api->load(new GetGameData());
// Get info about game members
    $api->load(new GetGameMembers());
// Toggle a vote
    $api->load(new ToggleVote());
// Notify that you are present
    $api->load(new MarkBackFromLeft());
```

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GetGameOverview - /api.php?route=game/overview

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/api.php?route=game/overview&gameID=3

```
{
  "gameID": "3"
}
-----
{
  "msg": "Successfully retrieved game overview.",
  "success": true,
  "referenceCode": "GGO-s-001",
  "data": {
    "alternatives": "Classic, Bot Game, Unranked",
    "anon": "No",
    "drawType": "draw-votes-public",
    "season": "Spring",
    "year": 1902,
    "excusedMissedTurns": 4,
    "gameID": 3,
    "gameOver": "No",
    "isTempBanned": false,
    "minimumBet": null,
    "name": "Test",
    "pauseTimeRemaining": null,
    "phase": "Diplomacy",
    "phaseMinutes": 4320,
    "phaseMinutesRB": -1,
    "playerTypes": "MemberVsBots",
    "pot": 35,
    "potType": "Unranked",
    "processStatus": "Not-processing",
    "processTime": 1658883721,
    "pressType": "Regular",
    "startTime": 1658623737,
    "turn": 2,
    "variant": {
      "id": 1,
      "mapID": 1,
      "name": "Classic",
      "fullName": "Classic",
      "description": "The standard Diplomacy map of Europe.",
      "author": "Avalon Hill",
      "countries": [
        "England",
        "France",
        "Italy",
        "Germany",
        "Austria",
        "Turkey",
        "Russia"
      ],
    },
    "variantClasses": {
      "drawMap": "Classic",
      "adjudicatorPreGame": "Classic"
    },
    "codeVersion": null,
    "cacheVersion": null,
    "coastParentIDByChildID": {
      "76": 8,
      "77": 8,
      "78": 32,
      "79": 32,
      "80": 20,
      "81": 20
    },
    "coastChildIDsByParentID": {
      "8": [
        76,
```

```

        77
    ],
    "32": [
        78,
        79
    ],
    "20": [
        80,
        81
    ]
    ],
    },
    "terrIDByName": null,
    "supplyCenterCount": 34,
    "supplyCenterTarget": 18
},
"variantID": 1,
"members": [
    {
        "bet": 5,
        "country": "Germany",
        "countryID": 4,
        "excusedMissedTurns": 4,
        "missedPhases": 0,
        "newMessagesFrom": [],
        "online": false,
        "orderStatus": {
            "Ready": true,
            "Saved": true,
            "Completed": true,
            "None": false
        },
        "pointsWon": null,
        "status": "Playing",
        "supplyCenterNo": 5,
        "timeLoggedIn": 1658624523,
        "unitNo": 5,
        "userID": 9,
        "username": "bot5",
        "votes": []
    },
    {
        "bet": 5,
        "country": "Austria",
        "countryID": 5,
        "excusedMissedTurns": 4,
        "missedPhases": 0,
        "newMessagesFrom": [],
        "online": false,
        "orderStatus": {
            "Ready": true,
            "Saved": true,
            "Completed": true,
            "None": false
        },
        "pointsWon": null,
        "status": "Playing",
        "supplyCenterNo": 5,
        "timeLoggedIn": 1658624522,
        "unitNo": 5,
        "userID": 6,
        "username": "bot2",
        "votes": []
    },
    {
        "bet": 5,
        "country": "Russia",
        "countryID": 7,
        "excusedMissedTurns": 4,
        "missedPhases": 0,
        "newMessagesFrom": [],
        "online": false,
        "orderStatus": {
            "Ready": true,

```



```

}
-----
{
  "msg": "No messages available",
  "success": true,
  "referenceCode": "",
  "data": {
    "messages": [],
    "time": 1658624549,
    "newMessagesFrom": []
  }
}
-----

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-----
/api.php?route=game/getmessages&gameID=3&countryID=1&sinceTime=1658624549
-----
{
  "gameID": "3",
  "countryID": "1",
  "sinceTime": "1658624549"
}
-----
{
  "msg": "Successfully retrieved game messages.",
  "success": true,
  "referenceCode": "",
  "data": {
    "messages": [
      {
        "fromCountryID": 1,
        "message": "Un-Voted for Cancel",
        "timeSent": 1658624551,
        "toCountryID": 1,
        "turn": 2,
        "phaseMarker": "Diplomacy"
      }
    ],
    "time": 1658624551,
    "newMessagesFrom": []
  }
}
-----

```

SendMessage - /api.php?route=game/sendmessage

```

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-----
/api.php?route=game/sendmessage
-----
{
  "gameID": "4",
  "countryID": "2",
  "toCountryID": "1",
  "message": "Hi England, non aggression pact? Let's leave English Channel unoccupied?"
}
-----
{
  "messages": [
    {
      "fromCountryID": 2,
      "message": "Hi England, non aggression pact? Let's leave English Channel unoccupied?",
      "timeSent": 1658624900,
      "toCountryID": 1,
      "turn": "0"
    }
  ]
}
-----

```

MessagesSeen - /api.php?route=game/messageseen

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/api.php?route=game/messageseen

```
{
  "gameID": "4",
  "countryID": "2",
  "seenCountryID": "1"
}
```

null

SetVote - /api.php?game/setvote

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/api.php?route=game/setvote

```
{
  "gameID": "3",
  "countryID": "1",
  "vote": "Cancel",
  "voteOn": "Yes"
}
```

null
