**Documentation for the extension Event2Game**

1. The aim of this extension is to make PHP more suitable for the development of web games back-end.

This extension contains these targets :

* 1. Able to create a socket server, the server is able to allow more than 1024 users to connect in;
  2. Threading capabilities, some of the functions can be placed in a thread to run;
  3. Additional, I also wrote a FastCGI client function, which can be used to work with PHP-FPM;
  4. Easy to use;

1. Function list:

|  |  |  |
| --- | --- | --- |
| Parameter name | Parameter type | Description |
| evtgame\_set\_function, returns Boolean, Set callback functions for socket server | | |
| open\_callback | function | When there is a client connected in, this function will be called, and will be given two parameters:   1. rsrc (libevent bufferevent, php resource): if you want to send message to that client , you must use this to show which client you want to send 2. fd(socket folder id, php int): this is the linux socket fd, it is an interger |
| close\_callback | function | When user lost connection or got a connection problem or timeout event occurred, this function will be called, and will be given one parameter:   1. fd(socket folder id, php int): this is the linux socket fd, it is an interger, the same one which gave to open\_callback |
| read\_callback | function | When client sent a message, this function will be called, and will be given two parameters:   1. fd(socket folder id, php int): this is the linux socket fd, it is an interger, the same one which gave to open\_callback 2. message(php string): the message client sent to server |
| evtgame\_run, returns Boolean, start socket server | | |
| port | Int(Optional) | Server listening this port, and default is 8080 |
| recv\_timeout | Int(Optional) | Libevent receive time out in seconds, if client don’t send any message to server for recv\_timeout seconds, it will be closed by server. |
| send\_timeout | Int(Optional) | Libevent send time out. |
| evtgame\_send, returns Boolean, send message to client | | |
| rsrc | resource | The same one which gave to open\_callback |
| message | string | The message you want to send |
| evtgame\_thread\_start, returns Boolean, run function in a new thread | | |
| func | function | The php function which you want it to run in a new thread |
| evtgame\_cgi\_filepath, returns Boolean, Set the path of the php file which you want to cgi-server execute | | |
| file\_path | string | A absolute full path of a php file, if you request a php-fpm “cgi server”, which work with nginx, the file should in a nginx configed directory, otherwise you will get a “Primary script unknown” error. |
| evtgame\_cgi\_request, returns string, request fastcgi server to run a script | | |
| session\_id | string | A string which show the user’s identity, it’s suggest to be cookie PHPSESSID; you can get this string in you php file (set with evtgame\_cgi\_filepath) by using $\_SERVER['session\_id'] |
| request\_data | string | The data you want to send to server |
| server\_ip | string | FastCGI server’s ip |
| server\_port | Int | FastCGI server’s port |

1. This extension is developed and test under CentOS 6.3 x64, PHP version is 5.4.5, using nginx 1.2.2, and it’s requires libevent 2.0.
2. Expect you to join the development of this extension, as I am a beginner of C, please contact leinurg#gmail.com if any suggestion or help.