Messages

University of Orléans

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Presentation

- Class of messages
- Format of messages
- Message class
- Messages track

Class of messages

Six class

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Example of utilisation

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- SG : server game message.

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- SS : server service message.
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- SP : server problem message.

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Example of utilisation

- MessageCS.connect() : message to request a connection.

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Example of utilisation

- MessageCS.connect() : message to request a connection.
- MessageSR.types : messages with all the types of the player.

Format of messages

Same for all

A message is represented by a string. All messages can be represented by four properties.

- ip : the ip of the client or server
- port : the port of the client or server
- type : the type of message
- parameters : the message datas.

A separator in top

To represent a message we use an auto generated separator. The final format is as follow :
SEPA+Ip+SEPA+port+SEPA+type+SEPA+Parameters+SEPA.

Format of messages

Parameters : different for all

The parameter format must be generic because there is message with no limit of parameters or even no parameters.

A separator inside another

To represent the parameters we will then uses another auto-generate and different separator. The final format is as follow :
SEPA+Param1+SEPA+Param2+SEPA+...+ParamN+SEPA.

Example of message

Main : SEP165.165.165.165SEP4444SEPsg_chatSEPParametersSEP
Parameters : SEP2playernameSEP2messageSEP2

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- We use static method and not object because we manage string for the messages.

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- Example : SG_CHAT_NUM_PARAMS=4;
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- Example : SG_CHAT_MESSAGE = 4;
- A static and public method
- Example : When call :MessageSG.chat(...)

Message class

Two interfaces

The problem with this generic messages is that they will be many messages to handle. So to simplify and not forget the method two interface exists :

- onMessageReceived : contains one method for each message type with no parameter.
- setMessageSend : contains one method for each message with the parameters of the type of message.

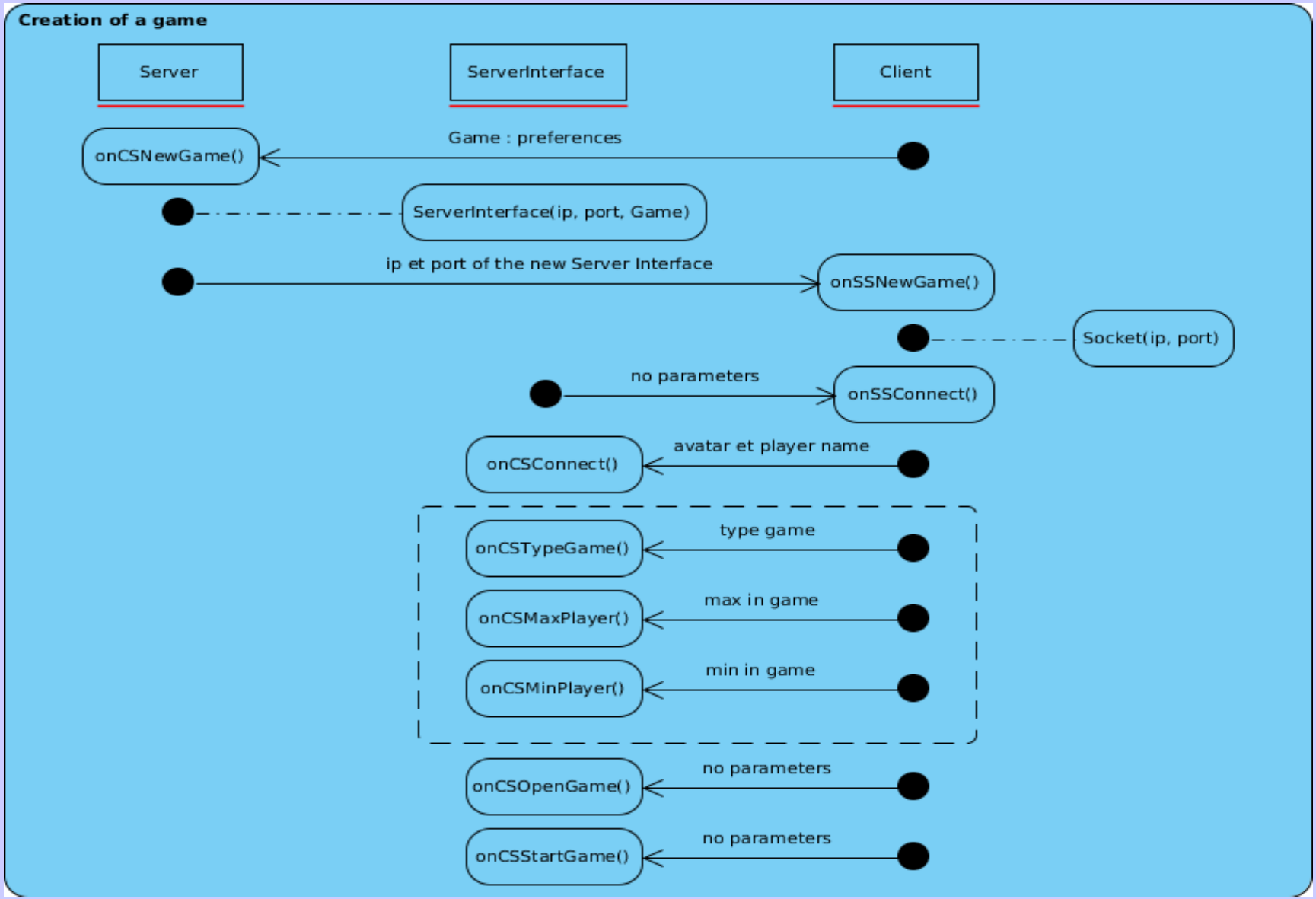
MessageManager : A usefull class

A MessageManager will implements the two interface.
To manage messages we build a class wich extends it and will :

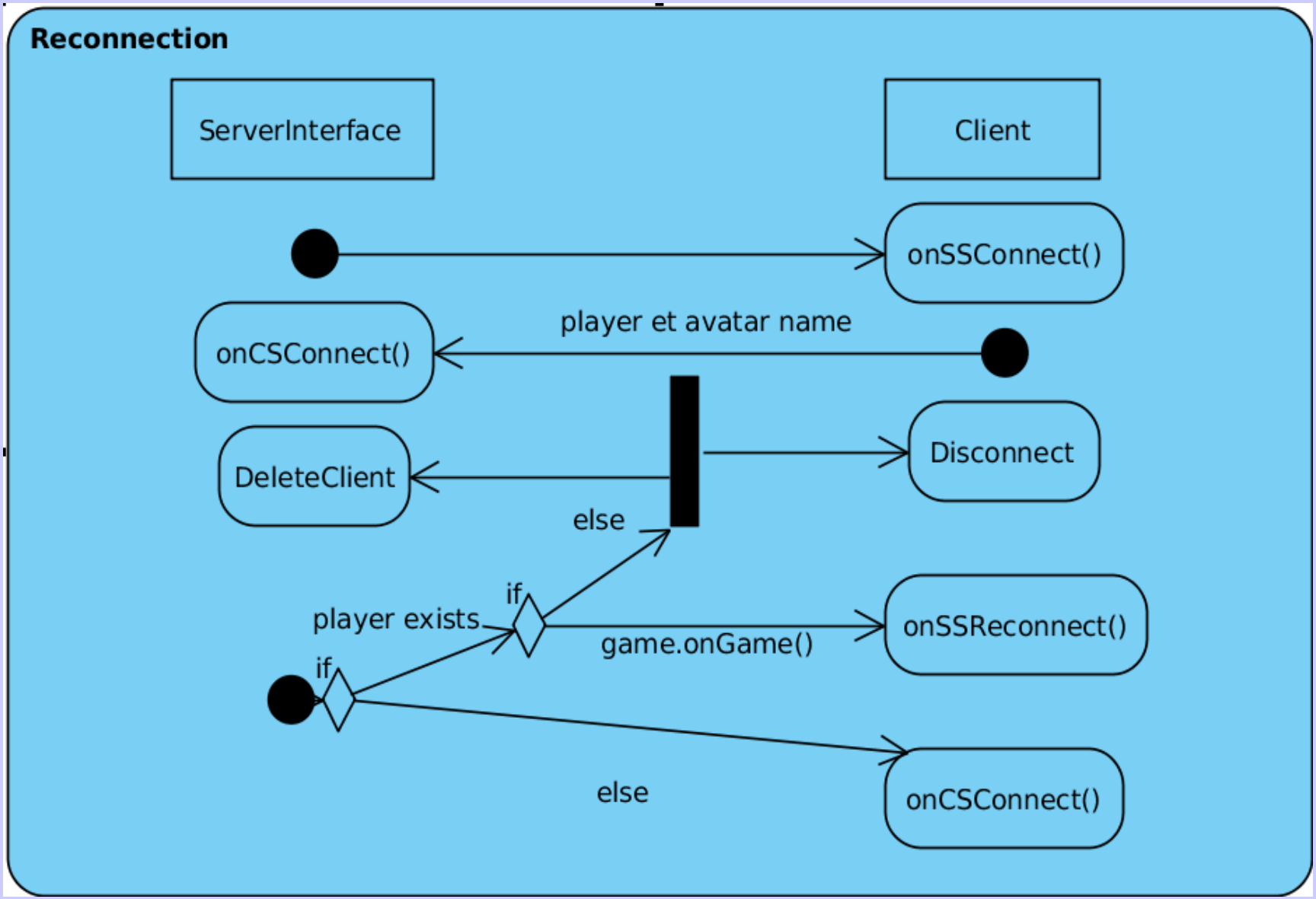
- implement a setMethod to send message.
- implement a onMethod to manage the receive messages.

Messages Track !

CS and SSNewGame Message



Reconnection first part



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