# Server API (v1.3.0)

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| **Code** | **Dec** | **Command** | **Client → Server messages** | | **Server → Client messages** |
| **Request arguments** | **Response arguments** |
| 00 | 0 | Unspecified Error |  |  |  |
| 01 | 1 | Sign up | name, \0, password, \0, agentInfo, \0, email, \0, promocode | error |  |
| 02 | 2 | Sign in | type, name, \0, password, \0, agentInfo | error |  |
| 03 | 3 | Sign out | – | error |  |
| 04 | 4 | User info | – | error, name, \0, promocode, \0, character, gems (4b), abilitiesCount, list of triples (abilityID, minutesLeft(2b)) |  |
| 05 | 5 | Change character | character (1-4) | error |  |
| 06 | 6 | Attack | 0 – by name, 1 – latest, 2 – random; name (only for “by name”) | error, name (only for “by name” and “latest”) |  |
| 07 | 7 | Call |  |  | aggressorSid (2b), name |
| 08 | 8 | Accept | aggressorSid | error |  |
| 09 | 9 | Reject | aggressorSid | error |  |
| 0A | 10 | Stop call |  |  | 0 – rejected, 1 – missed, 2 – timer expired, coward name |
| 0B | 11 | Cancel call | – | error |  |
| 0C | 12 | Receive level | levelName | error |  |
| 0D | 13 | Range of products | – | error, array of triples (abilityID, days, cost) |  |
| 0E | 14 | Buy product | abilityID, days | @see “User info” |  |
| 0F | 15 | Enemy name |  |  | name |
| 10 | 16 | Full state | **1.3.0+:** –  **older:** N/A | **1.3.0+:** level (bytearray)  **older:** N/A | level (bytearray) |
| 11 | 17 | Round Info |  |  | number, time, aggressor (0/1), char1, char2, myLives, enemyLives, fieldName |
| 12 | 18 | Ability list |  |  | count, ability codes (bytearray) |
| 13 | 19 | Move | 0 – leftBottom, 1 – left, 2 – leftTop, 3 – rightBottom, 4 – right, 5 – rightTop | error |  |
| 14 | 20 | Use thing | – | error |  |
| 15 | 21 | Use skill | skill\_id | error |  |
| 16 | 22 | Give up | – | error |  |
| 17 | 23 | State changed |  |  | objNum, objID (accessorial), xy, reset (0/1) |
| 18 | 24 | Score changed |  |  | score1, score2 |
| 19 | 25 | Effect changed |  |  | effectID, added (0/1), objNumber |
| 1A | 26 | Player wounded |  |  | me (0/1), cause, myLives, enemyLives |
| 1B | 27 | Thing taken |  |  | me (0/1), objectId (or 0 in case of dropping) |
| 1C | 28 | Object appended |  |  | id, objNum, xy |
| 1D | 29 | Finished |  |  | game over (0/1), me (0/1), totalScore (2b), reward (4b, optional) |
| 1E | 30 | Restore state **(1.3.0+)** | – | error, array of triples (objNum, objID (accessorial), xy) |  |
| 1F | 31 |  |  |  |  |
| 20 | 32 | Rating | 0 – general, 1 – weekly | error, ratingType, bytearray |  |
| 21 | 33 | Friend list | **1.2.0+:** show\_statuses (0/1, optional)  **older:** – | if (show\_statuses) {  error, fragNum, status0, char0, name0, \0, status1, char1, name1, \0, ..., statusN, charN, nameN, \0  } else {  error, fragNum, char0, name0, \0, char1, name1, \0, ..., charN, nameN, \0  } |  |
| 22 | 34 | Add friend | name | error, character, name |  |
| 23 | 35 | Remove friend | name | error, name |  |
| 24 | 36 | Check promocode | promocode | error, ok (0/1) |  |
| 25 | 37 | Promocode done |  |  | inviter (0/1), gems (4b), name |
| 26 | 38 | Get SKU gems | – | SKU1, \0, gems(4b), SKU2, \0, gems(4b), ..., SKUN, \0, gems(4b) |  |
| 27 | 39 | Check purchase | data, \0, signature | error, gems (4b), coupon |  |
| 28 | 40 | Get client version | – | minVersion (3b), curVersion (3b) |  |
| 29 | 41 | Change password **(1.2.0+)** | oldPwd, \0, newPwd | error |  |
| ... |  |  |  |  |  |
| F0 | 240 | Statistics | – | error, bytearray |  |
| F1 | 241 | CallFunction | queryString | result |  |
| F2 | 242 | Loopback | <any> | <the same as in request> |  |

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| **Error codes**   |  |  | | --- | --- | | SidManager, AiManager | 1-5 | | Network | 6-19 | | FileReader, Checker, Statistics | 20-29 | | UserManager | 30-49 | | BattleManager | 50-89 | | Field | 90-109 | | Battle (other) | 110-129 | | DbManager | 200-239 | | Handler | 240-255 | | |  |  |  |  | | --- | --- | --- | --- | | 00.  01. Block  02. Dais  03. Water  04. Actor1  05. Actor2  06. Wolf  07. Entry1  08. Entry2  09. LadderTop  0A. LadderBottom  0B. Stair  0C. RopeLine  0D. Waterfall  0E. WaterfallSafe  0F. BeamChunk | 10. Apple  11. Pear  12. Meat  13. Carrot  14. Mushroom  15. Nut  16. FoodActor1  17. FoodActor2  18.  19.  1A.  1B.  1C.  1D.  1E.  1F. | 20. UmbrellaThing  21. MineThing  22. BeamThing  23. AntidoteThing  24. FlashbangThing  25. TeleportThing  26. DetectorThing  27. BoxThing  28. Umbrella  29. Mine  2A. Beam  2B. Antidote  2C. Flashbang  2D. Teleport  2E. Detector  2F. Box | 30. DecorationStatic  31. DecorationDynamic  32. DecorationWarning  33. DecorationDanger  34.  35.  36.  37.  38.  39.  3A.  3B.  3C.  3D.  3E  3F. | |

# Ability IDs

|  |  |  |
| --- | --- | --- |
| **Things** | **Swagga** | **Skill** |
| 0x20. Umbrella | 1. Snorkel |  |
| 0x21. Mine | 2. Climbing Shoes | 0x21. Miner |
| 0x22. Beam | 3. South Wester | 0x22. Builder |
| 0x23. Antidote | 4. Voodoo Mask | 0x23. Shaman |
| 0x24. Flashbang | 5. Snowshoes | 0x24. Grenadier |
| 0x25. Teleport | 6. Sunglasses | 0x25. Spy |
| 0x26. Detector |  |  |
| 0x27. Box |  |  |

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|  | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 1A | 1B | 1C | 1D | 1E | 1F | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 2A | 2B | 2C | 2D | 2E | 2F | 30 | 31 | 32 |
| 0 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| 0x20. UmbrellaThing |
| 0x21. MineThing |
| 0x22. BeamThing |
| 0x23. AntidoteThing |
| 0x24. FlashbangThing |
| 0x25. TeleportThing |
| 0x26. DetectorThing |
| 0x27. BoxThing |