Nebula Navy

#Nebula Navy Network Overview

-TCP -Slow -Reliable -Used for connecting, spawning, etc -UDP -FAST -Unreliable -Used for movement input pretty much everything

-Terminology -Command is from client to server -RPC(remote procedure call) is from server to all clients -DPC(directed procedure call) specific client

#Structure Allow clients to have autonomy but everything is checked by the server. We can move our player indepentantly but if the server detects a position in the wall we need to fix the clients position.

```
byte[] data
bitDecoder(data)
string[] stringData
IP sender, Port, Time recieved
UserName|:CONSTCOMMAND:ARGUMENTS:ARG:ARG:...|CMD:ARG:ARG:ARG|
```

```
CMD:ARG:ARG:ARG|
```

```
JoeShmoe|ShootCmd:3,2.5,-6:120,35.6,22|
JoeShmoe
```

```
switch()
{
 case ShootCmd:
  ShootCmd(args);
 case HealCmd:

}
```