B4 - Unix System Programming

B-PSU-403

zappy Protocole

Client / Server communication protocole

{EPITECH.}

1. Commands

SYMBOL	MEANING
X	width or horizontal position
Y	height or vertical position
q0	resource 0 (food) quantity
q1	resource 1 (linemate) quantity
q2	resource 2 (deraumere) quantity
q3	resource 3 (sibur) quantity
q4	resource 4 (mendiane) quantity
q5	resource 5 (phiras) quantity
q6	resource 6 (thystame) quantity

SYMBOL	MEANING
n	player number
O	orientation: 1(N), 2(E), 3(S), 4(W)
L	player or incantation level
e	egg number
T	time unit
N	name of the team
R	incantation result
M	message
i	resource number

SERVER	CLIENT	DETAILS
msz X Y\n	msz\n	map size
bct X Y q0 q1 q2 q3 q4 q5 q6\n	bct X Y\n	content of a tile
bct X Y q0 q1 q2 q3 q4 q5 q6\n * nbr_tiles	mct\n	content of the map (all the tiles)
tna N\n * nbr_teams	tna\n	name of all the teams
pnw #n X Y O L N\n		connection of a new player
ppo n X Y O\n	ppo #n\n	player's position
plv n L\n	plv #n\n	player's level
pin n X Y q0 q1 q2 q3 q4 q5 q6\n	pin #n\n	player's inventory
pex n\n		explusion
pbc n M\n		broadcast
pic X Y L n n ...\n		start of an incantation (by the first player)
pie X Y R\n		end of an incantation
pfk n\n		egg laying by the player
pdr n i\n		resource dropping
pgt n i\n		resource collecting
pdi n\n		death of a player
enw e n X Y\n		an egg was laid by a player
eht e\n		egg hatching
ebo e\n		player connection for an egg
edi e\n		death of a hatched egg
sgt T\n	sgt\n	time unit request
sst T\n	sst T\n	time unit modification
seg N\n		end of game
smg M\n		message from the server
suc\n		unknown command
sbp\n		command parameter