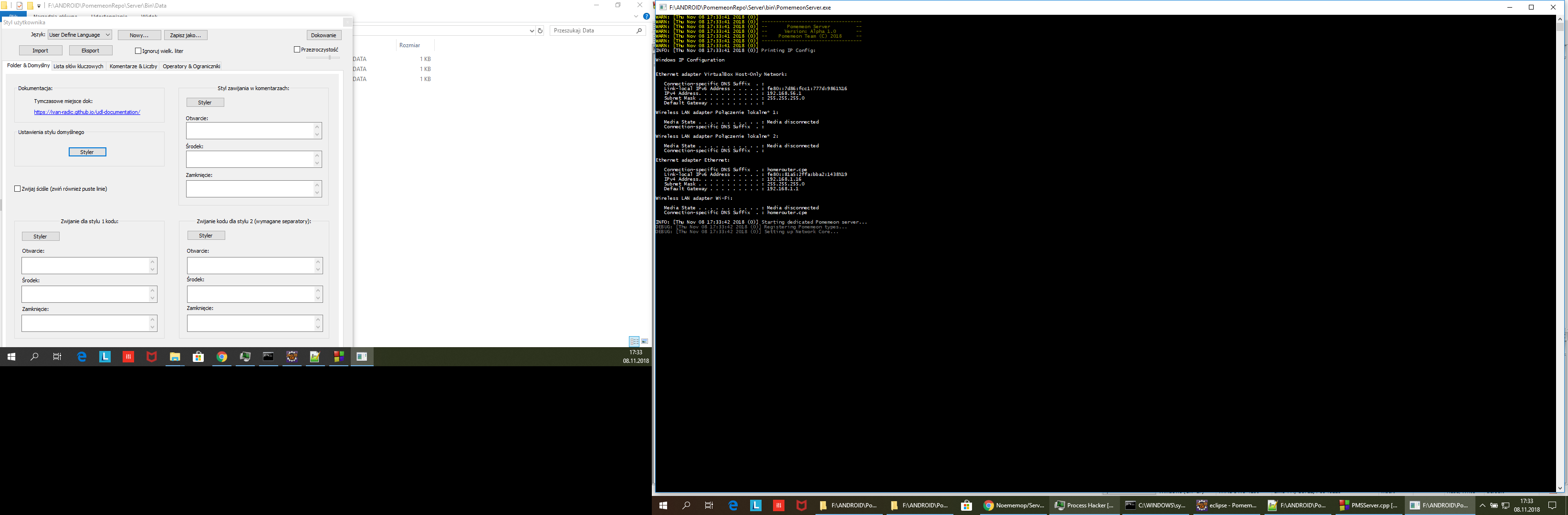
Dedicated Pomemeon server manual

Launching Server

To launch server launch executable: Server/Bin/PomemeonServer.exe

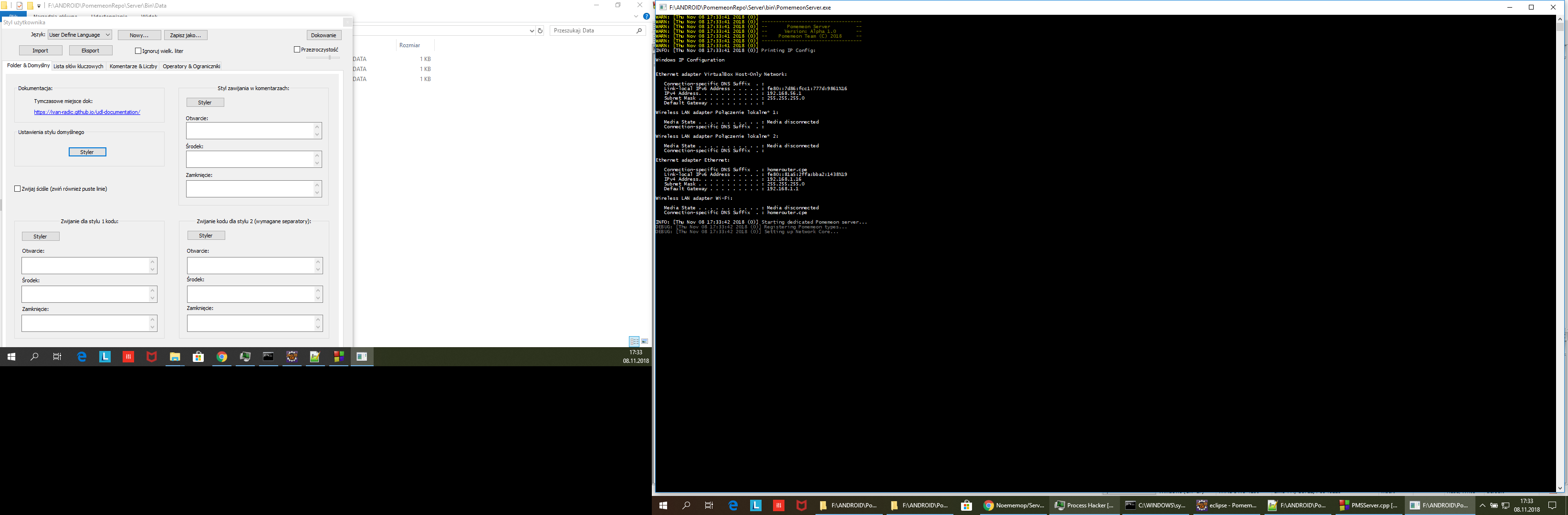
The executable has to print the log output:



Connecting to Server

On your phone install TCP Client.

Write your server IP displayed on server log:



Client Commands

Command Syntax

<command name>|<arg1>|<arg2>|…|<argN>

* CmdSetUserID, pmc:setuserid|<id> Sets the User ID. Setting the ID to 0 will create the new player. The User ID must be an existing player, else the player will be kicked.
* CmdRequestPomemeons, pmc:requestpomemeons|<centerNS>|<centerEW>|radius Sends request. The server returns pomemeons in circle with specified center and radius. The data sent is:
  + Pomemeon ID
  + Pick timer (not used)
  + name,
  + type ID,
  + description,
  + coordinates,
  + textureFile,
  + owner ID
* CmdPick, pmc:pick|<id> Starts picking the pomemeon <id>. The server returns Cash Stat. The pomemeon must be a valid Pomemeon ID, else the server will kick the player.
* CmdPlace, pmc:place|<posNS>|<posEW>|<type> Places Pomemeon at specified position. The server returns Cash Stat.
* CmdSetPMData, pmc:setpmdata|<id>|<name>|<description>|<texture> Sets the Pomemeon data <id> to specified. The sender must be the owner of the Pomemeons, else the server will kick him.
* CmdStopServer, pmc:stopserver {coming soon} Stops server. The player must be an Admin to perform this command, else the error will be thrown.
* CmdUpdatePos, pmc:setuserpos|<posNS>|<posEW> Updates the sender position.
* CmdRequestUserData, pmc:requestuserdata|<userID> Sends the User Data for the specified user. The data sent is:
  + cashCount,
  + currentPoints,
  + xp,
  + totalPoints,
  + leaderboardPlace,
  + level,
  + freePomemeonPlaced
  + isDailyRewardCollected
  + logCount

Server Commands

* SCmdUserID, pms:userid|<id> Returns the ID for the newly created account.
* SCmdDisconnect, pms:disconnect|<reason> The reason for the disconnection. The reason can be:
  + ERR\_DISCONNECTED\_x The client was disconnected (closed app, lost internet connection). The X can be:
    - 3-Disconnected
    - 4-Unknown Server Error
  + ERR\_INVALID\_USER\_ID The client tried to log in by not existing userID.
  + ERR\_INVALID\_OBJECT\_ID The client tried to refer to invalid Object ID, e. g. non-existing Pomemeon.
* SCmdCashStat, pms:cashstat|<statID> This is the response for commands that affects players stats such as cash, points. The Cash Stat can be:
  + Success (0), The player has successfully made the action
  + NotEnoughCoins, The player has not enough coins to make action.
  + TooManyCoins, The player has too many coins to make action.
  + CannotMake, The player state is invalid (e. g. the 24h time limit is exceeded)
  + InvalidState, Not used
* SCmdRequestPMData, The request for send Pomemeon data by client. This is send only on Place action if the Pomemeon was placed successfully.
* SCmdUserData, The response for pmc:requestuserdata. It contains the user data specif
* SCmdPomemeon,
* SCmdErr

Server Errors