

Protokoll

Dienstag, 18.05.2021

Protocol-Name (2 Bytes)
Action (1 Byte)
Data-Length
Data (specified by action-byte)

Client query:

Protocol-Name
Action = 1 (login)
Data-Length
Data (specified by action-byte)
Username-length in Bytes (1 Byte)
Password-length in Bytes (1 Byte)
Username-data
Password-data

Server answer:

Protocol-Name
1 for Confirmation and 11 for error
Data-Length
Data (specified by action-byte) String

Protocol-Name
Action = 2 (logout)
Data-Length
Data (specified by action-byte)
Username-length in Bytes (1 Byte)
Password-length in Bytes (1 Byte)
Username-data
Password-data

Protocol-Name
2 for Confirmation and 12 for error
Data-Length
Data (specified by action-byte) String

Protocol-Name
Action = 3 (register)
Data-Length
Data (specified by action-byte)
Email-length in Bytes (1 Byte)
Username-length in Bytes (1 Byte)
Password-length in Bytes (1 Byte)
Email-data
Username-data
Password-data

Protocol-Name
3 for Confirmation and 13 for error
Data-Length
Data (specified by action-byte) String

Protocol-Name
Action = 4 (create Lobby)
Data-Length
Data (specified by action-byte) Lobby-Name

Protocol-Name
4 for Confirmation and 14 for error
Data-Length
Data (specified by action-byte) String with Lobby-ID

Protocol-Name
Action = 5 (Join Lobby)
Data-Length
Data (specified by action-byte)
Lobby-Id

Protocol-Name
Action = 6 (Leave Lobby)
Data-Length
Data (specified by action-byte)
Lobby-Id

Protocol-Name
Action = 7 (Tone)
Data-Length
Data (specified by action-byte)
Start/end (1=start,0=end,2=null) (1 Byte)
Tone-Type (1 Byte)
Tone-Data

Protocol-Name
Action = 8 (Game start)
Data-Length
Data (specified by action-byte)
Lobby-Id

Protocol-Name
Action = 9 (Game end)
Data-Length
Data (specified by action-byte)
Lobby-Id

Protocol-Name
Action = 10 (Game restart)
Data-Length
Data (specified by action-byte)
Lobby-Id

Protocol-Name
5 for Confirmation and 15 for error
Data-Length
Data (specified by action-byte)
String with Lobby ID

Protocol-Name
6 for Confirmation and 16 for error
Data-Length
Data (specified by action-byte)
String with Lobby ID

Protocol-Name
7 for Confirmation and 17 for error
Data-Length
Data (specified by action-byte)
Tone Data (can be updated)

Protocol-Name
8 for Confirmation and 18 for error
Data-Length
Data (specified by action-byte)
String with Lobby-Id

Protocol-Name
9 for Confirmation and 19 for error
Data-Length
Data (specified by action-byte)
String with Lobby-Id

Protocol-Name
10 for Confirmation and 20 for error
Data-Length
Data (specified by action-byte)
String with Lobby-Id