

NAME

Netboard messages

DESCRIPTION

Every part and backend of Netboard uses messages to communicate each other. This document describes **all** messages that Netboard GUI understands and/or produces.

Hint: GUI can show communication in real time. Try to enable logging in configuration menu.

Bbp button obj_id x y

Board Button Press

Event notification: Mouse button 'button' was pressed at [x,y] where object 'obj_id' is.

Defined in ../netboard-gui-gtk/src/gui_callbacks.c (line 247).

Bbp button obj_id x y

Board Button Release

Event notification: Mouse button 'button' was released at [x,y] where object 'obj_id' is.

Defined in ../netboard-gui-gtk/src/gui_callbacks.c (line 278).

Bbp state keyval string

Board Key Press

Event notification: Key was pressed. See GdkEventKey in GDK documentation for details.

Defined in ../netboard-gui-gtk/src/gui_callbacks.c (line 305).

Bbp state keyval string

Board Key Release

Event notification: Key was released. See GdkEventKey in GDK documentation for details.

Defined in ../netboard-gui-gtk/src/gui_callbacks.c (line 312).

Bil filename img_id

Board Image Load

Load image from file. To show image on board, object must be created (see 'Boa').

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 99).

Bir img_id

Board image remove.

Remove image. No objects should use this image.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 117).

Boa obj_id img_id x y height width

Board Object Add

Add object at board. img_id is id of image loaded with Bil. If height and width is -1, then size is determined automatically.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 136).

Bod obj_id

Board Object Delete

Remove object from board.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 158).

Bom obj_id x y

Board Object Move

Move object to new [x, y]. Don't forget to update board with 'Bu'.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 173).

Bp is_visible percentage text

Board Statusbar Progresbar

Set progresbar in statusbar. If 'is_visible' is zero, progressbar is hidden. Filled part is given in percents as 'percentage'.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 230).

Br

Board Remove

Remove everything from board. All objects, all images.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 277).

Bsc is_visible icon text

Board Statusbar Clock

Set statusbar clock (secondary text at right). If

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 211).

Bss value

Board Statusbar Semaphore

Set semaphore lights. Lights are binary representation of value, e.g. 2 means green on and red off.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 249).

Bst text

Board Statusbar Text

Set statusbar text to 'text'.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 195).

Bu

Board Update

Just redraw board.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 267).

C message_body

Chat

Send or display normal chat message.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 50).

Gc

Game Check

Check player roles and allow/deny game start.
Defined in ../netboard-gui-gtk/src/session.c (line 970).

Go

Game Over
Notify game backend about game over.
Defined in ../netboard-gui-gtk/src/session.c (line 328).

Gs

Game Start
Start game notification.
Defined in ../netboard-gui-gtk/src/session.c (line 297).

Oa cat mod opt value

Option Add
If given option does not exist, set it to 'value'. This is good for loading default values.
Defined in ../netboard-gui-gtk/src/msg_handle.c (line 320).

Odc update

Option Dialog Close
Option dialog has been closed. If 'update' is 1, ok button has been pressed and configuration has been changed.
Defined in ../netboard-gui-gtk/src/msg_handle.c (line 432).

Odo category module window_title fields...

Option Dialog Open
Shows dialog with given fields. Number of 'fields' is unlimited, but there is no scrollbar in dialog.
Type of fields is determined by first character of its label.
See documentation for details.
Defined in ../netboard-gui-gtk/src/msg_handle.c (line 421).

Og cat mod opt value

Option Get
Request for value of given option. Option database will reply with 'Or'.
Defined in ../netboard-gui-gtk/src/msg_handle.c (line 365).

Or cat mod opt value

Option Reply
Option database will send this message as answer to 'Og'. 'value' can be string or integer if option exists. If option is not found,
Defined in ../netboard-gui-gtk/src/msg_handle.c (line 379).

Os cat mod opt value

Option Set
Set given option to 'value'. 'value' can be integer or string.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 338).

Ou cat mod opt

Option Unset

Remove given option from database.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 303).

Pc address conn_state

Player Connection state

Update player's connection state. It is just string shown in playerlist. Intended to show ping or something like that.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 562).

Pg address

Player Get

Request for player info. Player list will reply with 'Pi' message.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 579).

Pi address nick role score conn_state

Player Info

Update player info. All values are strings.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 495).

Pj address

Player Join

Player has joined to the game.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 460).

Pl

Player List

Request for info about all players in game. Player list will reply with sequence of messages 'Plb', 'Pi', 'Pi', ..., 'Ple'.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 605).

Pn address nick

Player Nick

Update player's nickname.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 514).

Pp address

Player Part

Player has left the game.

Defined in `./netboard-gui-gtk/src/msg_handle.c` (line 478).

Pr address role

Player Role

Update player role.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 530).

Ps address score

Player Score

Update player's score.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 546).

Sc description time state_id state_parameter

State Changed

Notification, that peer has changed it's state.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 671).

Sga

Session Game Allow

Game start allowed.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 838).

Sgd

Session Game Deny

Game start denied

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 851).

Sgl

Session Game Loaded

Notify, that game has been successfully loaded.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 824).

Sgo

Session Game Over

Game over.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 885).

Sgr roles

Session Game Roles

List of valid player roles. Observer is added automaticaly.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 868).

Si description glob_time glob_state glob_game player_state player_state_param player_role my_addr my_role

Session Info

Player's state. Reply to "Sq".

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 734).

Sof

Status OFfline

Status notification.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 808).

Son my_address

Status ONline

Status notification.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 789).

Sq description time

Session Query

What is state of all players ? This sends client when connects into session.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 710).

St human_readable_description data

Session Player Turn

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 902).

Su

Session sUrrender

Player gives up.

Defined in ../netboard-gui-gtk/src/msg_handle.c (line 916).

SEE ALSO

Netboard's homepage: <http://jk.myserver.cz/programy/netboard/>