

RFCs

Suggestions for how all our different components should talk to one another

- [In game client to server controls](#)

In game client to server controls

Scope

This document describes the messages clients will send to the server to inform the server about inputs on their end.

The following assumptions are made:

- UDP
- Packet length up to 512 bytes total ([https://stackoverflow.com/questions/1098897/what-is-the-largest-safe-udp-packet-size-on-the-internet ?](https://stackoverflow.com/questions/1098897/what-is-the-largest-safe-udp-packet-size-on-the-internet-?))
- No need for auth, ect, players ips will be known from the server so will recognize senders like that

Packet structure

Field	Length	Description	Notes
Message Type	1 byte	Indicates the type of data of the remainder of the packet	I really hope we never get past 255 different types....
Content	Up to 511 bytes	The actual data of the request	

Message Type

The following values are accepted for the Message Type field.

Value	Description
0	Basic Controls

Value	Description
1-255	Reserved for future use

Content

Basic Controls

A message of this type is 1 byte long. Each bit has the following meaning:

Value	Description
0	↑
1	↓
2	←
3	→
4	□□
5	□□
6	Select
7	Start

TODO

Soemthing to say the client is leaving the game? IDK?