

Universe Command IDs

This page contains all BinaryPacket.Command-IDs.

Universe Proxy

Code	Name	Data	Description
First Packet	Login request	BaseAddress contains the universe id.	The universe wants to take over the universe slot.
0x09	Player Scores Update	BaseAddress contains the player id. Data contains the 4 scores as 24 bit uint.	The proxy has to supply every player in the universe with the score object.
0x0A	Player Removed	BaseAddress contains the player id.	When this packet is sent, the player has been finally removed from the universe. The session contains the original session the Proxy Universe packet showed.
0x80	Heartbeat Event	Nothing.	Will be broadcasted to all users.
0x88	Event: New Unit	Unit Dependend.	Will be sent when a new unit has been created.
0x89	Event: Updated Unit	Unit Dependend.	Will be sent when a unit is already known, but updated.
0x90	Event: Deleted Unit	The Name.	Will be sent when a unit has left the attention area of the player.
0xC0	Event: Controllable Create	ID in SubAddress. Name, Position, Movement, Direction, ScannerStatus, Energy, etc.	Will be pushed, whenever a controllable cas been created.
0xC1	Event: Controllable Structural Update	ID in SubAddress. Maximum Hull, Maximum this, that, etc.	Will be pushed, whenever a structural (=change of maximum values) controllable update is relevant.
0xC2	Event: Controllable Deleted	ID in SubAddress.	Will be pushed, whenever a controllable das been unregistered.
0xC3	Event: Controllable Update	ID in SubAddress. Position, Movement, Direction, ScannerStatus, Energy, etc.	Will be pushed, whenever a status controllable update is relevant.

Proxy Universe

Code	Name	Data	Description
0x0A	Player Removed	BaseAddress contains the player id.	This only stats the player part process. If the player still has ships around or anything else is preventing the player from beeing dropped the universe may keep the player instance. See 0x0A in Universe Proxy.
0x0B	New Player	BaseAddress contains the player id.	This is the Join command which doesn't require a further Join confirmation. (Fire and forget.)
0x60	Query Unit	BaseAddress contains the player id, SubAddress contains the galaxy, Content contains a string naming the unit.	Queries an unit in xml format.
0x61	Create /Update Unit	BaseAddress contains the player id, SubAddress contains the galaxy, Content contains a string specifying the xml representation.	Creates or updates an unit in xml format.
0x62	Delete Unit	BaseAddress contains the player id, SubAddress contains the galaxy, Content contains a string naming the unit.	Deletes the specified unit.
0x63	Check Unit XML	BaseAddress contains the player id, content contains a string specifying the xml representation.	Reformulates Unit XML.
0x84	Start Viewing	BaseAddress contains the player id, SubAddress contains galaxy.	Starts the admin-live-view of a galaxy.
0x85	Stop Viewing	BaseAddress contains the player id, SubAddress contains galaxy.	Stoppes the admin-liev-view of a galaxy.
0x68	Query Regions	BaseAddress contains the player id, SubAddress contains the galaxy,	Enumerates all Regions of the universe.
0x69	Update Region	BaseAddress contains the player id, SubAddress contains the galaxy. Content: See Code.	Updates one region slot.
0x6A	Delete Region	BaseAddress contains the player id, SubAddress contains the galaxy, Helper contains the Region-ID.	Deletes one region slot.

0xB0	Register Ship	Data contains the name.	Registers a new ship.
0xB1	Unregister Ship	SubAddress contains the ID.	De-Registers a existing ship. (await Controllable.Close)
0xB2	Continue Ship	SubAddress contains the ID.	Respawns a ship after death or when newly registered.
0xB4	Set Thrusters	SubAddress contains the ID. Data contains the float to set.	Adds or Removes this value from the rotation.
0xB5	Set Engine	SubAddress contains the ID. Data contains the float to set.	Sets the Engine Value.

Universe Proxy in case Session is Used

Whenever the Session field is used the proxy will forward the packet to the player specified in the BaseAddress field due to the given callback function. Additionally the proxy keeps track of all opened and forwarded sessions to the universe. The session will be cancelled by sending an exception to the connector, when the universe goes offline.

Additionally, when the command `0xFF` is set the response counts as an exception. The same rules as from the binary player protocol apply.

UnitIDs

- `0x08`: Sun. No extra parameters.