

# Network packets



**Network packets** are a way of contacting to the host or client via sending or receiving data. The amount of defined network packets has been changing ever since the implementation of Http Dll 2.1<sup>1)</sup> in [Brick Hill Legacy Beta](#).

**The table will be updated. There's too much stuff to describe.**

## Brick Hill Legacy (latest) Network Packets

Network Packet type	What does the network packet contain?
<b>1</b> (Authentication packet, defined by Node Hill as Authentication)	What <b>Client</b> sends: <b>Token</b> (user's auth key) <b>Client version</b> What <b>Host</b> sends (should be received by client): <b>Network ID</b> (object id of a obj_client, assigned by Node Hill) <b>Brick Count</b> <b>User ID</b> (retrieved via Brick Hill site API, hence the auth key <b>must be verified</b> ) <b>Username</b> Are you an <b>admin?</b> (1 - true, 0 - false) <b>Membership type</b> (integer) <b>Game ID</b> <b>Game Name</b>
<b>2</b> (Unused method of loading bricks)	What <b>Host</b> <i>should have</i> sent: <b>Brick Data</b>
<b>3</b> (New player packet, client creates the obj_figure Object, defined by Node Hill as SendPlayers)	What <b>Host</b> sends: <b>Player Amount</b> (in total) <b>Net ID</b> of new player New player's <b>username</b> New player's <b>User ID</b> (retrieved via Brick Hill site API on host side) Is new player an <b>admin?</b> (1 - true, 0 - false) New player's <b>membership type</b> (integer)

Network Packet type	What does the network packet contain?
<p><b>4</b> (New Player data Packet, defined in GameMaker Client via packet_handler script; defined by Node Hill as Figure)</p>	<p><b>Client</b> receives:</p> <p><b>ID type</b> New Player's <b>Network ID</b> <b>ID types</b>, defined in GameMaker client:</p> <ul style="list-style-type: none"> <li><b>A</b> - Position by X</li> <li><b>B</b> - Position by Y</li> <li><b>C</b> - Position by Z</li> <li><b>D</b> - ?</li> <li><b>E</b> - Camera Rotation</li> <li><b>F</b> - Player rotation by Z</li> <li><b>G</b> - Player scale by X</li> <li><b>H</b> - Player scale by Y</li> <li><b>I</b> - Player scale by Z</li> <li><b>K</b> - Head color</li> <li><b>L</b> - Torso color</li> <li><b>M</b> - Left Arm color</li> <li><b>N</b> - Right arm color</li> <li><b>O</b> - Left leg color</li> <li><b>P</b> - Right Leg color</li> <li><b>Q</b> - Face Item ID</li> <li><b>R</b> - Shirt Item ID (unused, old)</li> <li><b>S</b> - Pants Item ID (unused, old)</li> <li><b>T</b> - T-Shirt Item ID (unused, old)</li> <li><b>U</b> - First Equipped Hat Item ID</li> <li><b>V</b> - Second Equipped Hat Item ID</li> <li><b>W</b> - Third Equipped Hat Item ID</li> <li><b>X</b> - Score</li> <li><b>Y</b> - Team</li> </ul> <p>The next ID Types are defined by GameMaker client as <b>Local Changes</b>:</p> <ul style="list-style-type: none"> <li><b>1</b> - Walking Speed</li> <li><b>2</b> - Jump Height</li> <li><b>3</b> - Field of View</li> <li><b>4</b> - Camera distance</li> <li><b>5</b> - Camera position by X</li> <li><b>6</b> - Camera position by Y</li> <li><b>7</b> - Camera position by Z</li> <li><b>8</b> - Camera rotation by X</li> <li><b>9</b> - Camera rotation by Y</li> <li><b>a</b> - Camera rotation by Z</li> <li><b>b</b> - Camera Type</li> <li><b>c</b> - Camera Object</li> <li><b>e</b> - Health</li> <li><b>f</b> - Speech (bubble chat message)</li> <li><b>g</b> - Equipped tool (requires Slot ID, mesh and texture ID)</li> <li><b>h</b> - Unequip tool</li> <li><b>i</b> - Is player alive? (1 - true, 0 - false)</li> </ul> <p>The next ID Types are defined by GameMaker client as <b>“new clothing system”</b>:</p> <ul style="list-style-type: none"> <li><b>j</b> - Clothe1</li> <li><b>k</b> - Clothe2</li> <li><b>l</b> - Clothe3</li> <li><b>m</b> - Clothe4</li> <li><b>n</b> - Clothe5</li> </ul>

Network Packet type	What does the network packet contain?
5 (Remove Player Packet, defined by Node Hill as RemovePlayer)	<b>Client</b> receives the removed User's <b>Network ID</b>
6 (Chat Message Packet, defined by Node Hill as Chat)	<b>Client</b> receives a formed by <b>Host</b> chat message
7 (Environment Data, GUI, defined by Node Hill as PlayerModification)	What <b>Client</b> receives: <b>Data Type</b> (string): topPrint - Top text message centerPrint - Middle text message bottomPrint - Bottom text message Ambient - Ambient color Sky - Sky color BaseCol - Baseplate color BaseSize - Baseplate size Sun - Sun intensity kick - Kicks the client (this will become a vulnerability if the player socket will not be destroyed by <b>Host</b> itself) prompt - Prompt message WeatherSnow - Sets the weather to snow WeatherRain - Sets the weather to rain WeatherSun - Sets the weather to sun TweakDisableFigureCulling - Disables the Figure culling option TweakDisableLighting - Disables lighting TweakRaySpacing - ? MoreClickInfo - enables more information on click (?)
8 (Kill Packet, defined by Node Hill as Kill)	<b>Client</b> receives the user's <b>Network ID</b> and sets the alive variable to 0

1)

GameMaker 8.1 extension with better networking features.

From:  
<http://brickrot.app.tc/> - **brickrot**

Permanent link:  
<http://brickrot.app.tc/doku.php?id=hosting:netpackets&rev=1764688103>

Last update: **2025/12/02 16:08**

