

# Online MultiPlayer TurnBased Games

## Messages

Although the example games shows the use of Chat system using the Messages extension it is not purely for sending chat.

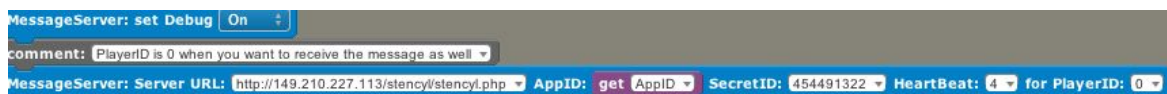
The system works like a First In First Out stack. That means what is received by the server first will be sent out to the rest first as well.

Since you are dealing with datastreams it can be that two connections are interchangeable sending messages.

You could mix this extension with the Turn extension to make it that only the active player sends data.

Another approach is to have some kind of game where coordinates are send using this extension. Be warned that this can lead to excessive network connections and lag in your game. But it is possible!

When you initiate the **connection** you can supply a PlayerID. When 0 you will receive the messages yourself. If non-zero then only the messages that are not send to the non-zero ID are received.



## Sending message:



The input is being made with the textfield behavior from stencylforge.

## Receiving messages:



The PlayerID for each message is stored in the Game Attribute **PlayerID**

The text you supply into the field will create/set the game attribute with that name.

The Message received is stored in the other game attribute.

This block is an internal block and it returns the first message on the stack based upon the FIFO standard: First In First Out.

The usual stencyl-blocks that follow just makes sure that the text is inserted at the top of the list. the list will be shown with draw block.

Check out the example games made with this extension!