

Authentication server protocol

1. Protocol header

헤더 부분			데이터 부분
Code(1Byte)	Size 1/2 Byte	Protocol number (1Byte)	Data(Size-Header size)

Code :

- 0xC1: If the size is configured in one byte (packet size with data is less than 256)
- 0xC2: If the size is configured in Dubai (packet size with data is within 65536)

Size :

- Contains the size of the packet. (Header + Data)

Protocol Number :

- The protocol number of the actual Data. This number distinguishes what protocol Data is.

1. If it is 0xFF, the data will be extended with an additional number.

Data :

1. Contains real protocol data.

			0xC1

GJ : Protocol that the game server sends to the authentication server

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GJ [0x01] User authentication request on the game server (Aadi password encryption)			0xC1
Id	10Byte	Id	
Pass	10Byte	Password	
Number	short	User number of game server	
UserIP	17Byte	User-connected IP address	

JG [0x01] User Authentication Request Results			0xC1
Result	1Byte	0x00: The password is wrong. 0x01: Success. 0x02: Id does not exist. 0x03: In use 0x0C: Subscription period expires 0x0D: Quantitative expiration period 0x0E: Temporary block status (used by MuManager) 0xd0: (Taiwan) Date-only user expiration 0xd1: (Taiwan) Part-time user expiration 0xd2: IP is not a domestic IP 0xc1: (China) no points	
Number	short	User number of game server	
Id	10Byte	Account ID (confirmed and re-sent)	
UserNumber	int	User number of the authentication server	
DBNumber	int	The user's database number	
JoominNumber	8Byte	Social Security Number back seat (to check when deleting characters)	

Send the results of a user authentication request to the game server.

GJ [0x02] Can't find if the user has exited the game server.			0xC1
Number	short	User number of game server	
Id	10Byte	Id	
UserNumber	Int	User number of game server	
DBNumber	Int	The user's database number	

GJ [0x03] User has terminated the game access (closes server authentication)			0xC1
UserNumber	Int	UserNumber	
DBNumber	Int	DBNumber	
Id	10Byte	Id	

GJ [0x04] Block user (using speed core)			0xC1
Number	short	User number of game server	
Id	10Byte	Id	
UserNumber	Int	User number of game server	
DBNumber	Int	The user's database number	
BlockCode	BYTE	0: Release the block. 1: Block.	

GJ [0x05] User has terminated the game access (closes server authentication)			0xC1
UserNumber	Int	User authentication number	
Id	10Byte	User ID	

GJ [0x06] Request to check the remaining time			0xC1
Id	10Byte	Id	
Number	short	Game server user no.	

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GJ [0x06] Remaining Time Check Results			0xC1
Id	10Byte	Id	
Number	short	Game server user no.	
PayCode	1Byte	0: Pay-in, 1 semen Taiwan: 2: Part time, 3: Date 4: Free: 5 China: 6: Date 7: Points	
EndsDays	12Byte; union{ char EndsDays[12]; struct{ int nRemainPoint; int nRemainSecond; }; }	The last day when it was Taiwan: Available for good (PayCode: 2 or 4 days) China: Available date (PayCode: 6 days) For PayCode 7 in China nRemainPoint: Remaining Points nRemainSecond: Remaining time	
EndsTime	Int	The time remaining in the pay-as-you-go	

JG [0x08] Try to connect to another user.. notification			0xC1
Id	10Byte	Id	

JG [0x20] lets the server shut down for 3 minutes.			0xC1
Code	3Byte	Server shutdown code (Default: FFX)	

CJ [0x30] saves love heart event item			0xC1
AccountID	10Byte	User ID	
Name	10Byte	User character name	

JC [0x30] receives the results of the love heart event.			0xC1
Type	1Byte	0: General registration 1: Register to win	
Name	10Byte	User Character ID	
Number	4Byte	Registration Number	

JC [0x40] Full Notice			0xC1
Notice	61 Byte	What's in the announcement	

JC [0x41] User Notice			0xC1
Scold	10 Byte	User ID	
Notice	61 Byte	What's in the announcement	

JG [0x42] Game Block			0xC1
ClientIndex	int	Client index	
AccountID	10Bandtea	Account name	
ServerNumber	1 Byte	Server group (e.g. 1 to 7)	
CharName	10Byte	Character name	
Type	1 Byte	Block form 0x00: Character Block 0x01: Item Block	

GJ [0x42] Game Block Results			0xC1
ClientIndex	Int	Client index	
ClientIndex	Int	Client index	
Result	BYTE	Results	

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Protocol with manager and authentication server

MJ [0xA0] Requests user force bounce from manager			0xC1
ClientIndex	int	Client index	
AccountId	10Byte	User ID	

JM [0xA0] Results from user force bounce request in manager			0xC1
ClientIndex	int	Client index	
Result	1 Byte	Forced bounce results 0x00 : 0x01	

MJ [0xA1] requests full notice from the manager.			0xC1
ClientIndex	int	Client index	
Notice	60 Byte	What's in the announcement	

JM [0xA1] Results of full notice request from manager			0xC1
ClientIndex	int	Client index	
Result	1 Byte	Results	

MJ [0xA2] requests personal notice from the manager. (Only if you are connected)			0xC1
ClientIndex	int	Client index	
Notice	60Byte	What's in the announcement	
AccountId	10Byte	User accounts	

JM [0xA2] Personal Notice Results in The Manager			0xC1
ClientIndex	Int	Client index	
Result	1 Byte	Results 0x00: No user. 0x01: Notice success	

MJ [0xA3] requests a block from the manager.			0xC1
ClientIndex	int	Client index	
AccountID	10Bandtea	Account name	
ServerNumber	1 Byte	Server group (e.g. 1 to 7)	
CharName	10Byte	Character name	
Type	1 Byte	Block form 0x00: Character Block 0x01: Item Block	

JM [0xA3] Block request results from manager			0xC1
ClientIndex	Int	Client index	
Result	1 Byte	Results 0x00: No user. 0x01: Block success	

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Authentication server and connection server protocol(UDP) :

JC [0x02] Send the RecvQ status of the authentication server to the connection server		0xC1
iQueueCount	int	RecvQ Count