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Message

```

<?xml version="1.0"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">

  <xs:element name="Message">
    <xs:complexType>
      <xs:choice>
        <xs:element name="Request" type="Request"/>
        <xs:element name="Response" type="Response"/>
        <xs:element name="StateUpdate" type="StateUpdate"/>
        <xs:element name="Info" type="RequireParameters"/>
      </xs:choice>
      <xs:attribute name="sessionID" type="xs:long" default="0"/>
    </xs:complexType>
  </xs:element>

  <xs:complexType name="StateUpdate">
    <xs:sequence>
      <xs:choice>
        <xs:element name="Game" type="GameStateUpdate"/>
        <xs:element name="Lobby" type="LobbyStateUpdate"/>
        <xs:element name="General" type="GenericStateUpdate"/>
      </xs:choice>
    </xs:sequence>
  </xs:complexType>

  <xs:complexType name="GameStateUpdate">
    <xs:sequence>
      <xs:choice>
        <xs:element name="UpdatedGameState" type="GenericStateUpdate"/>
        <xs:element name="Chat" type="ChatMessage"/>
        <xs:element name="Voice" type="xs:string"/>
        <xs:element name="Custom" type="Custom"/>
      </xs:choice>
    </xs:sequence>
    <xs:attribute name="gameID" type="xs:long" default="0"/>
  </xs:complexType>

  <xs:complexType name="ChatMessage">
    <xs:sequence>
      <xs:choice>
        <xs:element name="Message" type="xs:string"/>
      </xs:choice>
    </xs:sequence>
    <xs:attribute name="sender" type="xs:string" use="required"/>
    <xs:attribute name="type" type="xs:int" default="0"/>
  </xs:complexType>

  <xs:complexType name="LobbyStateUpdate">
    <xs:sequence>
      <xs:choice>
        <xs:element name="UpdatedLobbyState" type="GenericStateUpdate"/>
        <xs:element name="Custom" type="Custom"/>
      </xs:choice>
    </xs:sequence>
  </xs:complexType>

  <xs:complexType name="GenericStateUpdate">
    <xs:sequence>
      <xs:element name="Description" minOccurs="0" type="xs:string"/>
      <xs:element name="Parameters" type="Parameters" minOccurs="0"/>
      <xs:element name="Custom" minOccurs="0" type="Custom"/>
    </xs:sequence>
    <xs:attribute name="success" type="xs:boolean" use="required"/>
    <xs:attribute name="errorCode" type="xs:long" use="optional"/>
  </xs:complexType>

  <xs:complexType name="RequireParameters">
    <xs:sequence>
      <xs:element name="Parameters" type="Parameters"/>
    </xs:sequence>
  </xs:complexType>

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    </xs:sequence>
</xs:complexType>

<xs:complexType name="OptionalParameters">
  <xs:sequence>
    <xs:element name="Parameters" type="Parameters" minOccurs="0"/>
  </xs:sequence>
</xs:complexType>

<xs:complexType name="Parameters">
  <xs:sequence>
    <xs:any processContents="skip" maxOccurs="unbounded"/>
  </xs:sequence>
</xs:complexType>

<xs:complexType name="RequireStringParameters">
  <xs:sequence>
    <xs:element name="String" type="xs:string" maxOccurs="unbounded"/>
  </xs:sequence>
</xs:complexType>

<xs:complexType name="OptionalStringParameters">
  <xs:sequence>
    <xs:element name="String" minOccurs="0" type="xs:string" maxOccurs="unbounded"/>
  </xs:sequence>
</xs:complexType>

<xs:complexType name="Request">
  <xs:choice>
    <xs:element name="AccountManagement" type="AccountManagementRequest"/>
    <xs:element name="Authentication" type="AuthenticationRequest"/>
    <xs:element name="Game" type="GameRequest"/>
    <xs:element name="Lobby" type="LobbyRequest"/>
  </xs:choice>
</xs:complexType>

<xs:complexType name="AccountManagementRequest">
  <xs:choice>
    <xs:element name="Create">
      <xs:complexType>
        <xs:attribute name="accountName" type="xs:string" use="required"/>
        <xs:attribute name="password" type="xs:string" use="required"/>
        <xs:attribute name="accountType" type="xs:int" use="required"/>
      </xs:complexType>
    </xs:element>
    <xs:element name="Delete">
      <xs:complexType>
        <xs:attribute name="accountName" type="xs:string" use="required"/>
        <xs:attribute name="password" type="xs:string" use="required"/>
      </xs:complexType>
    </xs:element>
    <xs:element name="ChangePassword">
      <xs:complexType>
        <xs:attribute name="accountName" type="xs:string" use="required"/>
        <xs:attribute name="oldPassword" type="xs:string" use="required"/>
        <xs:attribute name="newPassword" type="xs:string" use="required"/>
      </xs:complexType>
    </xs:element>
  </xs:choice>
</xs:complexType>

<xs:complexType name="AuthenticationRequest">
  <xs:choice>
    <xs:element name="Login">
      <xs:complexType>
        <xs:attribute name="accountName" type="xs:string" use="required"/>
        <xs:attribute name="password" type="xs:string" use="required"/>
      </xs:complexType>
    </xs:element>
    <xs:element name="Logout"/>
  </xs:choice>
</xs:complexType>

<xs:complexType name="GameRequest">
  <xs:choice>
    <xs:element name="Action" type="RequireParameters"/>
    <xs:element name="Create" type="CreateGameRequest"/>
  </xs:choice>

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    <xs:element name="Delete" type="OptionalParameters"/>
    <xs:element name="Join" type="OptionalParameters"/>
    <xs:element name="Part" type="OptionalParameters"/>
    <xs:element name="Chat" type="ChatMessage"/>
    <xs:element name="Voice" type="xs:string"/>
    <xs:element name="Custom" minOccurs="0" type="Custom"/>
  </xs:choice>
  <xs:attribute name="gameID" type="xs:long" default="0"/>
</xs:complexType>

<xs:complexType name="Custom">
  <xs:sequence>
    <xs:any processContents="skip"/>
  </xs:sequence>
</xs:complexType>

<xs:complexType name="CreateGameRequest">
  <xs:sequence>
    <xs:element name="Parameters" type="Parameters" minOccurs="0"/>
  </xs:sequence>
  <xs:attribute name="gameType" type="xs:string" use="required"/>
  <xs:attribute name="name" type="xs:string" use="required"/>
</xs:complexType>

<xs:complexType name="LobbyRequest">
  <xs:choice>
    <xs:element name="GameList">
      <xs:complexType>
        <xs:attribute name="gameType" type="xs:string" default="com.asdf.games.Game"/>
        <xs:attribute name="gameVariant" type="xs:string"/>
      </xs:complexType>
    </xs:element>
    <xs:element name="AvailableGames"/>
    <xs:element name="GameDetails">
      <xs:complexType>
        <xs:attribute name="gameID" type="xs:long" default="0"/>
      </xs:complexType>
    </xs:element>
  </xs:choice>
</xs:complexType>

<xs:complexType name="Response">
  <xs:choice>
    <xs:element name="AccountManagement" type="AccountManagementResponse"/>
    <xs:element name="Authentication" type="AuthenticationResponse"/>
    <xs:element name="Game" type="GameResponse"/>
    <xs:element name="Lobby" type="LobbyResponse"/>
    <xs:element name="General" type="GenericResponse"/>
  </xs:choice>
</xs:complexType>

<xs:complexType name="LobbyResponse">
  <xs:choice>
    <xs:element name="GameDetails" type="GameDetailsResponse"/>
    <xs:element name="GameList" type="GameListResponse"/>
    <xs:element name="AvailableGames" type="AvailableGamesResponse"/>
  </xs:choice>
</xs:complexType>

<xs:complexType name="GameDetailsResponse">
  <xs:sequence>
    <xs:element name="ColumnNames" type="OptionalStringParameters" minOccurs="0"/>
    <xs:element name="Players" minOccurs="0">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="Player" maxOccurs="unbounded" minOccurs="0">
            <xs:complexType>
              <xs:sequence>
                <xs:element name="Info" type="OptionalParameters"/>
              </xs:sequence>
              <!--<xs:attribute name="type" default="-">
                <xs:simpleType>
                  <xs:restriction base="xs:string">
                    <xs:enumeration value="human"/>
                    <xs:enumeration value="bot"/>
                    <xs:enumeration value="-"/>
                  </xs:restriction>
                </xs:simpleType>
              </xs:sequence>
            </xs:complexType>
          </xs:element>
        </xs:sequence>
      </xs:complexType>
    </xs:element>
  </xs:sequence>

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        </xs:simpleType>
      </xs:attribute>
      <xs:attribute name="name" use="required"/>-->
    </xs:complexType>
  </xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>
<xs:element name="Rules" type="OptionalStringParameters" minOccurs="0"/>
</xs:sequence>
</xs:complexType>

<xs:complexType name="GameListResponse">
  <xs:sequence>
    <!-- ColumnNames defines which parameters of Other in AdditionalInfo will be listed. -->
    <xs:element name="ColumnNames" type="OptionalStringParameters"/>
    <xs:element name="Games">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="Game" maxOccurs="unbounded" minOccurs="0">
            <xs:complexType>
              <xs:sequence>
                <!-- Other optional info to be listed. -->
                <xs:element name="AdditionalInfo" minOccurs="0">
                  <xs:complexType>
                    <xs:sequence>
                      <xs:element name="Other" type="OptionalParameters"/>
                      <!-- Players playing this game for player search. -->
                      <xs:element name="Players" minOccurs="0">
                        <xs:complexType>
                          <xs:sequence>
                            <xs:element name="Player" minOccurs="0" maxOccurs="unbounded"
type="xs:string"/>
                          </xs:sequence>
                        </xs:complexType>
                      </xs:element>
                    </xs:sequence>
                  </xs:complexType>
                </xs:element>
              </xs:sequence>
            </xs:complexType>
          </xs:element>
        </xs:sequence>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
  <xs:attribute name="requestedGameType" type="xs:string" use="required"/>
  <xs:attribute name="requestedGameVariant" type="xs:string"/>
</xs:complexType>
</xs:element>
</xs:sequence>
</xs:complexType>

<xs:complexType name="GameListGameResponse">
  <xs:sequence>
    <xs:element name="Info" type="RequireParameters"/>
  </xs:sequence>
  <xs:attribute name="gameID" type="xs:long" default="0"/>
</xs:complexType>

<xs:complexType name="AvailableGamesResponse">
  <xs:sequence>
    <xs:element name="Game" maxOccurs="unbounded">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="Variants" type="OptionalStringParameters" minOccurs="0"/>
        </xs:sequence>
        <xs:attribute name="type" type="xs:string" use="required"/>
        <xs:attribute name="clientGame" type="xs:string" use="required"/>
        <xs:attribute name="createGamePanel" type="xs:string" use="required"/>
        <xs:attribute name="serverGame" type="xs:string" use="required"/>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
</xs:complexType>

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    </xs:sequence>
  </xs:complexType>

  <xs:complexType name="PlayerList">
    <xs:sequence>
      <xs:element name="Player" maxOccurs="unbounded" type="RequireParameters"/>
    </xs:sequence>
  </xs:complexType>

```

Texas Message

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<xs:complexType name="AccountManagementResponse">
  <xs:choice>
    <xs:element name="Create" type="GenericResponse"/>
    <xs:element name="Delete" type="GenericResponse"/>
    <xs:element name="ChangePassword" type="GenericResponse"/>
  </xs:choice>
</xs:complexType>

<xs:complexType name="AuthenticationResponse">
  <xs:choice>
    <xs:element name="Login" type="LoginResponse"/>
    <xs:element name="Logout" type="GenericResponse"/>
  </xs:choice>
</xs:complexType>

<xs:complexType name="GameResponse">
  <xs:choice>
    <xs:element name="Action" type="GenericResponse"/>
    <xs:element name="Create" type="CreateGameResponse"/>
    <xs:element name="Delete" type="GenericResponse"/>
    <xs:element name="Join" type="GenericResponse"/>
    <xs:element name="Part" type="GenericResponse"/>
    <xs:element name="Custom" type="Custom"/>
    <xs:element name="Event" type="GenericResponse"/>
  </xs:choice>
  <xs:attribute name="gameID" type="xs:long" default="0"/>
</xs:complexType>

<xs:complexType name="GenericResponse">
  <xs:sequence>
    <xs:element name="Description" minOccurs="0" type="xs:string"/>
    <xs:element name="Parameters" type="Parameters" minOccurs="0"/>
  </xs:sequence>
  <xs:attribute name="success" type="xs:boolean" use="required"/>
  <xs:attribute name="errorCode" type="xs:long" use="optional"/>
</xs:complexType>

<xs:complexType name="CreateGameResponse">
  <xs:sequence>
    <xs:element name="Description" minOccurs="0" type="xs:string"/>
    <xs:element name="Parameters" type="Parameters" minOccurs="0"/>
  </xs:sequence>
  <xs:attribute name="success" type="xs:boolean" use="required"/>
  <xs:attribute name="errorCode" type="xs:long" use="optional"/>
  <xs:attribute name="gameID" type="xs:long"/>
</xs:complexType>

<xs:complexType name="LoginResponse">
  <xs:sequence>
    <xs:element name="Description" minOccurs="0" type="xs:string"/>
  </xs:sequence>
  <xs:attribute name="success" type="xs:boolean" use="required"/>
  <xs:attribute name="name" type="xs:string" use="required"/>
  <xs:attribute name="type" type="xs:short" use="required"/>
  <xs:attribute name="balance" type="xs:double"/>
</xs:complexType>
</xs:schema>

```

Texas Message

```

<?xml version="1.0"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
  <xs:element name="TexasMessage">
    <xs:complexType>
      <xs:choice>
        <xs:element name="Action" type="ActionMessage"/>
        <xs:element name="GameInfo" type="GameModelInfoMessage"/>
        <xs:element name="Hand" type="ParserHand"/>
        <xs:element name="Event" type="TexasEventMessage"/>
      </xs:choice>
    </xs:complexType>
  </xs:element>
  <xs:complexType name="ActionMessage">
    <xs:sequence>
      <xs:element name="index" type="xs:int" minOccurs="0"/>
      <xs:element name="amount" type="xs:double" minOccurs="0"/>
      <xs:element name="discards" type="xs:int" minOccurs="0"/>
      <xs:element name="discarded" type="xs:int" nillable="true" minOccurs="0"
maxOccurs="unbounded"/>
      <xs:element name="name" type="xs:string" minOccurs="0"/>
      <xs:element name="seat" type="xs:int" minOccurs="0"/>
    </xs:sequence>
  </xs:complexType>

  <xs:complexType name="TexasEventMessage">
    <xs:sequence>
      <xs:element name="CardPositions" type="xs:int" minOccurs="0"
maxOccurs="unbounded"/>
      <xs:element name="Action" type="ActionMessage" minOccurs="0"/>
    </xs:sequence>
    <xs:attribute name="type" type="xs:int" use="required"/>
    <xs:attribute name="amount" type="xs:double" default="0.0"/>
    <xs:attribute name="seat" type="xs:int" use="required"/>
  </xs:complexType>

  <xs:complexType name="PlayerInfoFieldsMessage">
    <xs:sequence>
      <xs:element name="bankRoll" type="xs:double"/>
      <xs:element name="bankRollAtStartOfHand" type="xs:double"/>
      <xs:element name="hasActedThisRound" type="xs:boolean"/>
      <xs:element name="hasToPostBlind" type="ParserBlind" minOccurs="0"/>
      <xs:element name="holeCards" type="ParserHand" minOccurs="0"/>
      <xs:element name="inPot" type="xs:double"/>
      <xs:element name="inPotThisRound" type="xs:double"/>
      <xs:element name="lastAction" type="xs:int"/>
      <xs:element name="lastGameInfo" type="GameModelInfoMessage" minOccurs="0"/>
      <xs:element name="myName" type="xs:string"/>
      <xs:element name="mySeat" type="xs:int"/>
      <xs:element name="myState" type="xs:int"/>
      <xs:element name="accountName" type="xs:string"/>
    </xs:sequence>
  </xs:complexType>

  <xs:complexType name="ParserHand">
    <xs:sequence>
      <xs:element name="cards" type="ParserCard" nillable="true" minOccurs="0"
maxOccurs="unbounded"/>
    </xs:sequence>
    <xs:attribute name="seat" type="xs:int" use="required"/>
  </xs:complexType>

  <xs:complexType name="ParserCard">
    <xs:sequence>
      <xs:element name="card" type="xs:int"/>
    </xs:sequence>
  </xs:complexType>

  <xs:complexType name="GameModelInfoMessage">
    <xs:sequence>
      <xs:element name="ante" type="xs:int"/>
      <xs:element name="bigBlind" type="xs:double"/>
    </xs:sequence>
  </xs:complexType>

```

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<xs:element name="boardCards" type="ParserHand" minOccurs="0"/>
<xs:element name="buttonSeat" type="xs:int"/>
<xs:element name="currentPlayerSeat" type="xs:int"/>
<xs:element name="gameID" type="xs:long"/>
<xs:element name="limitStyle" type="xs:int"/>
<xs:element name="minPlayers" type="xs:int"/>
<xs:element name="minRaise" type="xs:double"/>
<xs:element name="players" type="PlayerInfoFieldsMessage" nillable="true"
minOccurs="0" maxOccurs="unbounded"/>
<xs:element name="playersToAct" type="xs:int"/>
<xs:element name="pot" type="xs:double"/>
<xs:element name="raisesThisRound" type="xs:int"/>
<xs:element name="reverseBlinds" type="xs:boolean"/>
<xs:element name="simulation" type="xs:boolean"/>
<xs:element name="smallBlind" type="xs:double"/>
<xs:element name="stage" type="xs:int"/>
<xs:element name="zipMode" type="xs:boolean"/>
<xs:element name="winners" type="xs:int"/>
<xs:element name="bigBlindSeat" type="xs:int"/>
<xs:element name="smallBlindSeat" type="xs:int"/>
</xs:sequence>
</xs:complexType>

<xs:simpleType name="ParserBlind">
  <xs:restriction base="xs:string">
    <xs:enumeration value="SMALL_BLIND"/>
    <xs:enumeration value="BIG_BLIND"/>
    <xs:enumeration value="BOTH_BLINDS"/>
    <xs:enumeration value="NO_BLINDS"/>
  </xs:restriction>
</xs:simpleType>
</xs:schema>

```

Plugins Client

```

<?xml version="1.0"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
<xs:element name="Addons">
  <xs:complexType>
    <xs:sequence>
      <xs:element name="Plugins">
        <xs:complexType>
          <xs:sequence>
            <xs:element name="Plugin" minOccurs="0" maxOccurs="unbounded">
              <xs:complexType>
                <xs:attribute name="uid" type="xs:string" use="required"/>
                <xs:attribute name="package" type="xs:string" use="required"/>
                <xs:attribute name="gameController" type="xs:string"
use="required"/>
                <xs:attribute name="createGamePanel" type="xs:string"
use="required"/>
              </xs:complexType>
            </xs:element>
          </xs:sequence>
        </xs:complexType>
      </xs:element>
      <xs:element name="AI">
        </xs:element>
      </xs:sequence>
    </xs:complexType>
  </xs:element>
</xs:schema>

```