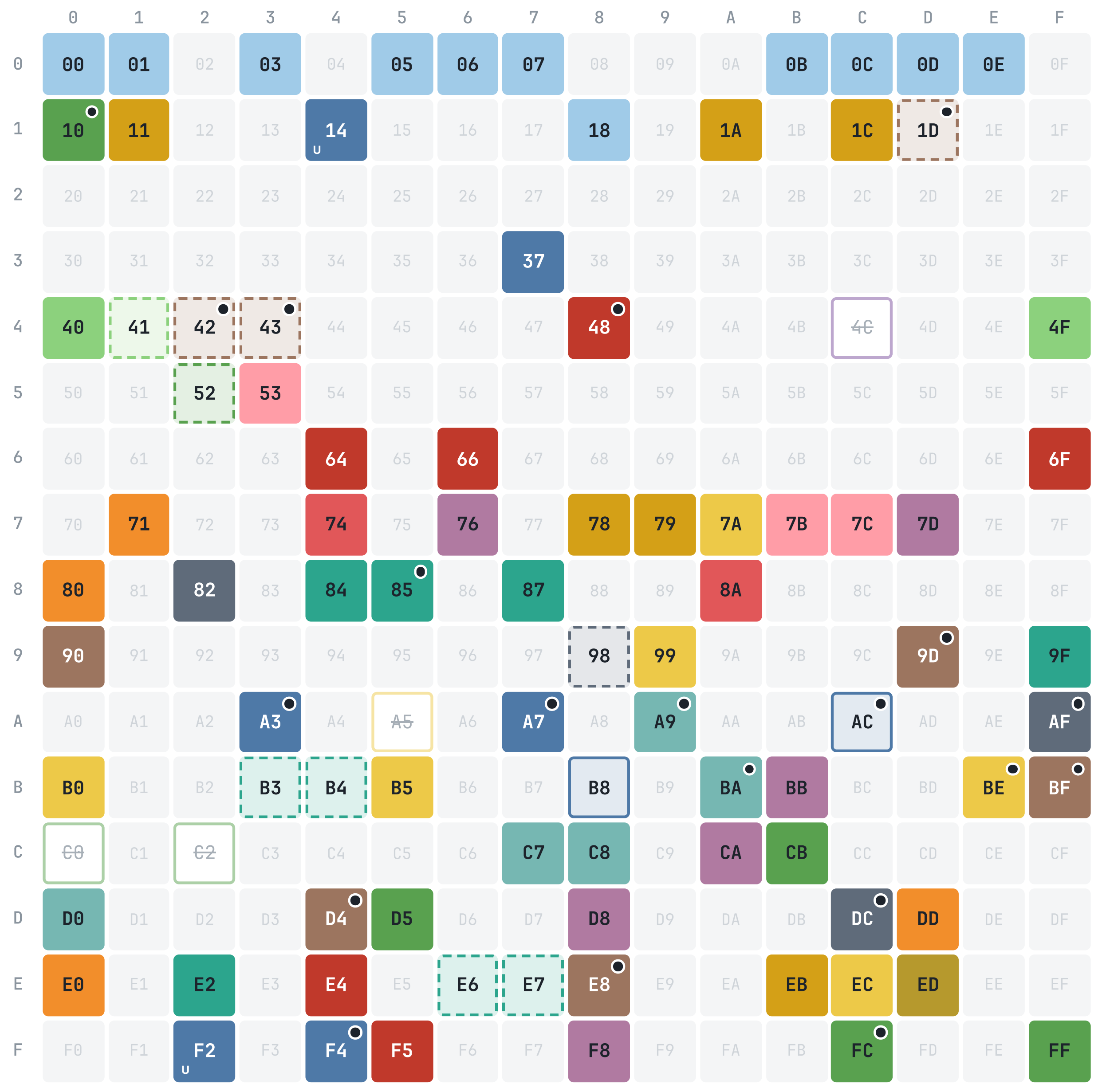
DAoC protocol opcodes

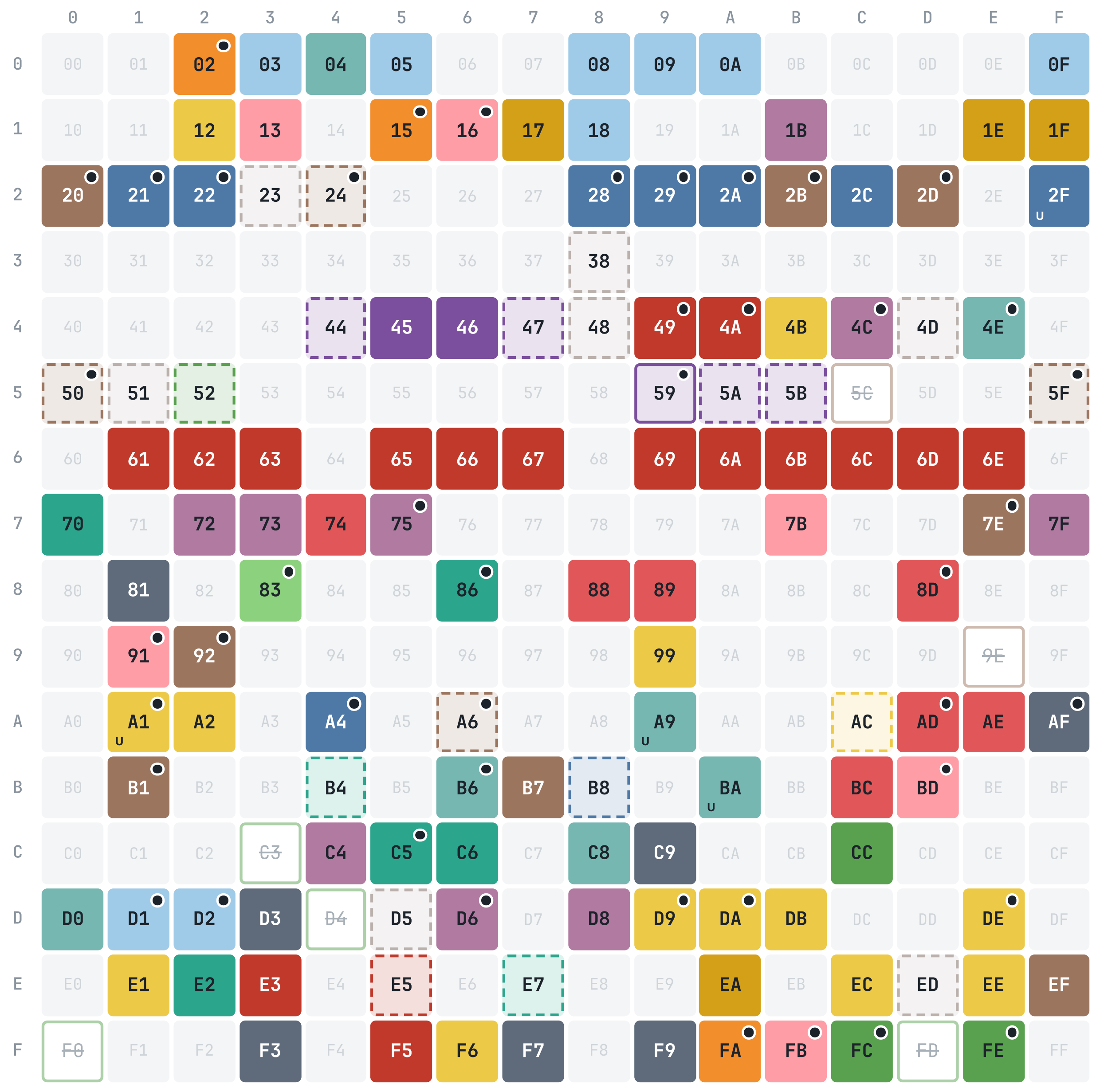
Every opcode the 1.130 game client and the OpenDAoC server know, by feature family

228 opcodes
92 client → server
136 server → client
34 missing in OpenDAoC

Client → server 92 opcodes



Server → client 136 opcodes



Families

- 🟦 Session & login
- 🟩 Character select & create
- 🟫 World entry & regions
- Movement & position
- 🟨 Objects, NPCs & targeting
- 🟥 Combat, death & pets
- 🟪 Spells, skills & effects
- Character progression
- 🟧 Inventory & items
- Trade, merchants & market
- Chat, commands & UI
- Groups, LFG, guilds & friends
- Quests & tasks
- Crafting
- Housing
- Keeps, RvR & siege
- Relics
- Unclassified

Reading the map

- 6A Both sides implement it
- E5 Client knows it, OpenDAoC doesn't
- E5 Dashed: family is inferred
- 5E Obsolete for 1.130
- A7 Seen in a retail session
- A9 Can travel over UDP
- RETAIL UDP same, in the family tables

Row = high nibble, column = low nibble. Below, every opcode by family, with its OpenDAoC name, what it does and its sub-types.

Session & login

17 opcodes · 3 missing in OpenDAoC

0x14	C→S	UDPInitRequest UDP	Client local UDP address; server replies UDP init	handled
0x21	S→C	DebugMode RETAIL	Toggle client debug mode	sent
0x22	S→C	CryptKey RETAIL	Server version and encryption handshake	sent
0x28	S→C	SessionID RETAIL	Assign client session ID	sent
0x29	S→C	PingReply RETAIL	Reply to client ping with timestamp	sent
0x2A	S→C	LoginGranted RETAIL	Login accepted: account, server name, ruleset	sent

0x2C	S→C	LoginDenied	Login refused with error reason
			`0x01 IncorrectPassword`
			`0x02 InvalidAccount`
			`0x03 AuthorizationServerUnavailable`
			`0x05 IncorrectClientVersion`
			`0x06 Error` `0x07 AccountNotFound`
			+17 more
				sent

0x2F	S→C	UDPInitReply UDP	UDP channel initialised (UDP)	sent
0x37	C→S	ClientCrash	Client crash report; server disconnects	handled
0xA3	C→S	PingRequest RETAIL	TCP ping; server echoes timestamp	handled
0xA4	S→C	Quit RETAIL	Logout: quit game or back to character select `0 to character select` `1 total quit`	sent
0xA7	C→S	LoginRequest RETAIL	Account login with version, username, password	handled
0xAC	C→S	*Leave-world notice* CONFIRMED LIVE RETAIL	Sent on /quit to character select and on exit; 1 byte, always 0	no handler
0xB8	C→S	*Quit notice with reason* CONFIRMED LIVE	Sent only on game exit; 01 clean exit, 00 after a crash	no handler
0xB8	S→C	*Realm lockout notice* LIKELY	Handler prints "cannot log into this realm for another N minutes"	never sent
0xF2	C→S	UDPPingRequest UDP	UDP keepalive; confirms UDP path	handled
0xF4	C→S	CryptKeyRequest RETAIL	Client type and version handshake	handled

Character select & create

16 opcodes · 2 missing in OpenDAoC

0x10	C→S	CharacterSelectRequest RETAIL	Character chosen; server grants login and session ID	handled
0x52	C→S	*Character-select request with name* GUESS	Built in character-select code; u16 + 24-char name. Not delete	no handler
0x52	S→C	*Character-select reply* GUESS	Handled before entering the world; pairs with C→S 0x52	never sent
0xC0	C→S	CharacterDeleteRequest	Delete character by name	client never sends
0xC2	C→S	*Unknown*	Check character name against invalid-name list	client never sends
0xC3	S→C	BadNameCheckReply	Character name allowed/forbidden reply	client ignores
0xCB	C→S	DuplicateNameCheck	Check if character name is taken or invalid	handled
0xCC	S→C	DupNameCheckReply	Character name duplicate check result	sent
0xD4	S→C	PlayerCreate		older clients only
0xD5	C→S	CreatePlayerRequest	Request creation packet for another player	handled
0xF0	S→C	CharacterCreateReply	Confirm character created	client ignores

0xFC	C→S	CharacterOverviewRequest RETAIL	Choose realm / request character list
			`0 realm query` `1 Albion`
			`2 Midgard` `3 Hibernia`
				handled

0xFC	S→C	CharacterOverview1126 RETAIL	Character select list for a realm	sent
0xFD	S→C	CharacterOverview		older clients only
0xFE	S→C	Realm RETAIL	Selected realm for character screen	sent
0xFF	C→S	CharacterCreateRequest	Create, customize or delete a character `1 create` `2 customize` `3 delete` *pre-1.125 clients used 32-bit operation codes*	handled

World entry & regions

22 opcodes · 7 missing in OpenDAoC

0x1D	C→S	*World-entry notice* LIKELY RETAIL	Sent 3x (zeros) on every world entry; retail sends no specific reply	no handler
0x20	S→C	PositionAndObjectID RETAIL	Own position, object ID and region on zone-in	sent
0x24	S→C	*World-entry flag* GUESS RETAIL	Retail sends 4 zero bytes in the world-entry burst	never sent
0x2B	S→C	CharacterInitFinished RETAIL	Character world initialisation complete	sent
0x2D	S→C	GameOpenReply RETAIL	Acknowledge game open request	sent
0x42	C→S	*Area-list notice* LIKELY RETAIL	Sent with 0x43 from the zone/area-list code on world entry	no handler
0x43	C→S	*Refresh request* LIKELY RETAIL	Sent on world entry, after dialog responses and with warmap requests	no handler
0x50	S→C	*World-entry value* GUESS RETAIL	Retail sends 4 bytes (00000bdc) just before GameOpenReply	never sent
0x5C	S→C	XFire	XFire integration flag	client ignores
0x5F	S→C	*World-entry notice* GUESS RETAIL	Retail sends it 3x (1 byte, 00) on world entry	never sent
0x7E	S→C	Time RETAIL	Game time and day increment	sent
0x90	C→S	PlayerRegionChangeRequest	Use zone point / jump to another region	handled
0x92	S→C	Weather RETAIL	Region weather/storm parameters	sent
0x9D	C→S	RegionListRequest RETAIL	Request region list for character-select slot	handled
0x9E	S→C	ClientRegions	Region list with server IP and ports	client ignores
0xA6	S→C	*Zone-entry info (new in 1.130)* LIKELY RETAIL	Only opcode new in 1.130; retail sends 72 00 00 after "You have entered"	never sent
0xB1	S→C	ClientRegion RETAIL	Region server IP and port (1.126+)	sent
0xB7	S→C	RegionChanged	Client region/zone changed	sent
0xBF	C→S	GameOpenRequest RETAIL	Enter play state; UDP confirmation flag	handled
0xD4	C→S	WorldInitRequest RETAIL	Load selected character and enter world	handled
0xE8	C→S	PlayerInitRequest RETAIL	Region-enter init; server sends world state	handled

0xEF	S→C	RegionSound	Level-up or region-enter sound
			`1 level up sound`
			`2 region enter sound`
				sent

Movement & position

12 opcodes

0x04	S→C	CharacterJump	Teleport/jump player to position and heading	sent
0x4E	S→C	ControlledHorse RETAIL	Player horse appearance (self when OID 0)	sent
0xA9	C→S	PositionUpdate RETAIL	Player position, speed, zone, heading and state	handled
0xA9	S→C	PlayerPosition UDP	Broadcast another player's position, speed, state	sent
0xB6	S→C	MaxSpeed RETAIL	Max speed percent, turning lock, water speed	sent
0xBA	C→S	PlayerHeadingUpdate RETAIL	Heading and state flags update (short state)	handled
0xBA	S→C	PlayerHeading UDP	Broadcast another player's heading and state	sent
0xC7	C→S	PlayerSitRequest	Sit down or stand up	handled
0xC8	C→S	PlayerDismountRequest	Dismount from steed	handled
0xC8	S→C	Riding	Mount or dismount rider on steed `1 mount` `0 dismount`	sent
0xD0	C→S	CheckLosRequest	Client reply to a server line-of-sight check	handled
0xD0	S→C	CheckLOSRequest	Ask client to check line of sight	sent

Objects, NPCs & targeting

21 opcodes · 1 missing in OpenDAoC

0x12	S→C	MovingObjectCreate	Create boat/siege moving object	sent
0x4B	S→C	PlayerCreate172	Create another player in view	sent
0x7A	C→S	ObjectInteractRequest	Interact with (right-click) a world object	handled
0x99	C→S	DoorRequest	Open or close a door `0x01 open` `other close` *the door ID says which kind: keep door or house door*	handled
0x99	S→C	DoorState	Door open/closed state and sound flag	sent
0xA1	S→C	ObjectUpdate UDP RETAIL	NPC/object position, speed, target and health	sent
0xA2	S→C	RemoveObject	Remove object from client view	sent
0xA5	C→S	ObjectUpdateRequest	Request object refresh (ignored by server)	client never sends
0xAC	S→C	*Object removal* GUESS	Handler removes an object ID from a client-side table	never sent
0xB0	C→S	PlayerTarget	Change current target (with LOS/examine flags)	handled
0xB5	C→S	PickUpRequest	Pick up targeted ground object	handled
0xBE	C→S	CreateObjectRequest RETAIL	Request creation packet for an object ID	handled
0xD9	S→C	ObjectCreate RETAIL	Create static object/door in world	sent
0xDA	S→C	NPCCreate RETAIL	Create NPC with model, level, flags, name	sent
0xDB	S→C	ModelChange	Change object model and size	sent
0xDE	S→C	ObjectGuildID RETAIL	Set object's guild ID	sent
0xE1	S→C	ObjectDelete	Delete object from client	sent
0xEC	C→S	PlayerGroundTarget	Set ground target position	handled
0xEC	S→C	ChangeGroundTarget	Set ground target (GroundAssist)	sent
0xEE	S→C	ObjectDataUpdate	Update living level, guild and name	sent
0xF6	S→C	ChangeTarget	Force client target change	sent

Combat, death & pets

9 opcodes

0x74	C→S	PlayerAttackRequest	Toggle melee attack mode on or off	handled
0x74	S→C	AttackMode	Toggle player melee attack mode	sent
0x88	S→C	PetWindow	Open/update/close pet window with stance and buffs `2 Open` `1 Update` `0 Close`	sent
0x89	S→C	PlayerRevive	Player was resurrected	sent

0x8A	C→S	PetWindow	Pet window button: stance, movement or command
			`b0=1 aggro Aggressive`
			`b0=2 aggro Defensive`
			`b0=3 aggro Passive`
			`b1=1 walk Follow` `b1=2 walk Stay`
			`b1=3 walk GoTarget` *+3 more*
				handled

0x8D	S→C	PlayerModelTypeChange RETAIL	Change player model type (e.g. form)	sent
0xAD	S→C	CharacterStatusUpdate RETAIL	Own health/mana/endurance/concentration values	sent
0xAE	S→C	PlayerDeath	Player killed, with killer object	sent
0xBC	S→C	CombatAnimation	Melee attack animation and result	sent

Spells, skills & effects

15 opcodes

0x1B	S→C	SpellEffectAnimation	Spell hit/bolt visual effect on target	sent

0x4C	S→C	VisualEffect RETAIL	Multiplexed per-object visual/UI effects
			`0x03 hex / warlock chamber`
			`0x04 vampiir flight`
			`0x05 region colour scheme`
			`0x07 NPC quest indicator`
			`0x08 blink UI panel`
			`0x09 free level state` *+4 more*
				sent

0x72	S→C	SpellCastAnimation	Start spell casting animation	sent
0x73	S→C	InterruptSpellCast	Interrupt casting animation	sent
0x75	S→C	ConcentrationList RETAIL	Concentration buffs list	sent
0x76	C→S	RemoveConcentrationEffect	Cancel a concentration spell by index	handled
0x7D	C→S	UseSpell	Cast spell, style or ability from a spell line	handled
0x7F	S→C	UpdateIcons	Player active effect icons	sent

0xBB	C→S	UseSkill	Use ability, style, spell or spec from skill list
			`0 full list index`
			`>0 non-spec index`
				handled

0xC4	S→C	DetailWindow	Text detail window (stats/titles or custom text)
			`1 player statistics + titles`
			`0 custom text window`
				sent

0xCA	C→S	BonusesListRequest	Request item/stat bonuses text window	handled
0xD6	S→C	DisableSkills RETAIL	Skill/spell cooldown (disabled) timers `1 hybrid skill` `2 list spells`	sent

0xD8	C→S	DetailRequest	Delve/info request for item, spell, style, etc.
			`1 inventory item` `2 spell list`
			`4 merchant item`
			`5 buff/effect icon` `6 style`
			`7 trade window item` *+22 more*
				handled

0xD8	S→C	DelveInfo	Delve (item/spell info) text	sent
0xF8	C→S	PlayerCancelsEffect	Cancel own effect by tooltip ID	handled

Character progression

9 opcodes

0x13	S→C	MasterLevelWindow	Master level progress bars and step descriptions	sent

0x16	S→C	VariousUpdate RETAIL	Multiplexed character sheet updates (skills, stats, group, crafting)
			`0x01 skills` `0x02 spell lines`
			`0x03 player info`
			`0x05 weapon/armor stats`
			`0x06 group window`
			`0x08 crafting skills`
				sent

0x53	C→S	TrainHandler	Train specializations and realm abilities from trainer window	handled
0x7B	C→S	TrainWindowHandler	Request trainer window	handled

0x7B	S→C	TrainerWindow	Trainer window: specs, realm abilities, champion lines
			`0 specs` `1 realm abilities`
			`2 champion` `3 skill descriptions`
			`4 name index`
			`5 realm ability details`
				sent

0x7C	C→S	ChampionTrainHandler	Train a champion-level ability	handled
0x91	S→C	CharacterPointsUpdate RETAIL	Realm/bounty/skill points and XP progress	sent
0xBD	S→C	Encumberance RETAIL	Carrying capacity and inventory weight	sent
0xFB	S→C	StatsUpdate RETAIL	Character stats or resists breakdown `0x00 stats` `0xFF resists`	sent

Inventory & items

7 opcodes

0x02	S→C	InventoryUpdate RETAIL	Inventory slot contents update, optionally opening a window
			`0x00 Update` `0x01 Equipment`
			`0x02 Inventory` `0x03 PlayerVault`
			`0x04 HouseVault`
			`0x05 ConsignmentOwner` *+2 more*
				sent

0x15	S→C	EquipmentUpdate RETAIL	Visible equipment models of a living	sent
0x71	C→S	UseSlot	Use an inventory or quickbar item slot `0 Click` `1 Use1` `2 Use2`	handled
0x80	C→S	DestroyItemRequest	Destroy an inventory item by slot	handled

0xDD	C→S	PlayerMoveItem	Move/split item between slots, drop or give
			`>1000 give to object`
			`100 / 600 PlayerPaperDoll / NewPlayerPaperDoll`
			`1 Ground` `601 GeneralVault`
				handled

0xE0	C→S	PlayerAppraiseItemRequest	Ask merchant or lot marker to appraise item	handled
0xFA	S→C	MoneyUpdate RETAIL	Player money (copper..mithril)	sent

Trade, merchants & market

10 opcodes

0x11	C→S	MarketSearchRequest	Market explorer item search query	handled

0x17	S→C	MerchantWindow	Merchant item list page
			`0x00 Normal` `0x01 Bp` `0x02 Count`
			`0x03 HousingDeedMenu`
			`0x04 HousingOutsideMenu`
			`0x05 HousingNPCHookpoint` *+8 more*
				sent

0x1A	C→S	SetMarketPrice	Set consignment merchant price for a slot	handled
0x1C	C→S	WithDrawMerchantMoney	Withdraw money from consignment merchant	handled
0x1E	S→C	ConsignmentMerchantMoney	Consignment merchant stored money	sent
0x1F	S→C	MarketExplorerWindow	Market explorer search results page	sent

0x78	C→S	BuyRequest	Buy item from merchant or housing menu
			`0 Normal` `3 HousingDeedMenu`
			`5 HousingNPCHookpoint`
			`6 HousingInsideShop`
			`7 HousingOutsideShop`
			`8 HousingVaultHookpoint` *+2 more*
				handled

0x79	C→S	SellRequest	Sell inventory item to targeted merchant	handled
0xEA	S→C	TradeWindow	Trade window contents; all-zero closes it	sent
0xEB	C→S	ModifyTrade	Update, accept or close trade window `0 close` `1 update` `2 accept`	handled

Chat, commands & UI

11 opcodes · 1 missing in OpenDAoC

0x81	S→C	Dialog	Show dialog box (invite, confirm, quest offer)
			`0x00 SimpleWarning`
			`0x03 GuildInvite` `0x05 GroupInvite`
			`0x06 CustomDialog` `0x08 GuildLeave`
			`0x14 HousePayRent` *+9 more*
				sent

0x82	C→S	DialogResponse	Player answer to a server dialog box
			`0x03 GuildInvite`
			`0x05 GroupInvite`
			`0x06 CustomDialog`
			`0x08 GuildLeave`
			`0x14 HousePayRent`
			`0x19 MasterLevelWindow` *+2 more*
				handled

0x98	C→S	*Appeal sub-request* GUESS	Built inside the /appeal command code; the appeal dialog doesn't send it	no handler
0xAF	C→S	CommandHandler RETAIL	Slash command text from the player *182 player slash commands route through this opcode*	handled

0xAF	S→C	Message RETAIL	Chat or system text message
			`0x01 CT_Say` `0x12 CT_System`
			`0x1C CT_Important`
			`0x1B CT_SpellResisted`
			`0x10 CT_Spell` `0x04 CT_Guild`
			+32 more
				sent

0xC9	S→C	SoundEffect	Play positional sound effect in zone	sent
0xD3	S→C	PlaySound	Play sound by type and ID `0x01 Craft` `0x02 Divers`	sent
0xDC	C→S	ClientFilterSettings RETAIL	Chat-type and spell-effect filter settings	handled
0xF3	S→C	TimerWindow	Open or close countdown timer window `1 open` `0 close`	sent
0xF7	S→C	HelpWindow	Open help topic window `1 starter help` `106 rent reminder`	sent
0xF9	S→C	EmoteAnimation	Play emote animation on object	sent

Groups, LFG, guilds & friends

16 opcodes · 6 missing in OpenDAoC

0x70	S→C	GroupMemberUpdate	Group member status, buff icons or map position
			`0x20 status` `0x40 map position`
			`0x80 icons`
				sent

0x84	C→S	LookingForGroupFlag	Toggle LFG flag or set group status
			`0x00 RemovePlayerLooking`
			`0x01 SetPlayerLooking`
			`other GroupStatus`
				handled

0x85	C→S	LookingForGroup RETAIL	Request Find Group window list
			`0x00 players only`
			`nonzero include groups`
				handled

0x86	S→C	FindGroupUpdate RETAIL	Looking-for-group list; 0xFF variant crashes client `N player list` `0xFF crash`	sent
0x87	C→S	InviteToGroup	Invite current target to group	handled
0x9F	C→S	DisbandFromGroup	Leave group or remove targeted member	handled
0xB3	C→S	*Group-finder request* GUESS	Builder next to LookingForGroup; called via a UI table	no handler
0xB4	C→S	*Group-finder request* GUESS	Builder next to LookingForGroup; pairs with S→C 0xB4	no handler
0xB4	S→C	*Group-finder reply* GUESS	Handler adjacent to S→C 0xE7; pairs with C→S 0xB4	never sent
0xC5	S→C	AddFriend RETAIL	Add names to friends list	sent
0xC6	S→C	RemoveFriend	Remove names from friends list	sent
0xE2	C→S	EmblemDialogResponse	Guild leader picks guild emblem	handled
0xE2	S→C	EmblemDialogue	Open guild emblem selection dialog	sent
0xE6	C→S	*Group-finder request* GUESS	Builder next to LookingForGroup; structured payload	no handler
0xE7	C→S	*Group-finder request* GUESS	Builder next to LookingForGroup; pairs with S→C 0xE7	no handler
0xE7	S→C	*Group-finder reply* GUESS	Handler adjacent to S→C 0xB4; pairs with C→S 0xE7	never sent

Quests & tasks

4 opcodes · 1 missing in OpenDAoC

0x40	C→S	QuestRewardChosen	Accept quest and chosen reward items *response byte 1 confirms; anything else is ignored*	handled
0x41	C→S	*Task request* LIKELY	Its caller prints [Task] messages	no handler
0x4F	C→S	RemoveQuestRequest	Abandon a quest by journal index	handled
0x83	S→C	QuestEntry RETAIL	Journal quest/task entry at index	sent

Crafting

1 opcodes

0xED	C→S	CraftRequest	Craft selected recipe item	handled

Housing

20 opcodes

0x00	C→S	HouseMenuRequest	Open a house menu or merchant window
			`0 HousingOutsideShop`
			`1 HousingInsideShop`
			`2 HousingDeedMenu`
			`3 HousingOutsideMenu`
			`4 HousingNPCHookpoint`
			`5 HousingVaultHookpoint` *+4 more*
				handled

0x01	C→S	HouseEdit	Change house exterior appearance (up to 10 changes)	handled
0x03	C→S	HouseUserPermissionRequest	Request house per-player permission list	handled
0x03	S→C	HouseUserPermissions	House per-player/guild permission list	sent
0x05	C→S	HousePermissionRequest	Request house permission levels table	handled
0x05	S→C	HousingPermissions	House permission level table	sent
0x06	C→S	HouseUserPermissionSet	Set or remove a player's house permission slot	handled
0x07	C→S	HousePermissionSet	Save one house permission level's flags	handled
0x08	S→C	HouseEnter	Enter house interior: model, emblem, rug colours	sent
0x09	S→C	HousingItem	House interior furniture list or single item update `0x00 update` `0x80 complete`	sent
0x0A	S→C	HouseExit	Leave house interior	sent
0x0B	C→S	HouseEnterLeave	Enter or leave a house `0 leave` `1 enter`	handled

0x0C	C→S	HousePlaceItem	Place item, decoration or rent money in a house
			`1 garden` `2 wall` `3 floor`
			`4 porch` `5 hookpoint`
			`6 banner/shield` *+1 more*
				handled

0x0D	C→S	PlayerPickupHouseItem	Remove a placed house item back to inventory `1 garden` `2 wall` `3 floor`	handled
0x0E	C→S	HouseDecorationRotate	Rotate a placed indoor decoration	handled
0x0F	S→C	HouseTogglePoints	Toggle house decoration placement points	sent
0x18	C→S	HouseDecorationRequest	Request rotation info for a house decoration	handled
0x18	S→C	HouseDecorationRotate	Acknowledge house decoration rotate request	sent

0xD1	S→C	HouseCreate RETAIL	Create or remove house on lot
			`create SendHouse`
			`remove SendRemoveHouse`
				sent

0xD2	S→C	HouseChangeGarden RETAIL	House garden items or occupied flag
			`count,0x80 full garden`
			`0x01,0x00 single item update`
			`0x00,flag occupied flag`
				sent

Keeps, RvR & siege

23 opcodes · 1 missing in OpenDAoC

0x48	C→S	ShowWarmapRequest RETAIL	Warmap page select, refresh, or teleport `0 set_page` `1 update` `2 teleport`	handled
0x49	S→C	WarMapClaimedKeeps RETAIL	Warmap keep/tower ownership, claims, relics	sent
0x4A	S→C	WarMapDetailUpdate RETAIL	Warmap fight and group markers	sent
0x61	S→C	KeepComponentInteractResponse	Keep component info: realm, health, level, guild	sent

0x62	S→C	KeepClaim	Keep claim/lord window
			`0 Info` `1 KeepTargetLevel`
			`2 KeepLordType` `4 Release`
				sent

0x63	S→C	KeepComponentHookpointStore	Hookpoint purchase list (guards, siege, oil)	sent

0x64	C→S	BuyHookPoint	Buy siege weapon or guard for keep hookpoint
			`0x00-0x20 RedHPInventory`
			`0x21-0x40 BlueHPInventory`
			`0x41-0x60 LightGreenHPInventory`
			`0x61-0x80 GreenHPInventory`
			`0x81+ YellowHPInventory`
				handled

0x65	S→C	KeepComponentHookpointUpdate	Free hookpoints on keep component	sent
0x66	C→S	WarmapBonusRequest	Request realm warmap bonuses	handled
0x66	S→C	WarmapBonuses	Realm keep/tower/relic bonus counts	sent
0x67	S→C	KeepComponentUpdate	Keep level and component state flags	sent
0x69	S→C	KeepInfo	Create keep: position, realm, level	sent
0x6A	S→C	KeepRealmUpdate	Keep realm and level change	sent
0x6B	S→C	KeepRemove	Remove keep	sent
0x6C	S→C	KeepComponentInfo	Create keep component (wall/tower piece)	sent
0x6D	S→C	KeepComponentDetailUpdate	Keep component health/status update	sent
0x6E	S→C	KeepComponentRemove	Remove keep component	sent

0x6F	C→S	KeepComponentInteract	Keep wall/tower info and hookpoint selection
			`0 show_info` `1 hookpoint_button`
			`2 select_hookpoint`
				handled

0xE3	S→C	SiegeWeaponAnimation	Siege weapon aim/arm/load/fire animation
			`0x00 None` `0x01 Aiming` `0x02 Arming`
			`0x03 Loading` `0x04 Fire`
				sent

0xE4	C→S	ShipHookPoint	Boat hookpoint interaction (switch seat) `0 none` `3 switch seat`	handled
0xE5	S→C	*Keep-related* GUESS	Handler sits among the keep handlers	never sent
0xF5	C→S	SiegeCommandRequest	Siege weapon control command `1 load` `2 arm` `3 aim` `4 fire` `5 move` `6 repair` *+4 more*	handled
0xF5	S→C	SiegeWeaponInterface	Open/update or close siege weapon UI `0 open/update` `1 close`	sent

Relics

8 opcodes · 5 missing in OpenDAoC

0x44	S→C	*Minotaur relic update* LIKELY	Handler next to the relic-map handlers; opcode just below 0x45	never sent
0x45	S→C	MinotaurRelicMapRemove	Remove minotaur relic from map	sent
0x46	S→C	MinotaurRelicMapUpdate	Minotaur relic map position	sent
0x47	S→C	*Minotaur relic update* LIKELY	Handler next to the relic-map handlers; opcode just above 0x46	never sent
0x4C	C→S	MinotaurRelicWindow	Minotaur relic window command (unimplemented) *server handler is empty*	client never sends
0x59	S→C	MinotaurRelicRealm RETAIL		never sent
0x5A	S→C	*Minotaur relic state* GUESS	Follows 0x59 MinotaurRelicRealm in numbering and code	never sent
0x5B	S→C	*Minotaur relic state* GUESS	Follows 0x59 MinotaurRelicRealm in numbering and code	never sent

Unclassified

7 opcodes · 7 missing in OpenDAoC

0x23	S→C	*Pairs with 0xA6* UNKNOWN	Handler related to 0xA6	never sent
0x38	S→C	*Unknown* UNKNOWN		never sent
0x48	S→C	*Unknown* UNKNOWN		never sent
0x4D	S→C	*Unknown* UNKNOWN		never sent
0x51	S→C	*Unknown* UNKNOWN		never sent
0xD5	S→C	*Unknown* UNKNOWN		never sent
0xED	S→C	*Unknown* UNKNOWN		never sent

How we know

The client side is daoc-re's map of the official 1.130 client: every case of its receive dispatcher, and every call to its TCP and UDP send functions. The server side comes from OpenDAoC's source: its handler registrations and send methods. Live sessions on OpenDAoC and the official servers confirm or correct the guesses.

An opcode is not a message

Many opcodes carry a sub-type that selects a different message: chat types, update kinds, character-create operations. Character delete, for one, is operation 3 inside character create. The chips list those sub-types.

Guesses are marked

Opcodes without an OpenDAoC name carry a best guess, from daoc-re's clues about where the client uses them; dashed cells and *guess* tags mark them. 65 opcodes were seen in a decoded official-server session. Corrections welcome.

eveofdarkness.org
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Opcode names, purposes and sub-types from OpenDAoC (GPL-3.0)