



MyTeams RFC

SPECIFICATIONS OF THE MYTEAMS COMMUNICATION PROTOCOL

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DEFINITIONS

Here is a list of recurrent data types that will be used throughout this documentation.

| Designation | Description | Type/Size | Additional information |
|--------------|--|---------------------------|---|
| Command code | The command to execute on the server. | 1-byte unsigned integer | See page X for the list of available commands. |
| Command id | | | |
| Error code | An error code that is sent back and forth between the server and client. | 1-byte unsigned integer | See page X for the list of possible errors. |
| UUID | Can be used to uniquely identify an item/user. | 37 bytes ASCII characters | Composed of alphanumeric characters or '-_'. |
| User name | The name of the user. | 32 bytes ASCII characters | Composed of alphanumeric characters. Minimum 1 character. Case unsensitive. |
| Body size | The size of the data contained in this packet. | 2-bytes unsigned integer | The size of the body does not include the size of the header. |

REQUESTS

DESCRIPTION

Every request is composed of two parts:

- The header: It contains information about the command to execute, the current user, the packed size etc...
- The body: it contains the actual data useful to the execution of the command on the server.

MEMORY LAYOUT

Request (at least 41 bytes)

Header (41
bytes)

Body

HEADER

DESCRIPTION

The header contains 4 fields:

- The command code is the command to execute on the server. See page X for the list of available commands.
- An error code, used to pass error back and forth between the client and the server. For no error, set to 0. See page X for the list of possible errors.
- The UUID of the user that initiated this request. See page X for more information about UUIDs.
- The size of the body. Set to 0 if the request only contains a header.

MEMORY LAYOUT

Header (41 bytes)

Command
id (1 byte)

Error
code (1
byte)

User UUID (37 bytes)

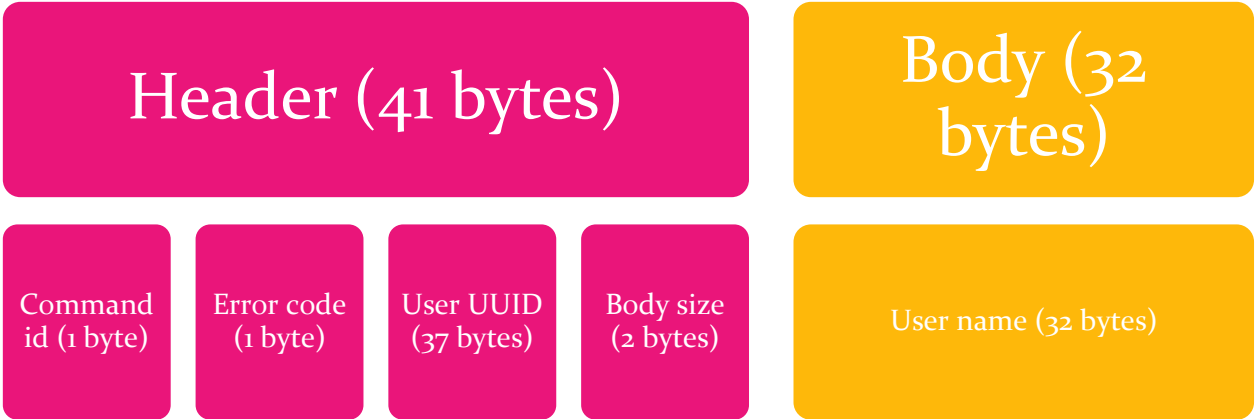
Body size (2 bytes)

COMMANDS

Login

The login command allows a user to log in into its account. It takes one parameter, the username of the user to log in.

Login Request



User

Returns information about a user.

User Request

Header (41 bytes)

Body (37 bytes)

Command
id (1 byte)

Error code
(1 byte)

User UUID (37
bytes)

Body size
(2 bytes)

User uuid (37 bytes)