

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

# 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

# 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.

### User

Returns information about a user.