Message Format

**The field are split with ##**

Source\_id: the computer which sent/will send the message.

Destinations: contains ids/ports to which to send the message. Use 'a' for all neighbors.

Message: the message itself.

Change state: if 0 don’t change state. If anything else- change to that state.

Arrival\_time.

Source\_id## Destination## Message## Change\_state ## aArrival\_time