

Packet Start Sync Bytes

This section contains 3 bytes to understand that packet has been started.

Type Of Data

This section contains information about what type of data has been send. Length of this section will be 10 bytes. ASCII data should be send . The contents are as follows,

- For ScreenShot -> 73,63,72,65,65,6E,73,68,6F,74 (Hex)
- For Satus -> 73,74,61,74,75,73,20,20,20,20 (Hex)
- For Video ->76,69,64,65,6F,20,20,20,20,20 (Hex)

Name Of File

This section contains name of ScreenShot or video. For Status data type,

- Data size of this section should be 1 byte
- Content should be 00 (hex).

For Video and ScreenShot data type,

- Data size should be 60 byte
- Name of the file should be included in this section with using ASCII data format. If the name fit inside this section and there is a remaining bytes, remaininig bytes should be filled with 20(hex)

Total Data Length

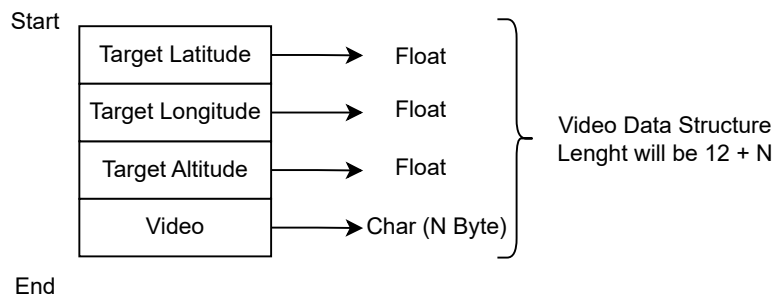
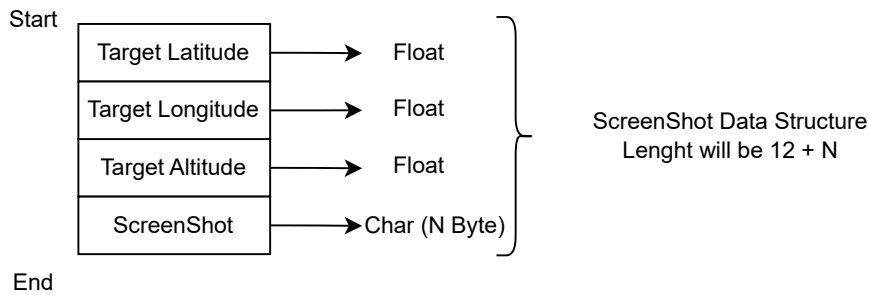
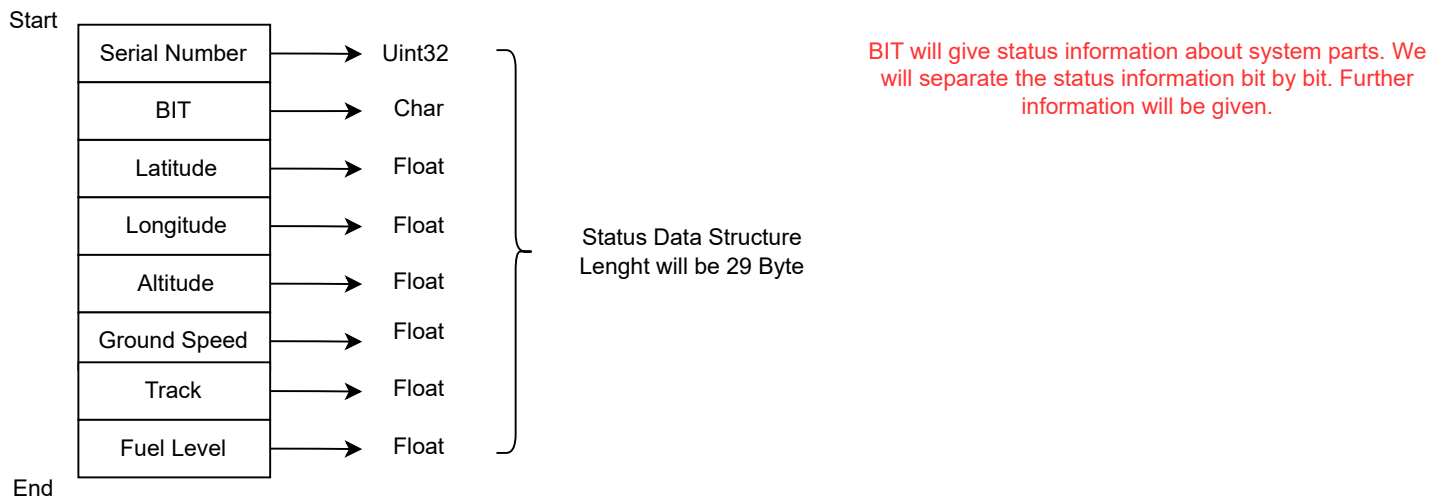
This section contains information about Data section length in means of byte. Length of this section will be 4 byte.

Data

This section contains data that server wants to sent to te client. There is a 3 different type of Data section,

- ScreenShot Data
- Video Data
- Status Data

Every Data sections will have different structure based on the type of data. Data structures are follows,



Packet End Sync Bytes

This data section contains 3 bytes to understand that packet has been ended.