

Network Working Group

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# **THE ChatOS PROTOCOL**

## **Version 1.0**

## ChatOS Protocol

### Description

This document describe the ChatOs protocol. This protocol allows multiple clients to connect to the servand and communicate using private and global messages. It also allows two clients to establish private connexion without divulging IP informations. All those features use TCP connexions.

### ChatOS Packets

ChatOS can receive 6 types of packets which are the followings :

Opcode	Operation
1	Connection request (CR)
2	Send personnal message (SPM)
3	Send message to all (SMA)
4	TCP ask private connexion (TCPAsk)
5	TCP connect (TCPConnect)
6	Error code (ERROR)

The Opcode is the header of each sende packets. Opcode is always a signed byte.

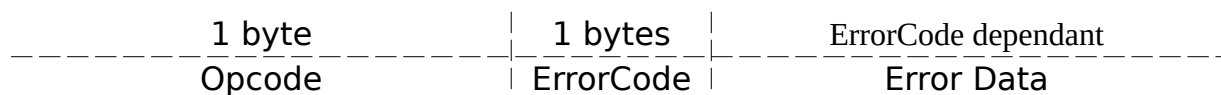
In this document the STRING type represent a string encoded in UTF-8 preceded by their length as a signed short. We are using a short as it can represent a number as big as 32000 which is more than enough to cover a large majority (if not all) of messages.

### Error codes

Value	Meaning
1	OK
2	Pseudo Unavailable
3	Invalid Pseudonym
4	Unreachable User
5	TCP Denied
6	TCP Accept

## ChatOS packets description

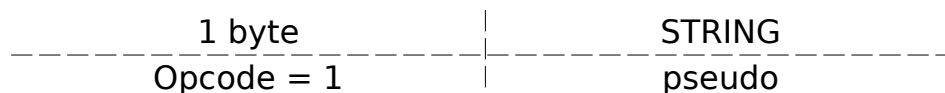
### Error:



*Figure 1: ERROR packet*

The ERROR packet (opcode = 6) have the Figure6 format.

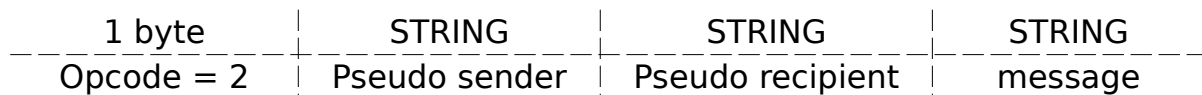
### Connexion request



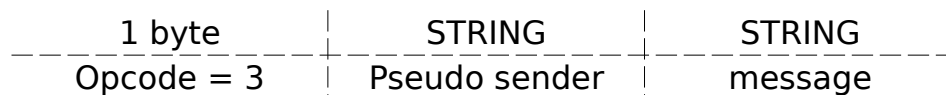
*Figure 2: CR packet*

The CR packet have the Figure1 format. After establishing a TCP connexion with the server, the client need to send this packet to confirm the pseudonym it want to use. If the pseudonym is already used by a connected user, the server will send back an ERROR packet with ErrCode set to 'Pseudo Unavailable'. If the client already have a pseudonyme, the packet is ignored. Otherwise, the server will set ErrCode set to 'OK'.

## ChatOS Protocol

**Send private message***Figure 3: SPM packet*

The SPM packet have the Figure2 format. For the client to send a private message to another client, it needs to send the SPM packet. This packet must contain the pseudonym of the sender followed by the pseudonym of the recipient and the message. If the pseudonym of the sender is not the one that was assigned to this connexion, the server send an ERROR packet with ErrCode set to 'Invalid Pseudonym'. If the recipient pseudonym is not assigned by the server, it send an ERROR packet with ErrCode set to 'Unreachable User'. Otherwise, the server relay the SPM packet to the recipient and send an ERROR packet with ErrCode set to 'OK' to the sender.

**Send message to all***Figure 4: SMA packet*

The SMA packet have the Figure3 format. For the client to send a message to all connected users, it uses the SMA packet. This packet contains the pseudonym of the sender. If the pseudonym of the sender is not the one that was assigned to this connexion, the server send back an ERROR packet with ErrCode set to 'Invalid Pseudonym'. Otherwise, the server send back an ERROR packet with ErrCode set to 'OK' then relay the packet to all connected users that's not the sender.

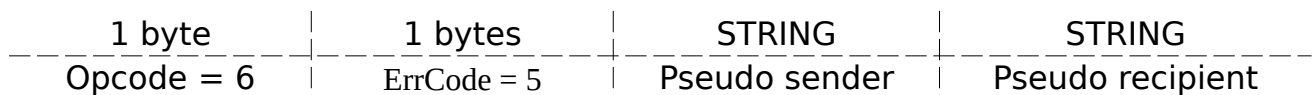
## ChatOS Protocol

**Private connexion protocol***Figure 5: TCPAsk packet*

For a client A to use the private connexion feature of the server to connect to a client B, it needs to follow the following protocol. First, A send a TCPAsk to the server containing its pseudonym as 'Pseudo sender' and the pseudonym of B as the 'Pseudo recipient'. If the sender's pseudonym is not the one assigned, the server send back an ERROR packet with ErrCode set to 'Invalid Pseudonym' and the protocol terminate. If the pseudonym of the recipient is unknown, the server send back an ERROR packet with ErrCode set to 'Unreachable User'. Otherwise, the packet is relayed to B.

At this point, B has two choices : it can either accept or deny the connexion.

- If it decide to deny the connection, it needs to send the following ERROR packet :

*Figure 6: ERROR packet with ErrCode TCP Deny*

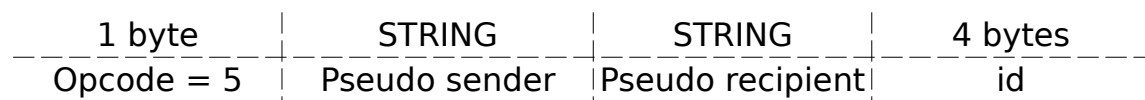
- If B decide to accept the connexion, B needs to create a new socket for the private connexion, it send the following ERROR packet (from the newly created socket) :

*Figure 7: ERROR packet with ErrCode TCP Accept*

If the packet received have an ErrCode 'TCP Accept', it associate the socket that sent it with the triplet (Pseudo sender, Pseudo recipient, id). Then the server send back the ERROR to A.

ChatOS Protocol

If A receive an ERROR packet with the ErrCode 'TCP Deny', the protocol is aborted. Otherwise, A create a new socket for the private connexion and send the following packet (from the newly created socket) :



*Figure 8: TCPConnect packet*