<https://io7m.com/documents/udp-reliable/>

Types of packets:

* Reliable (ordered)
* Unreliable (ordered)
* Ack-only
* Keep-alive packet (no data)

General Header:

0 1 2 3 4

+--------+--------+--------+--------+

| SEQ |RUAF----|

+--------+--------+--------+--------+

| ACK |--------|

+--------+--------+--------+--------+

Reliable Header:

0 1 2 3 4

+--------+--------+--------+--------+

| SEQ |10AF----|

+--------+--------+--------+--------+

| ACK |--------|

+--------+--------+--------+--------+

Unreliable header:

0 1 2 3 4

+--------+--------+--------+--------+

| SEQ |0100----|

+--------+--------+--------+--------+

Ack-only header (no payload):

0 1 2 3 4

+--------+--------+--------+--------+

| ACK |0010----|

+--------+--------+--------+--------+

After the header is the payload.

The maximum reliable UDP payload size is 508 bytes. Data will be merged such that the data forms a stream (with no individual messages).