This is a design document for giving overall implementation... stuff

* Handshake
  + The connecting client is to send its public key (in hex), protocol version (in hex), client function (bootstrap, pubclient, bisclient), program name, program version  
    Values are to be separated by “:”, and padded with “ ” to 192 bytes, ending with a 64 byte binary signature of the first 192 bytes (again padded with “ “ to the hash block size)
    - EX:  
      3039301306072a8648ce3d020106082a8648ce3d030107032200021b1e72180e3ceb24e595408f9e5e2d707764c4f350fb556329fe91bd1e2192dd0000000000:0000:bootstrap:Python3 Bootstrap Server:v0.0: ================================================================
* Communication initiatives:
  + JSON formatting should be used whenever possible to provide greater support for interoperability and ease of coding. Especially for commands in meta information exchange. Data transmition is exempt from this, as it would be too inefficient to encode everything in Hex. Handshake is also exempted for similar reasons.
  + Signitures are always appended to the end of the byte stream as raw bindary bytes