Client-to-Client Protocol

The client-to-client protocol is a secondary and independent protocol from the main server protocol. The client-to-client protocol is used to communicate special commands that don't need interference from the server between clients.

Different implementations of the AceChat chat client may choose to implement this protocol differently, but the input and output should be the same to allow for maximum cross-compatibility.

Encoded messages take the form:

`\protocolxxx<message>\xxx`

where **xxx** is the three digit hexadecimal protocol number.

Currently Supported Encodings

/me

User input in the form

`/me <message>`

is encoded as

`\protocol000<message>\000`

and is displayed in the channel in the form

`*<user> <message>*`

/party

User input in the form

`/party <message>`

is encoded as

`\protocol001<message>\001`

and is displayed in the channel in the form of a party. That is, each letter is a random color.

Unencoded Messages

Unencoded messages are displayed as expected. The protocol only applies to messages that are wrapped in a protocol layer. Messages wrapped in an invalid or unsupported protocol layer should either throw an error or be displayed with the protocol wrapper, at the client's discretion.