**User Registration Server:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Action** | **Opcode** | **Request** | **Response** | **Type** |
| Check Server | 0x00 | Opcode (1 byte) | Opcode + (0x00 for closed or 0x01 for open) | Pull |
| Register User | 0x01 | Opcode + Requested user name (max 256 bytes) | (Fail) Opcode + 0x00 + Error message  (Success) Opcode + UID + Port Number (6 bytes) | Pull |
| Deregister User | 0x02 | Opcode + UID | (Fail) Opcode + 0x00 + Error Message  (Success) Opcode + 0x01 (2 bytes) | Pull |

**Game Server:**