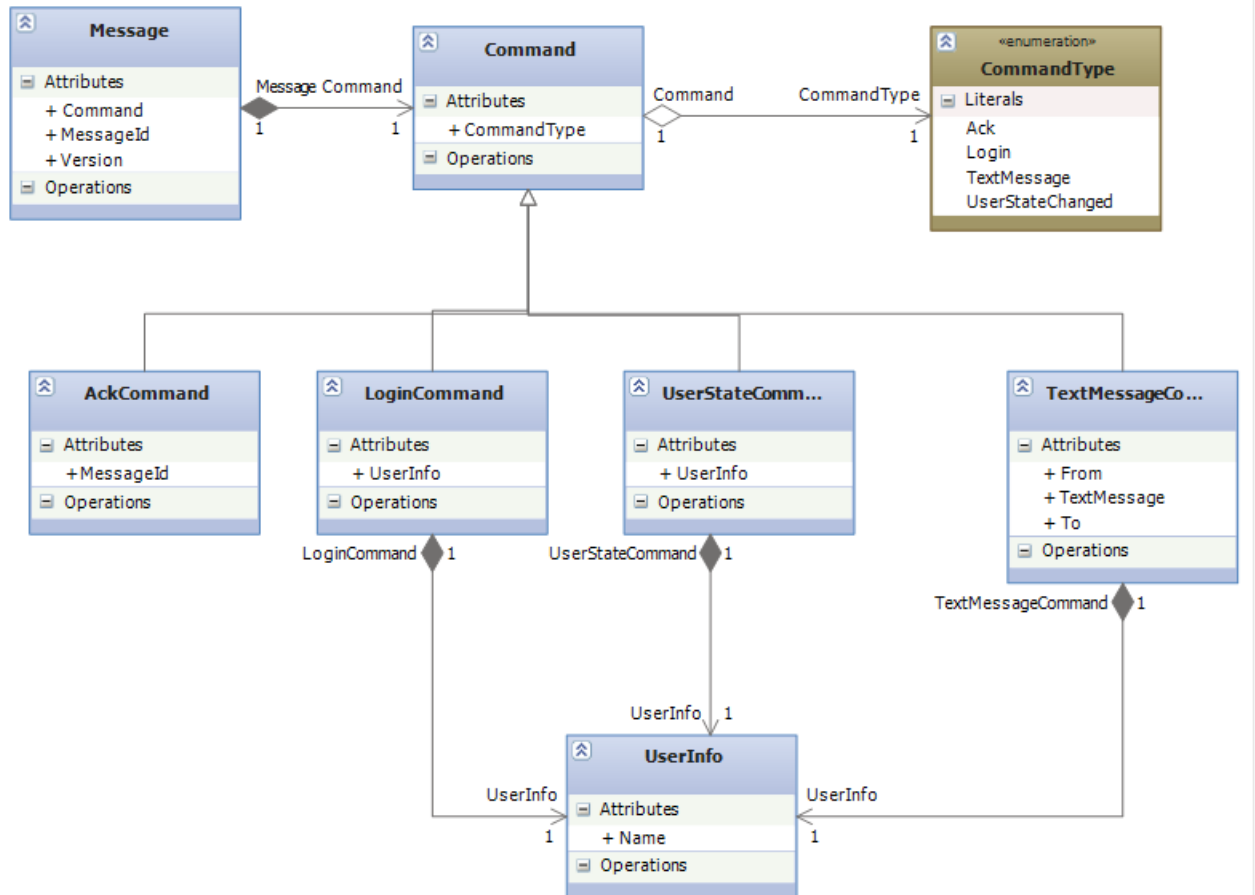


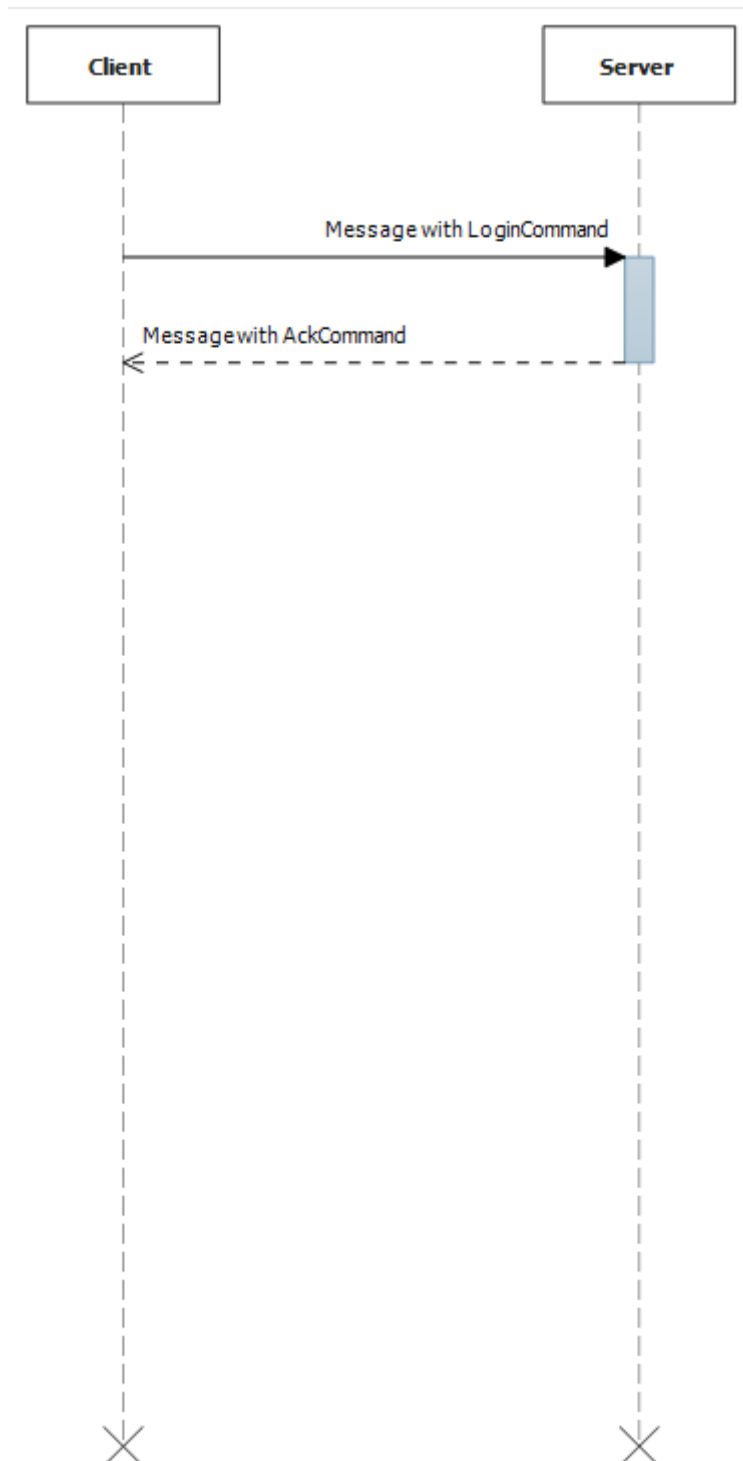
# CrazyTalk

## Uml diagrams

### Messages class diagram



## Login sequence diagram



## Message samples

### Login

```
<message>
  <version>1</version>
  <messageId>123</messageId>
  <command type=""Login"">
    <userInfo>
      <name>User name</name>
    </userInfo>
```

```
</command>  
</message>
```

## Ack

```
<message>  
  <version>1</version>  
  <messageId>123</messageId>  
  <command type=""Ack"">  
    <messageId>321</messageId>  
  </command>  
</message>
```

## UserStateChanged

```
<message>  
  <version>1</version>  
  <messageId>123</messageId>  
  <command type=""UserState"">  
    <userInfo>  
      <name>Another user name</name>  
    </userInfo>  
    <userState>Some user state</userState>  
  </command>  
</message>
```

## TextMessage

```
<message>  
  <version>1</version>  
  <messageId>123</messageId>  
  <command type=""TextMessage"">  
    <from>  
      <userInfo>  
        <name>Sender</name>  
      </userInfo>  
    </from>  
    <to>  
      <userInfo>  
        <name>Receiver</name>  
      </userInfo>  
    </to>  
    <textMessage>Some silly text message</textMessage>  
  </command>  
</message>
```