StoreIt Protocol v0.4

1. Introduction

Hello, this is the documentation for the StoreIt protocol. It is used to com- municate with our server. We will be implementing this protocol on top of WEBSOCKETS to enjoy its messaging model. Everything should be JSON objects.

2. The JSON data structures

2.1 Command

```
{
    "uid": unique_command_id,
    "command": command_name,
    "parameters": {
        "parameter1-name": parameter1,
        "parameter2-name": parameter2,
    }
}
```

2.2 Response

```
{
    "code": code,
    "text": response_message,
    "command_id": command_id,
    "command": "RESP"
}
```

TODO: document possible errors.

2.3 Commands

JOIN

From a client to the server. This is the first request to make whenever a client wants to get online.

```
{
    "uid": 263,
    "command": "JOIN",
    "parameters": {
        "authType": "fb",
        "accessToken": "34j8b4jhb343hbKJH54",
    }
}
```

The response will contain a FILE object.

FDEL

From a client or the server. Delete a file/directory.

```
{
    "uid": 765,
    "command": "FDEL",
    "parameters": [
        {"file": FILEObject}
        ...
    ]
}
```

FADD

From a client or a server. Add a file to the user three.

```
{
    "uid": 766,
    "command": "FADD",
    "parameters": [
        {"file": FILEObject}

        ...
    ]
}
```

FUPT

From a client or a server. Update a file.

```
{
    "uid": 767,
    "command": "FUPT",
    "parameters": [
        {"file": FILEObject}

        ...
    ]
}
```

2.4 FILE object

This object describe a file or a directory.

```
{
    "path": "/foo/bar",
    "metadata": metadata,
    "IPFSHash": "IPFS hash of all the data in the file",
    "isDir": true,
    "files": [
        {"foo.txt": FILEObject},
        {"someDirectory": FILEObject},
    ]
```

```
}
```