

# Awakair Messages Protocol Specification

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v1.0

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## When I should use this protocol?

Simple answer: you should **NOT** use this protocol.

It's invented to improve my skills in programming.

I want to make something new using TCP protocol and sockets,  
maybe add some new projects to my resume.

## Structure

1. Message sent via TCP protocol
2. Message sent in big-endian format
3. Message contains header:
  - 3.1. First two bytes set to 0h414D (AM in ASCII - Awakair Messages)
  - 3.2. Next byte set to 0h01 (protocol version)
  - 3.3. Next four bytes represent length of message in bytes
  - 3.4. Next byte represent type of message (see Types of message section)
4. Optional body goes after header
5. Message does not contains footer

## Types of messages

Currently supported types for messages are

1. Service message - 0h01

First byte of body sets to service message code, at the moment we have two supported codes

- 1.1. 0h00, which we can send if there was an error due to parsing message

- 1.2. 0h01, which we can send if message has unsupported protocol version

Next goes optional description encoded in ASCII

2. Text message - 0h02

Body is text encoded in ASCII

## Examples

### 1. Correct service message may look like

- 1.1. 0h414d - magic bytes
- 1.2. 0h01 - protocol version
- 1.3. 0h52 - 82 bytes in body
- 1.4. 0h01 - service message
- 1.5. 0h01 - unsupported protocol version
- 1.6. Message has unsupported protocol version, last supported protocol version is v1.0 - optional description

To summarize we have

```
0h414d015201014D6573736167652068617320756E737570706
F727465642070726F746F636F6C2076657273696F6E2C206C61
737420737570706F727465642070726F746F636F6C207665727
3696F6E2069732076312E30
```

### 2. Correct text message may look like

- 2.1. 0h414d - magic bytes
- 2.2. 0h01 - protocol version
- 2.3. 0h13 - 19 bytes in body
- 2.4. 0h02 - text message
- 2.5. Hello, how are you? - message text

To summarize we have 0h414d01130248656C6C6F2C20686F772061726520796F753F