

Progressive File Transfer (PFT) Protocol

Jakob Buchgraber

May 12, 2016

Contents

1	Framing	2
2	Frame Types	3

Abstract

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse tempor ante sit amet felis lobortis, sed vulputate orci ultricies. Nulla sed finibus sapien, ut scelerisque lorem. Maecenas lobortis nisl a ultricies fringilla. Etiam sit amet scelerisque ex, et efficitur libero. Pellentesque et ipsum ac nunc iaculis laoreet et a nunc. Vestibulum dignissim ut nulla interdum tincidunt. Suspendisse eget massa erat. Integer in euismod lorem, quis vehicula ante. Sed sit amet magna ac nisl vehicula semper ac nec orci. Morbi ac mauris est. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Cras mollis vehicula enim bibendum malesuada. Curabitur malesuada ligula at nunc accumsan, non viverra nulla bibendum. Phasellus dapibus tortor at est ultricies iaculis. Sed vitae vulputate nibh.

1 Framing

The frames are encoded on the wire in a framing format as specified in figure 1. A PFT frame consists of a fixed 7 octet header and a variable length payload. The first two octets specify the length of the entire frame, that is of the header and the variable length payload. The next octet specifies the type of the frame. The last four octets of the header specify an identifier, which uniquely identifies a connection. The identifier is a pseudo-random non-zero byte sequence that must be chosen by the server. A server and client is free to drop any frame with an illegal identifier i.e. zero or unknown. The variable length payload contains the data of the specific packet type.

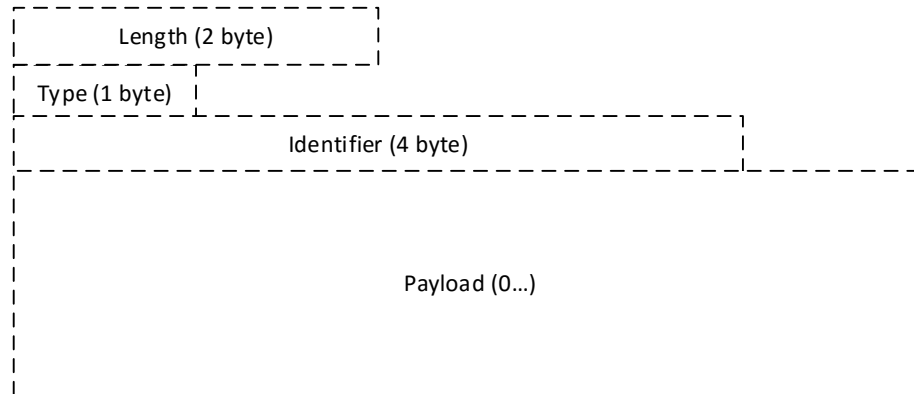


Figure 1: Framing

2 Frame Types

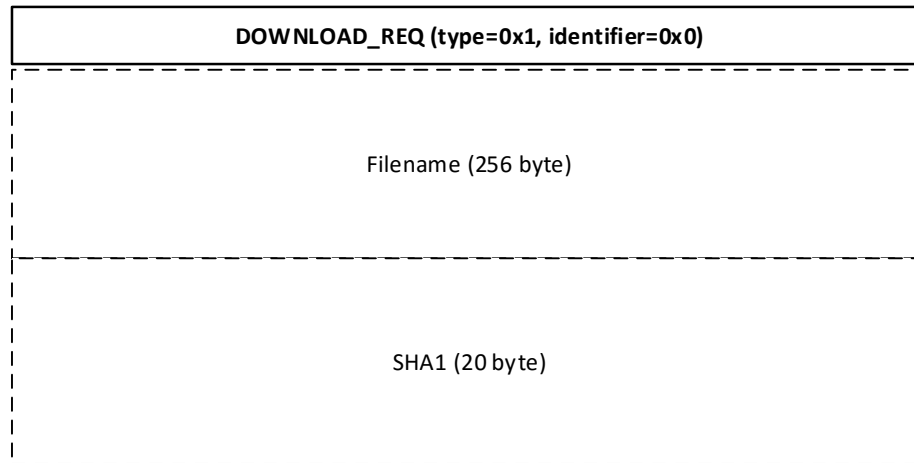


Figure 2: DOWNLOAD_REQ

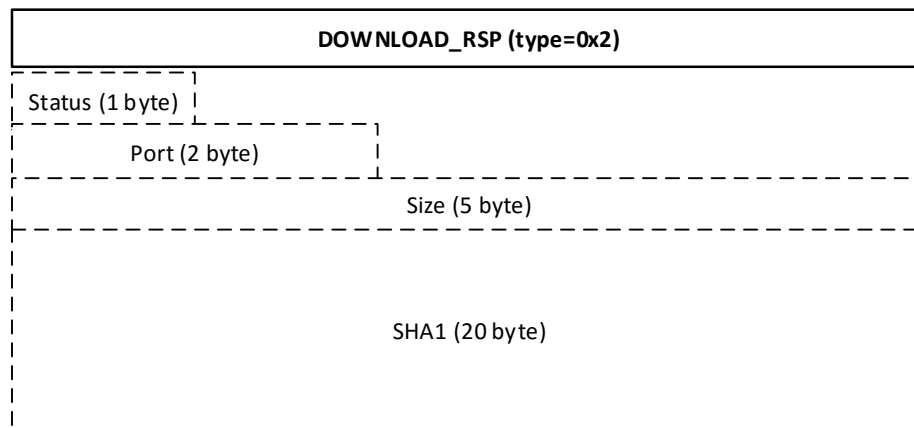


Figure 3: DOWNLOAD_RSP

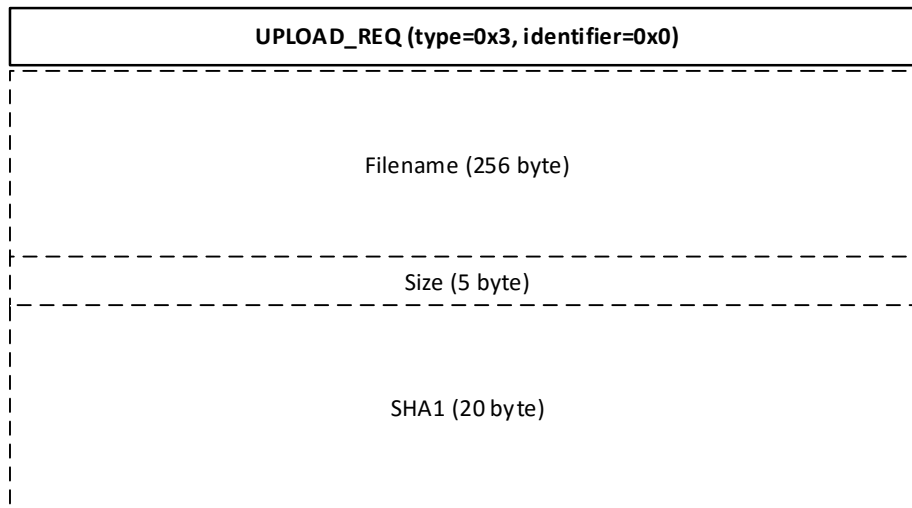


Figure 4: UPLOAD_REQ

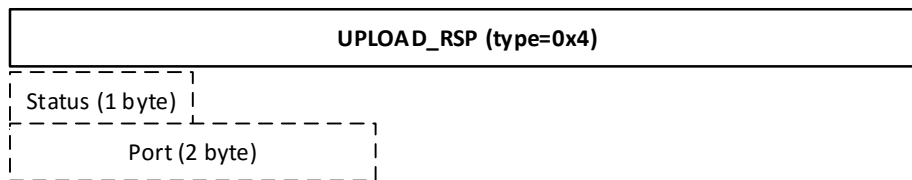


Figure 5: UPLOAD_RSP

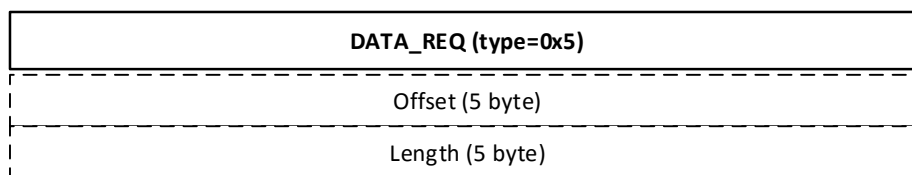


Figure 6: DATA_REQ

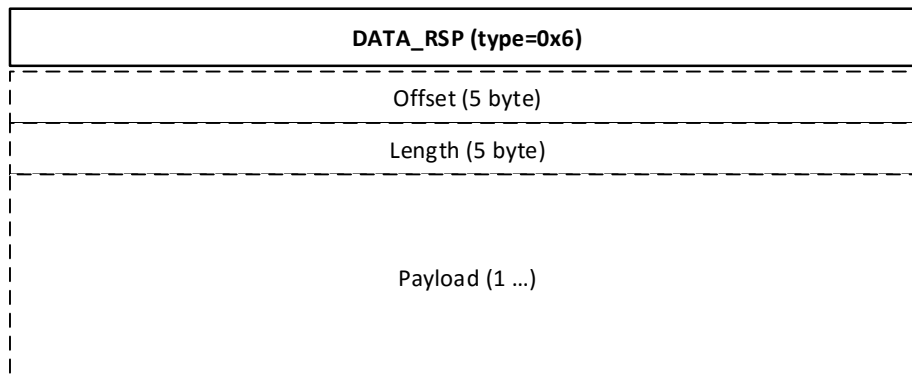


Figure 7: DATA_RSP

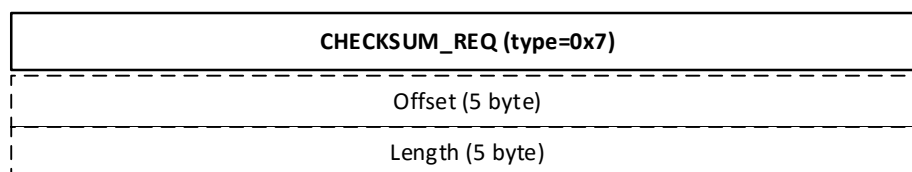


Figure 8: CHECKSUM_REQ

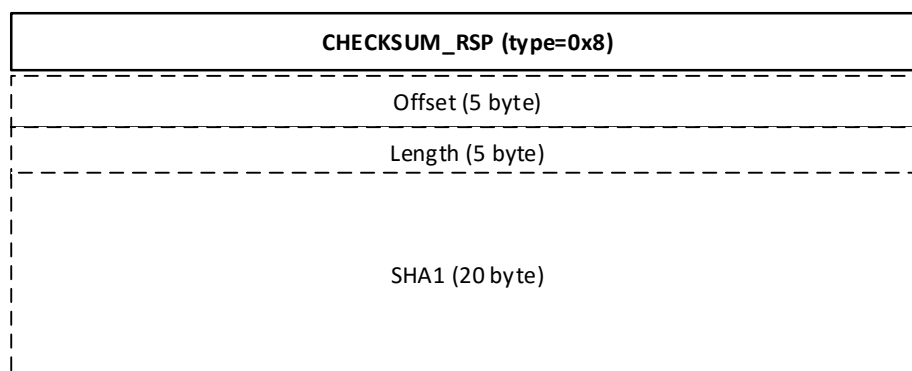


Figure 9: CHECKSUM_RSP

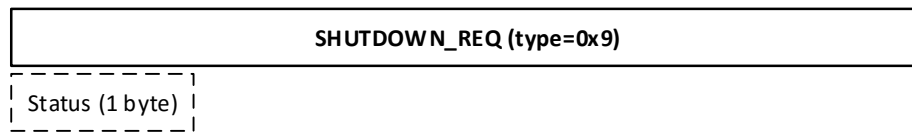


Figure 10: SHUTDOWN_REQ