Message sequence for operations in Btalk:

1. Registration:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Id | From | To | Message Command | Message Type | Note |
| 1 | Client | Server | 0x03 | Auth\_C2S\_RegAccount |  |
| 2 | Server | Client | 0x04 | Auth\_S2C\_NeedFinishReg |  |
| 3 | Client | Server | 0x05 | Auth\_C2S\_FillFinishReg |  |
| 4 | Server | Client | 0x02 | Auth\_S2C\_LoginUserInfo |  |

1. Login:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Id | From | To | Message Command | Message Type | Note |
| 1 | Client | Server | 0x02 | Auth\_C2S\_LoginInfo |  |
| 2 | Server | Client | 0x02 | Auth\_S2C\_LoginUserInfo |  |

1. Add buddy – buddy rejects:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Id | From | To | Message Command | Message Type | Note |
| 1 | Client A | Server | 0x65 | Auth\_Buddy\_C2S\_RequestAddBuddy |  |
| 2 | Server | Client B | 0x72 | Auth\_Buddy\_S2C\_RemoteRequestAddBuddy |  |
| 3 | Client B | Server | 0x66 | Auth\_Buddy\_C2S\_AddBuddyResult | B sends action as "reject" (2). After this reject message, A and B does not receive any more message. |

1. Add buddy – buddy accepts:
2. Check buddy list:
3. Chat – A sends message to B, B receives message, acknowledges. Server notifies A:

====================  
create discussion

DISCUSSION\_PACKET\_BASE\_COMMAND, DiscussionNS::C2S::CreateDiscussion\_CMD,

UserID\_t, Discussion::C2S::CreateDiscussion,

Note:

Discussion service is a subcommand service

It means in addition to the cmd, there's a subcmd before the real content

len + cmd(1byte) + subcmd(1byte) + content

cmd: DISCUSSION\_PACKET\_BASE\_COMMAND,  
subcmd: DiscussionNS::C2S::CreateDiscussion\_CMD,

content: Discussion::C2S::CreateDiscussion

A -> Server

**HoangTC says (15:50):**

oh, so this is a new format for the message

**Cheng.Wei says (15:50):**

Yes

DISCUSSION\_PACKET\_BASE\_COMMAND, DiscussionNS::S2C::NewDiscussionArrival\_CMD,  
Discussion::S2C::NewDiscussionArrival

Server -> A

Invitation can be put into create together.

In that case

DISCUSSION\_PACKET\_BASE\_COMMAND,  
DiscussionNS::S2C::InviteMember\_CMD,  
Discussion::S2C::InviteMember

Server -> All buddies being invited.

=====================================

From now, I omit the DISCUSSION\_PACKET\_BASE\_COMMAND for simplicity by giving only subcmd

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DiscussionNS::S2C::InviteMember\_CMD  
Discussion::S2C::InviteMember  
can be sent separatily after the discussion is created too.

DiscussionNS::C2S::InviteMember\_CMD  
Discussion::C2S::InviteMember  
A -> Server

Then the server send the above S2C correspondants to all buddies being invited.

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DiscussionNS::C2S::LeaveDiscussion\_CMD,  
Discussion::C2S::LeaveDiscussion  
A -> Server  
DiscussionNS::S2C::MemberLeave\_CMD  
Discussion::S2C::MemberLeave  
is Sent to all online members including A.

================================

**HoangTC says (15:57):**

ok

for this part:

DISCUSSION\_PACKET\_BASE\_COMMAND, DiscussionNS::S2C::NewDiscussionArrival\_CMD,  
Discussion::S2C::NewDiscussionArrival

Server -> A

Invitation can be put into create together.

In that case

DISCUSSION\_PACKET\_BASE\_COMMAND,  
DiscussionNS::S2C::InviteMember\_CMD,  
Discussion::S2C::InviteMember

it means A will include the invitation together with the create command?

**Cheng.Wei says (15:58):**

Yes

Discussion::C2S::CreateDiscussion message has repeated invite\_ids inside.

**HoangTC says (15:59):**

oh I see

ok maybe I need to modify the test program

to accommodate for the sub command format

**Cheng.Wei says (16:00):**

DiscussionNS::C2S::RequestMyDiscussion\_CMD,

Discussion::C2S::RequestMyDiscussion  
A -> Server  
DiscussionNS::S2C::UserDiscussionList\_CMD,  
Discussion::S2C::UserDiscussionList  
Server -> A  
===================================

Oh

Yes

Or otherwise including a BASE\_COMMAND

**HoangTC says (16:03):**

yeah I think that part is not difficult

**Cheng.Wei says (16:03):**

=====================================  
DiscussionNS::C2S::RequestDiscussionInfo\_CMD,  
Discussion::C2S::RequestDiscussionInfo  
A -> Server

Note: if version field is set, server will send back:

if version() is set

DiscussionNS::S2C::DiscussionInfo\_CMD,  
C::A::DiscussionInfo,  
Server -> A

if memberversion() is set  
DiscussionNS::S2C::DiscussionMemberList\_CMD  
Discussion::S2C::DiscussionMemberList  
Server -> A  
==================================

The above is for creating a discussion and verify its information.

The following is the chating part.

=============================  
DiscussionNS::C2S::ChatInfo\_CMD,

Discussion::C2S::ChatInfo  
A -> Server  
DiscussionNS::S2C::ChatInfoAck\_CMD  
Discussion::S2C::ChatInfoAck  
Server -> A  
DiscussionNS::S2C::ChatInfo\_CMD  
Discussion::S2C::ChatInfo  
Server -> all members excluding A (offline queue)  
DiscussionNS::C2S::ChatInfoRecvedAck\_CMD  
Discussion::C2S::ChatInfoRecvedAck  
all members excluding A -> Server  
====================================

There is an extra function. A member can mute a group

Once a group is muted, no message should be received from that group.

The following is for test this function

**HoangTC says (16:15):**

maybe I will begin with the mentioned tests first

**Cheng.Wei says (16:16):**

============================  
DiscussionNS::C2S::ChangeDiscussionInfo\_CMD,  
Discussion::C2S::ChangeDiscussionInfo  
A -> Server  
DiscussionNS::S2C::DiscussionInfo\_CMD  
C::A::DiscussionInfo (in AuthCacheProtocol.proto)  
Server -> All members  
(if requestid is set in the Discussion::C2S::ChangeDiscussionInfo  
)  
AUTHS2CNS::COMMON::RequestAckInfo\_CMD  
Auth::S2C::RequestAckInfo  
is sent to A  
============================

You can begin with the creation first.

**HoangTC says (16:17):**

ok

**Cheng.Wei said (16:18):**

=============================  
DISCUSSION\_PACKET\_BASE\_COMMAND, DiscussionNS::C2S::RequestMyOption\_CMD,  
Discussion::C2S::RequestMyOption  
A -> Server  
DiscussionNS::S2C::MyDiscussionOption\_CMD  
Discussion::S2C::MyDiscussionOption  
Server -> A  
=======================================

Ok, that's all about discussion

Tests:

Create a discussion and invite several buddies,  
ensure the buddies receives the invitation.

If a buddy logins and do nothing and log out,  
the invitation will be received again when login next time.

Oops

An important part is missing

**HoangTC said (16:21):**

yes

**Cheng.Wei said (16:22):**

=================================  
DiscussionNS::C2S::InviteMemberResult\_CMD,

Discussion::C2S::InviteMemberResult  
A -> Server  
DiscussionNS::S2C::NewDiscussionArrival\_CMD,  
Discussion::S2C::NewDiscussionArrival  
Server -> A  
DiscussionNS::S2C::MemberJoin\_CMD  
Discussion::S2C::MemberJoin  
Server -> all existing members  
=======================

Tests:

Buddies rejecting invitation will not be included.  
Otherwise, the member join message will be sent to existing online members.

If a member request MyDiscussion, this discussion should be seen.

2) Leave

If a member leaves a group, all onling members should receive the notification. When the left members request MyDiscussion, this discussion should not be in it.  
When other member request discussion info, the left member should not be in it.