MyBloop Remote File Management API.

```
class RemoteSession {

  /**
   Creates a session Id on sucess.
   Stores the associated metadata (USER_AGENT,HASHING=MD5|SHA1|None,API Version)

   The $user is the account name
   The $pass is the password, can be hashed or not, all depends on the $metadata[HASHING]
  */
  function create($user,$pass,$clientMetaData);

  //destroys the session, analog to create.
  function destroy($sessionId,$user,$pass,$metadata);

  //should return a hash with all the user info
  function getUserProfile($sessionId);

  /** given a folder id, returns an array with file information for each of the files
      and subfolders at the immediate level.

  Each file inside this array should contain {id:<int>, filename:<string>, size:<long>, date:<string>,
md5:<string>}
  */
  function getUserFiles($sessionId,$folderId);

  //Self explanatory methods to update info about files and folders.
  function changeItemName($sessionId,$type={FILE=1}|{FOLDER=2},$newName);
  function changeItemDescription($sessionId,$type={FILE=1}|{FOLDER=2},$newDescription);

  function createFolder($sessionId, $folderName, $folderDescription);
  function deleteItem($sessionId, $type, $itemId);
  function moveItem($sessionId, $type, $itemId), $targetFolderId);

  //Creates a music playlist if there are mp3 files inside the given folder id.
  function createPlaylist($sessionId, $folderId);

  //Should return an array of the available URLs to post the files. I put "estimated" because not all files
  //will be uploaded, since they might already exist on the bloop network.
  function getAvailableServers($sessionId,$estimatedfileCount,$totalSizeOfEstimatedUpload);

}
```