This Document provide details on the different message structures contained within the Flow game.

Strings are left aligned. Integers are right aligned. More detail to come.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **offset** | **Message Name (template example)** | | | |
|  | **MSB (16 bit)** | | **LSB (16 bit)** | |
| **0** | **Msg Type (16 bit)** | | **Msg Len (16 bit)** | |
| **1** | **1** | **2** | **3** | **4** |
| **2** | **Content (1 byte)** | **Content (1 byte)** | **Content (2 byte)** | |
| **3** | **Content (4 bytes)** | | | |
| **4** | **Msg ID (16 bit)** | | **CRC (16 bit)** | |

**List of Messages:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| O**ffset** | **Connect** | | | | |
|  | **MSB (16 bit)** | | | **LSB (16 bit)** | |
| **0** | **Msg Type: 0x0001** | | | **Msg Len (16 bit)** | |
| **1** | **Reserved** | | | | |
| 2 | **Pad** | **Pad** | **Name Length** | | |
| 3**-**6 | **User Name (16 Bytes)** | | | | |
| 7 | **Msg ID (16 bit)** | | | | **CRC (16 bit)** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| O**ffset** | **Connect Response** | | | | |
|  | **MSB (16 bit)** | | | **LSB (16 bit)** | |
| **0** | **Msg Type: 0x0002** | | | **Msg Len (16 bit)** | |
| **1** | **User ID (32bit)** | | | | |
|  | **Pad** | **Pad** | **Name Length** | | |
| **2-5** | **User Name (16 Bytes)** | | | | |
| **6** | **Msg ID (16 bit)** | | | | **CRC (16 bit)** |