



Xfire protocol

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About this document

This document has been written in order to provide an up-to-date reference for anyone who wants to do something cool with the Xfire protocol. As this document is not official it does not cover the entire protocol, but it covers a darn big bit of it.

Some things you should know about the Xfire protocol

The protocol makes use of a TCP connection to **cs.xfire.com** on port **25999**. The byte order on the network is little endian, which means that a number like 0x4AB3 will be sent as B34A and not 4AB3.

The protocol can make use of UDP, however this is only used with chatting in order to remove strain from the xfire servers, it is also used for voice communication and file transfers. A proper P2P session will need to be set up between the 2 clients in order to chat over UDP. I will not cover P2P connections in this document.

Protocol overview

We make use of UTF8 String encoding in this protocol.

Login sequence

Step	Source	Content
1	Client	String UA01 (Send as is, not a packet)
2	Client	Client version packet
3	Server	Login challenge (Salt)
4	Client	Authentication data packet