The data tranfer consists of exchange of a simple header, a string and if a chunk of file is requested the server sends the data.

The communication is simple – the client sends a requst, the server responds and the connection is closed. The data from both client and server look like that:

```
typedef struct
{
long long startoffset;//8byte
long long transfersize;//8byte
unsigned int packettype;//4byte  0 – file size request/response, 1 – chunk request/response,  -1-
server error
unsigned int textlength;//4byte
}PACKET_HEADER;
```

followed by
**TextString [of length textlength]**

followed by (when server sends data)
**ChunkData [of length transfersize]**

Following the header there is a string of length **textlength.** And after that is the chunk data if the packet contains chunk data of length **transfersize**.

Packet type may be 0, 1 or -1. The communication is as follows.

To get a file size the client sends a **packettype** 0 containing the filename as **TextString**. Other fields are not important.
The server responds with **packettype** 0, filling in the transfesize. If the output size cannot be determined by 'stat' the server responds by **packettype** -1 and a string 'stat error'. The connection is closed after that.

To transfer data the client sends a **packettype** 1 containing the filename as **TextString**, the **startoffset** and the **textlength**.

If the file size cannot be determined by 'stat' the server responds by **packettype** -1 and **TextString** 'stat error', if the file cannot be openned the server returns **packettype** -1 and **TextString** 'fopen error' and it the startposition cannot be set server returns **packettype** -1 and **TextString** 'fseek error'. Otherwise the server think it can fullfill the request and returns a **packettype** 1. After that it starts readung and sending bytes from the file. If there is some communication or file read error the socket is closed. The client determines it had received all the data  from the server by counting the received data, and also closes the socket after it receives all it neeeds.