Transfer Server Documentation

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1 Introduction

The Transfer Server communicates using a proprietary application level protocol on top of [redacted].

It facilitates the [redacted], among other things.

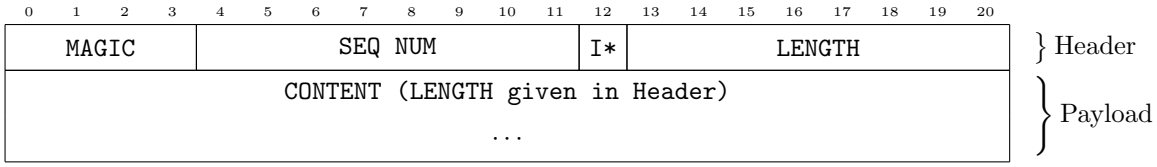
2 Usage

In order to communicate with a Transfer Server, you will need the proprietary Transfer Client, which can be downloaded after providing your license information on our website.

The download link is: [redacted].

3 Packet Format

The packets are of a variable length format, with a constant sized header and a variable sized body.



Where `I*` means `Instruction`, and is explained in more detail in the following section.

4 Components

The value of the `MAGIC` field is always [redacted] and must be present in all packets for them to be deemed well-formed.

The `SEQ NUM` field shall be [redacted] for each request. The exception is the initial connection where [redacted] request value.

The value of the `Instruction` byte can be one of the values from Table 1 on the following page.

The `LENGTH` field is a [redacted] in the packet.

The `CONTENT` field is [redacted].

5 Instructions

The following instructions exist in the protocol between the Transfer Server and Transfer Client. With the exception of `NoOp`, all instructions are associated with only a single value.

Instruction Name	Value
Connect	0
[redacted]	1
Okay	2
[redacted]	3
[redacted]	4
[redacted]	5
[redacted]	6
[redacted]	7
[redacted]	8
[redacted]	9
[redacted]	10
[redacted]	11
Success	12
Failure	13
NoOp	Other

Table 1: Instruction table