

Client to Server Messages:

Message Name	Arguments List	Description	Response Messages
AuthenticateUser	[0] OpCode (1) [1] UserName (string) [2] Password (string)	This method will authenticate a user against a set of credentials.	<ul style="list-style-type: none"> • AuthSuccess • AuthFailure
registerFriend	[0] OpCode (2) [1] FriendName (string)	This will send a friend request to the user specified by FriendName . Once this user has accepted the request, both users will receive status updates for the other user.	<ul style="list-style-type: none"> • Success • RPCError • AccessDenied • UserNotFound
unRegisterFriend	[0] OpCode (3) [1] FriendName (string)	This will remove the relationship specified by FriendName and the user.	<ul style="list-style-type: none"> • Success • RPCError • AccessDenied • UserNotFound
registerStatus	[0] OpCode (5) [1] Status (int)	This will update the status of the user to the status specified by Status . Status is an enum specified below	<ul style="list-style-type: none"> • Success • RPCError • AccessDenied
acceptFriend	[0] OpCode (6) [1] FriendName (string)	Accepts the friend request between the user and the friend specified by FriendName	<ul style="list-style-type: none"> • Success • RPCError • AccessDenied • UserNotFound
getAllFriendStatuses	[0] OpCode (7) [1] List of items of the format: [(username, status), IP, port]	This will return a list of (UserName, Status) tuples that represent online friends. This should only be called when a user first logs on. Additional statuses will be pushed from the server	<ul style="list-style-type: none"> • FriendStatuses • RPCError • AccessDenied • UserNotFound
signCertRequest	[0] OpCode (8) [1] certificate (string)	This request will sign a client certificate with the server's certificate. Name on the client certificate must match the user who is making the request.	<ul style="list-style-type: none"> • signCertResp • certDenied • AccessDenied
getUserStatus	[0] OpCode (9) [1] username (string)	This request will get the status of the user specified by username .	<ul style="list-style-type: none"> • userStatusResp • RPCError • AccessDenied • UserNotFound

Server To Server Messages:

Method Name	Arguments	Description	Response Value(s)
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	List		
friendRequest	[0] OpCode (31) [1] UserName (string) [2] FriendName (string)	Sends a friend request to a user on another server. FriendName will be the name of the user on the <i>receiving</i> server and UserName will be the name of the user <i>making the friend request</i> .	<ul style="list-style-type: none"> • Success • RPCError • AccessDenied • UserNotFound
unFriendRequest	[0] OpCode (32) [1] UserName (string) [2] FriendName (string)	Identical semantics to <i>friendRequest</i> except this will terminate a friendship.	<ul style="list-style-type: none"> • Success • RPCError • AccessDenied • UserNotFound
serverStatusChanged	[0] OpCode (33) [1] UserName (string) [2] Status (int)	This message is sent when a user updates their status. UserName specifies the user who updated their status. Status is this user's updated status	<ul style="list-style-type: none"> • Success • RPCError • AccessDenied • UserNotFound
serverAcceptFriend	[0] OpCode (34) [1] UserName (string) [2] FriendName (string) [3] Status (int)	This message is sent when a user accepts a friend request. UserName refers to the user who should be notified of this. FriendName and Status both refer to the user who accepted the friend request.	<ul style="list-style-type: none"> • Success • RPCError • AccessDenied • UserNotFound
serverGetUserStatus	[0] Opcode (35) [1] username	Gets the status for the user specified by username	<ul style="list-style-type: none"> • UserStatusResp • RPCError • AccessDenied • UserNotFound

Server to Client:

Method Name	Arguments List	Description	Response Value(s)
pushClientStatus	[0] OpCode (20) [1] UserName (string) [2] Status (int) [3] Ip Address (string) [4] port (int)	This message relays a status update for the user specified by UserName .	<ul style="list-style-type: none"> • Success • RPCError
pushFriendAccept	[0] OpCode (21) [1] UserName (string) [2] Status (int)	This message notifies a client that their friend request has been accepted and	<ul style="list-style-type: none"> • Success • RPCError

		UserName is now on their friends list.	
pushFriendRequest	[0] OpCode(22) [1] UserName (string)	This message notifies the user that they have received a friend request from UserName	<ul style="list-style-type: none"> • Success • RPCError