**NotificationType:** Message | Chat | Update ……

**Message:**

MsgType: PublicWall | CircleMsg | StockRiver

ContentType:     Img | Video | Voice | Text

ContentCreator: Org | Share

MsgData:{

msgId

subject

nickName    // Only if this is a PublicWall or CircleMsg message

circleId        // Only if this is a CircleMsg

circleName    // Only if this is a CircleMsg

stockName    // Only if this is a StockRiver message

stockId        // Only if this is a StockRiver message

version  // for check the Client resource version when login

}

**Update:**

UpdateType: Circle | FllowedStock | Profile | FriendProfile

UpdateContent:{

        updateAction: update | add | delete

        circleId

        circleName  // only if this update is a circle update

        stockId

        stockName  // Only if this update is a fllowed stock update

        userId       // for FriendProfile

        version  // for check the Client resource version when login

}

**Chat**

ChatPushType: Update | ChatMessage |

ChatPushContent：{

updateType: group | friend

updateAction: update | add | delete

Id

version

} // when ChatPushType was update

ChatPushContent：{

msgId: // 本条Message的ID，Client端会记录这个ID，在收到新的ChateMessage时会做比较，如果一致，则会丢弃这条消息， 防止重复收到消息，同时也用于两端联合调度

from: group | friend

name

friendId

contentType: text|voice|image|video

content:

} // when ChatPushType was ChatMessage