

Communication protocol between radio-proxy and radio-client.

Communication is based on UDP protocol. Each message has four octets header and volatile size data field. Header has two fields; each has 2 octets:

- 'type' - defines message type
- 'length' - defines length of data field

Radio-proxy and radio-client communicate using following messages (including value of 'type' field):

- '1' - 'DISCOVER' - radio client sends this message to find running radio proxies. Field 'length' is set to 0 and there isn't data field.
- '2' - 'IAM' - radio proxy response to 'DISCOVER' message. Message contains information about currently running radio and song. Message is sent every 3.5 seconds.
- '3' - 'KEEPALIVE' - radio client sends this message to proxy, that it is still working. Field 'length' is set to 0 and message doesn't contain data field.
- '4' - 'AUDIO' - message from proxy to client containing audio data.
- '6' - 'METADATA' - message from proxy to client containing metadata.