Ryan Steinwert Common Sense Social Revision 0

# **Common Sense Social Server Specification**

### **Overview**

The server and client communicate using SSL, implemented using OpenSSL. OpenSSL sockets provide a useful abstraction in which the transport layer is hidden, and the socket can be used as a normal C socket. Currently the server uses a self signed SSL certificate for the testing phase, pending a legitimate certificate from a CA.

The server stores a unique session ID for each client, which the server uses to identify the client's associated account information. Given that the client stores this ID, a login can be maintained while the client is disconnected. An invalid session ID associated with a command will result in an error, unless the ID is all zeros in which case a new valid session ID is passed.

# **Specification**

Commands:

GET\_SESSION\_ID 0x1001 CREATE\_ACCOUNT 0x1002 LOGIN 0x1003

GET 0x2001

Command flags:

TEXT\_RESOURCE 0x01 IMAGE\_RESOURCE 0x02 AUDIO\_RESOURCE 0x03 VIDEO\_RESOURCE 0x04 STREAM\_RESOURCE 0x05 AUDIO\_STREAM\_RESOURCE 0x06

Generic command structure:

	Session ID	Command & flags			Command Attributes		
Γ	4 bytes	1[	2 bytes	11	Varying	1	

### **Session ID request**

[ Session ID: 4 bytes ] [ Command: 2 bytes: 0x1001 ]

• Session ID should be all zeros.

### Response:

[ Session ID: 4 bytes ] [ Command: 2 bytes: 0x1001 ]

• The session ID is newly generated and unique.

#### **Create account**

[ Session ID: 4 bytes ] [ Command: 0x1002 ] [ Username length: 2 bytes] [ Username ] [ E-mail length: 2 bytes ] [ E-mail ] [ Password length: 2 bytes] [ Password ]

• Username, password, and e-mail are null terminated strings with a fixed buffer length of 65, maximum of 64 characters.

# Response:

[ Session ID: 4 bytes ] [ Command: 0x1002 ] [ Error code: 2 bytes ]

• Error code is zero if successful, non-zero if failed

## Login

[ Session ID: 4 bytes ] [ Command: 0x1003 ] [ Username length: 2 bytes ] [ Username ] [ Password length: 2 bytes ] [ Password ]

• Username and password are null-terminated strings with a fixed buffer length of 65 bytes, maximum of 64 characters.

### Response:

[ Session ID: 4 bytes ] [ Command: 0x1003 ] [ Error code: 2 bytes ]

• Error code is zero if successful, non-zero if failed.

### Get

```
[ Session ID: 4 bytes ] [ Command: 0x2001 ] [ Path length: 2 bytes ] [ Path ]
```

### Response:

[ Session ID: 4 bytes ] [ Command: 0x2001 ] [ Error code: 2 bytes ] [ Data type: 1 byte ] [ Data length: 2 bytes ] [ Data ]

• If error code is not zero, can expect data length to be 0

#### Post

```
[ Session ID: 4 bytes ] [ Command: 0x2002 & Command Flag ] [ Data length: 2 bytes ] [ Data ]
```

### Response:

[ Session ID: 4 bytes ] [ Command: 0x2002 & Command Flag ] [ Error code: 2 bytes ]