**DIGITAL TWIN VERSION 2.0**

1. **TwinListener.js**
2. **Config.json**
3. **AssetCtrl.js**

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| **FUNCTION(REQ,RES)** | **JSON INPUT** | **DESCRIPTION** |
| getOwnedAssets | pubKey (unhashed) | Returns all your file names in your owned folder.  Returns {“data”: fileArray} |
| getControlledAssets | pubKey (unhashed) | Returns all your file names in your controlled folder.  Returns {“data”: fileArray} |
| getDelegatedAssets | pubKey (unhashed) | Returns all your file names in your delegated folder.  Returns {“data”: fileArray} |
| getAsset | -pubKey (unhashed)  -flag: 0 means owned, 1 means controlled, 2 means delegated  -fileName | Returns information about an asset.  Either returns: file content as a json structure or: {“msg”: “Not found.”} |
| setAsset | -pubKey (unhashed)  -flag: 0 means owned, 1 means controlled, 2 means delegated  -fileName  -updateFlag: 0 means this is a new asset. 1 means this is an update. | Lets you create/update an asset. |

1. **NotificationCtrl.js**

\*to do: deletion after consensus of notifications!