## message types

Code constant	Name	Use
A_CNXN	CONNECT	Setup a connection for a new client request
A_AUTH	AUTH	Authenticate a client to a device
A_OPEN	OPEN	Start a new stream
A_OKAY	READY	Indicate that far side is ready to accept more data
A_WRTE	WRITE	Send data for a specific stream
A_CLSE	CLOSE	Close a specific stream; sending side done or no more data available

