Protocol Documentation

zeigarnik.proto

CreateReminderReq

Table 1: `CreateReminderReq` Fields

Field	Type	Label	Description
reminder	Reminder		

CreateReminderRes

Table 2: `CreateReminderRes` Fields

Field	Type	Label	Description
reminder	Reminder		

DeleteReminderReq

Table 3: `DeleteReminderReq` Fields

Field	Type	Label	Description
id	string		

DeleteReminderRes

Table 4: `DeleteReminderRes` Fields

Field	Type	Label	Description
deleted	bool		

GetReminderByIDReq

Table 5: `GetReminderByIDReq` Fields

Field	Type	Label	Description
id	string		

GetReminderByIDRes

Table 6: `GetReminderByIDRes` Fields

Field	Type	Label	Description
reminder	Reminder		

ListRemindersReq

ListRemindersRes

Table 7: `ListRemindersRes` Fields

Field	Type	Label	Description
reminders	string	repeated	

Reminder

Table 8: `Reminder` Fields

Field	Type	Label	Description
id	string		
created	int64		
message	string		
to	string		
status	ReminderStatus		
when	int64		
type	ReminderType		
warnAt	int64	repeated	

UpdateReminderReq

Table 9: `UpdateReminderReq` Fields

Field	Type	Label	Description
reminder	Reminder		

UpdateReminderRes

Table 10: `UpdateReminderRes` Fields

Field	Type	Label	Description
reminder	Reminder		

ReminderStatus

Table 11: `ReminderStatus` Values

Name	Number	Description
UNKNOWN	0	
CREATED	1	
QUEUED	2	
FIRED	3	
MISSED	4	

ReminderType

Table 12: `ReminderType` Values

Name	Number	Description
INVALID	0	
AT	1	
AFTER	2	

ReminderService

Table 13: `ReminderService` Methods

Method Name	Request Type	Response Type	Description
CreateReminder	CreateReminderReq	CreateReminderRes	
GetReminder	GetReminderByIDReq	GetReminderByIDRes	

Method Name	Request Type	Response Type	Description
UpdateReminder	UpdateReminderReq	UpdateReminderRes	
DeleteReminder	DeleteReminderReq	DeleteReminderRes	

Scalar Value Types

.proto Type	Notes
double	
float	
int32	Uses variable-length encoding. Inefficient for encoding negative numbers – if your field is likely
int64	Uses variable-length encoding. Inefficient for encoding negative numbers – if your field is likely
uint32	Uses variable-length encoding.
uint64	Uses variable-length encoding.
sint32	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbe
sint64	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbe
fixed32	Always four bytes. More efficient than uint32 if values are often greater than 2^28.
fixed64	Always eight bytes. More efficient than uint64 if values are often greater than 2^56.
sfixed32	Always four bytes.
sfixed64	Always eight bytes.
bool	
string	A string must always contain UTF-8 encoded or 7-bit ASCII text.
bytes	May contain any arbitrary sequence of bytes.