**Communication protocol**

**Message structure**

- message is string containing all parameters divided by ~ character and ending with ~ character

- first parameter is message type

- meanings of other parameters depends on message type

**Request summary**

Welcome

- 5 parameters

1) Language Code [short]

2 - 5) Version of application (Major,Minor,Build,Revision) [ints]

- possible answers: Welcome

Update

- without parameters

- possible answers: Update + Special

Registration

- 3 parameters

1) Login [string]

2) Name [string]

3) Description [string]

- posible answers: Registration

Special: Sends password hash right after request

Login

- 1 parameter

1) Login [string]

- posible answers: Login

Special: Sends password hash right after request

**Answer summary**

Welcome

- 3 paramaters

1) Update required [bool]

2) Server name [string]

3) Server message [string]

Update

- 1 parameter

1) Size of new Client [int]

Special: Sends whole unencrypted Client application right after answer

Registration

- 1 parameter

1) ErrorCode [int] - Number that indicates what problem occurred when resolving request

Error Codes:

0 - successful

1 - failed, this login is already used in another registration

2 - failed, this name is already used in another registration

3 - failed, cannot register from this IP, only one registration is allowed from the same IP

4 - failed, this login is already used

5 - failed, this name is already used

6 - failed, registration queue is full = ten pending registrations

Login

- 1 parameter

1) ErrorCode [int] - Number that indicates what problem occurred when resolving request

Error Codes:

0 - successful

1 - failed, wrong login or password