

«top-level functions»

```
+serializeChatMessage(message: ChatMessage): Buffer
+serializeServerMessage(message: ServerMessage): Buffer
+deserializeChatMessage(serialized: Buffer): ChatMessage
+deserializeServerMessage(serialized: Buffer): ServerMessage
+buildServerMessage(
  message: ChatMessage,
  senderPrivateKey: KeyObject,
  key: Buffer,
  recipients: { name: string, publicKey: KeyObject }[],
  messageType: ServerMessageType = ServerMessageType.chatMessage,
  _encrypt: (data: Buffer, key: Buffer) => Buffer = encrypt,
): ServerMessage
+makeSenderNameSignature(
  senderName: string,
  senderPrivateKey: KeyObject,
  recipientPublicKey: KeyObject
): Buffer
+verifySenderNameSignature(
  signature: Buffer,
  senderPublicKey: KeyObject,
  recipientPrivateKey: KeyObject
): Buffer | false
```

«enumeration»
ChatMessageType

```
text = 0
voice = 1
handshakeInitialization = 2
handshakeReply = 3
```

«enumeration»
ServerMessageType

```
chatMessage = 0
initialHandshake = 1
```

MessageAttachment

```
+name: String
+content: Buffer
```

ChatMessage

```
+type: ChatMessageType
+senderName: String
+groupId?: String
+content: Buffer
+attachments: MessageAttachment[]
+sentAt: Date
```

ServerMessage

```
+type: ServerMessageType;
+content: Buffer;
+recipients: Dictionary<String, Buffer>
+localRecipients: Dictionary<String, Buffer>
```

