Client-Server Protocol

For now all the commands are sent via HTTP. Consider switching to WebSockets completely in order to provide real time information to the client ( changes in filesystem, download/upload progresses, …)

# Commands

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Route | Message Type | Params | Result | Result Example | Description |
| /ls | POST |  | JSON array of shared dirs | [{ "type" : "dir", "name" : "c:\temp" } ] |  |
| /ls | POST | path=c:\temp | JSON array of shared dirs | [{ "type" : "image/jpeg", "name" : "pic.jpeg" }, { "type" : "dir", "name":"NewFolder" } ] |  |
| /delete | DELETE | path=c:\temp\image.jpeg | "" |  | Deletes a single file |
| /mkdir | POST | path=c:\temp\newfolder | "" |  |  |
| /diskspace | POST | drive |  |  |  |
| /memory | GET |  | JSON Object | { "total:123456", "free:123"} | In Bytes |