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| packetType | usage | structure |
| StateChangePacket | Sent by the ws server when something on the minecraft server changes (e.g. onlineStatus) | {  „packetType: „StateChangePacket“,  „update“: {  „server“: {… server fields to update}  }  } |
| ServerConsoleMessagePacket | Sent when a console message is put out by the minecraft server | {  „packetType“: „ServerConsoleMessagePacket“,  „data“: {  „message“: … console msg,  „serverId“: … the server id  }  } |
| ConsoleConnectedPacket | Sent when the client successfully connects to the ws endpoint | {  „packetType“: „ConsoleConnectedPacket“,  „data“: {}  } |
| ConsoleInfoPacket | Sent for usage informations from server to client | {  „packetType“: „ConsoleInfoPacket“,  „data“: {  „message“: … message  }  } |
| BackendDisconnectedPacket | Sent when backend stops | {  „packetType“: „BackendDisconnectedPacket“,  „data“: {}  } |
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