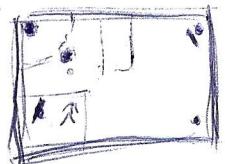
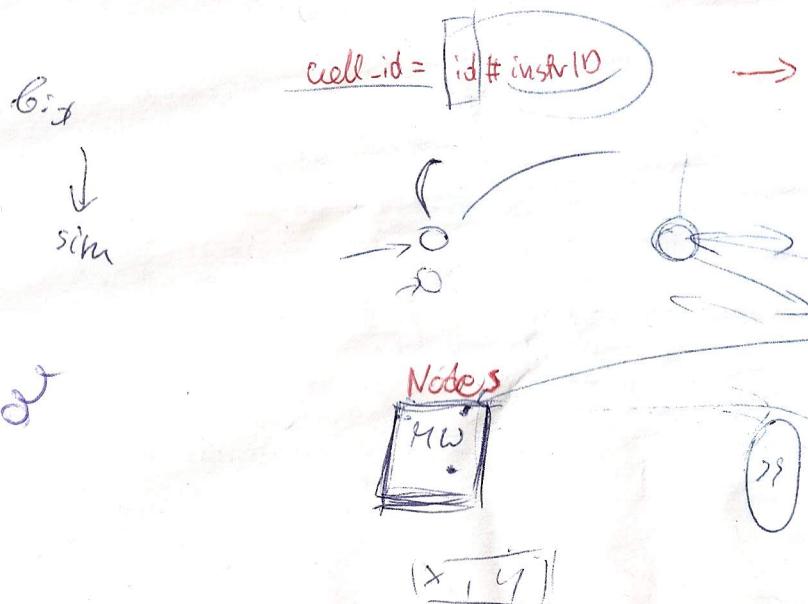
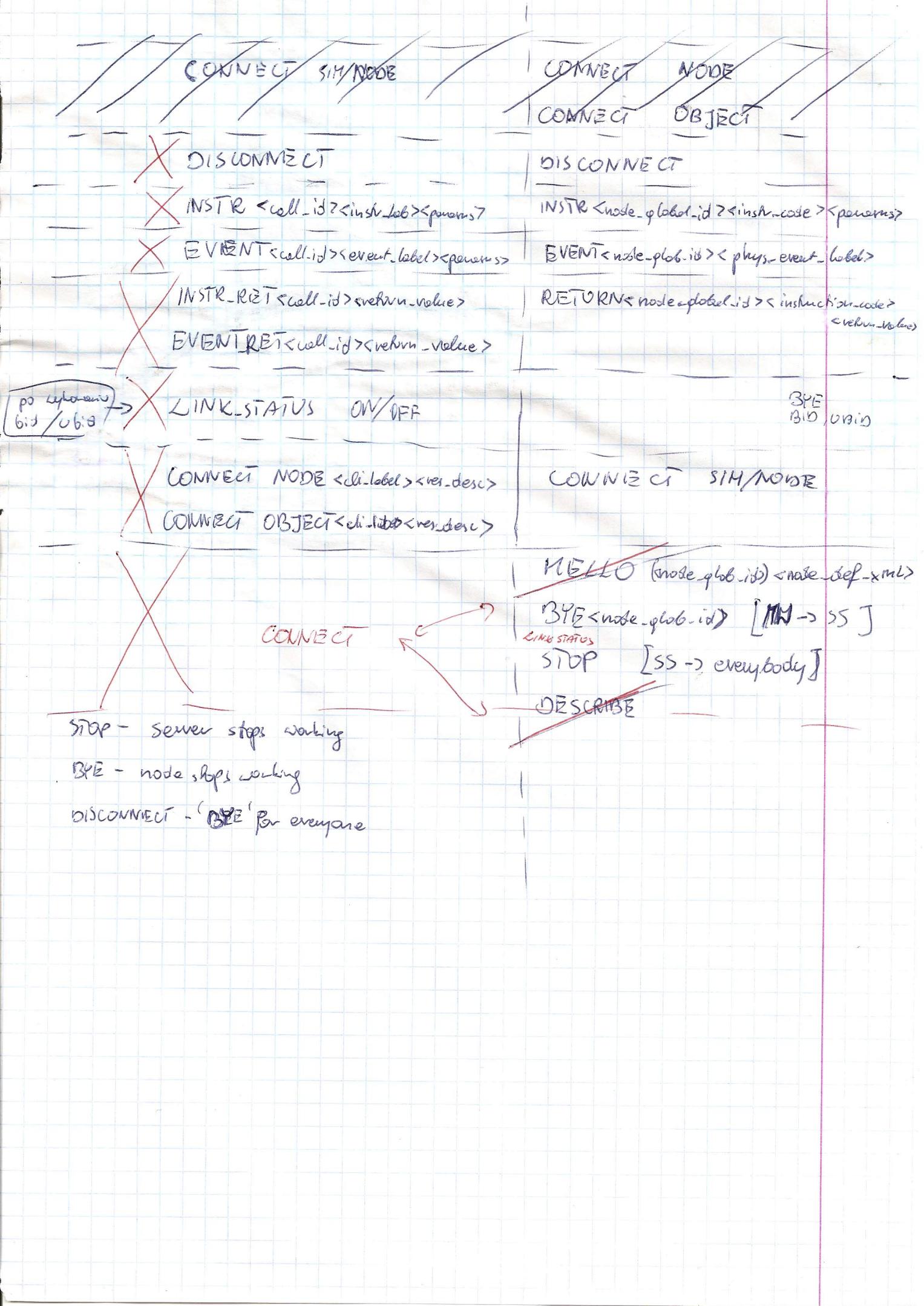


id	message	ver.	arg1	arg2	arg3	description
1	CONNECT SIM/NODE	old				
1✓	CONNECT NODE/OBJECT	new	<client_label>	<resource_description>		Send by computational client (node) to management server for client introduction. Send by object client to management server for client introduction.
2	DISCONNECT	old				
2✓	DISCONNECT	new	<client_label>			
3	EVENT	old	<node_global_id>	<physical_event_label>		
3✓	EVENT	new	<call_id>	<event_label>	(<params>)	Send by node or object client to management server to disconnect from the experiment.
4	INSTRUCTION	old	<node_global_id>	<instruction_code>	<params>	
4✓	INSTRUCTION	new	<call_id>	<instruction_label>	<params>	Send by node client to management server and then from the management server to the linked object client.
5	RETURN	old	<node_global_id>	<instruction_code>	<return_value>	
5✓	EVENT_RETURN	new	<call_id>	(<return_value>)		Send by node client to management server and then from the management server to the linked object client.
6	RETURN	old	<node_global_id>	<instruction_code>	<return_value>	
6✓	INSTRUCTION_RETURN	new	<call_id>	<return_value>		Send by object client to management server and then from the management server to the linked node client.
7	LINK_STATUS	new	ON/OFF	<client_label>		Send by management server to node or object client to notify when their link status is changed (linked or not linked).
8	HELLO	old	<node_global_id>	<Node_definition_xml>		
9	BYE	old	<node_global_id>			
10	STOP	old				
11✓	DESCRIBE	old				

Kolumna1	Kolumna2
<client_label>	arbitrary, user-readable label for a client
<resources_desc>	a list of names of all instructions and events used/supported by a client (simple CSV format)
<call_id>	an integer uniquely identifying specific instruction or event call
<instr_label>	arbitrary text label identifying the instruction
<event_label>	arbitrary text label identifying the event
<paramX>	an X parameter for the given instruction or event call
<return_value>	value returned by an instruction or event call related to a given <call_id>





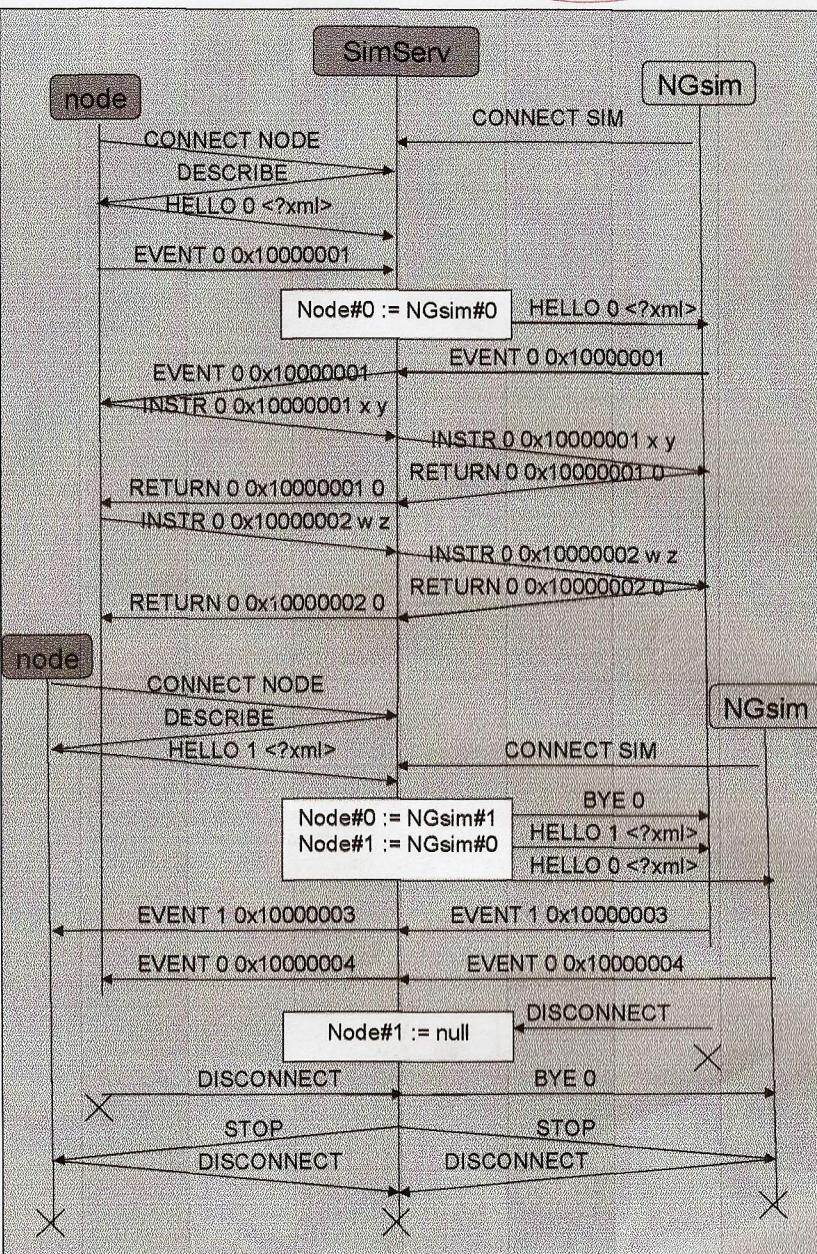


Diagram 6 – Real POBICOS network simulation's commands' flow (example)

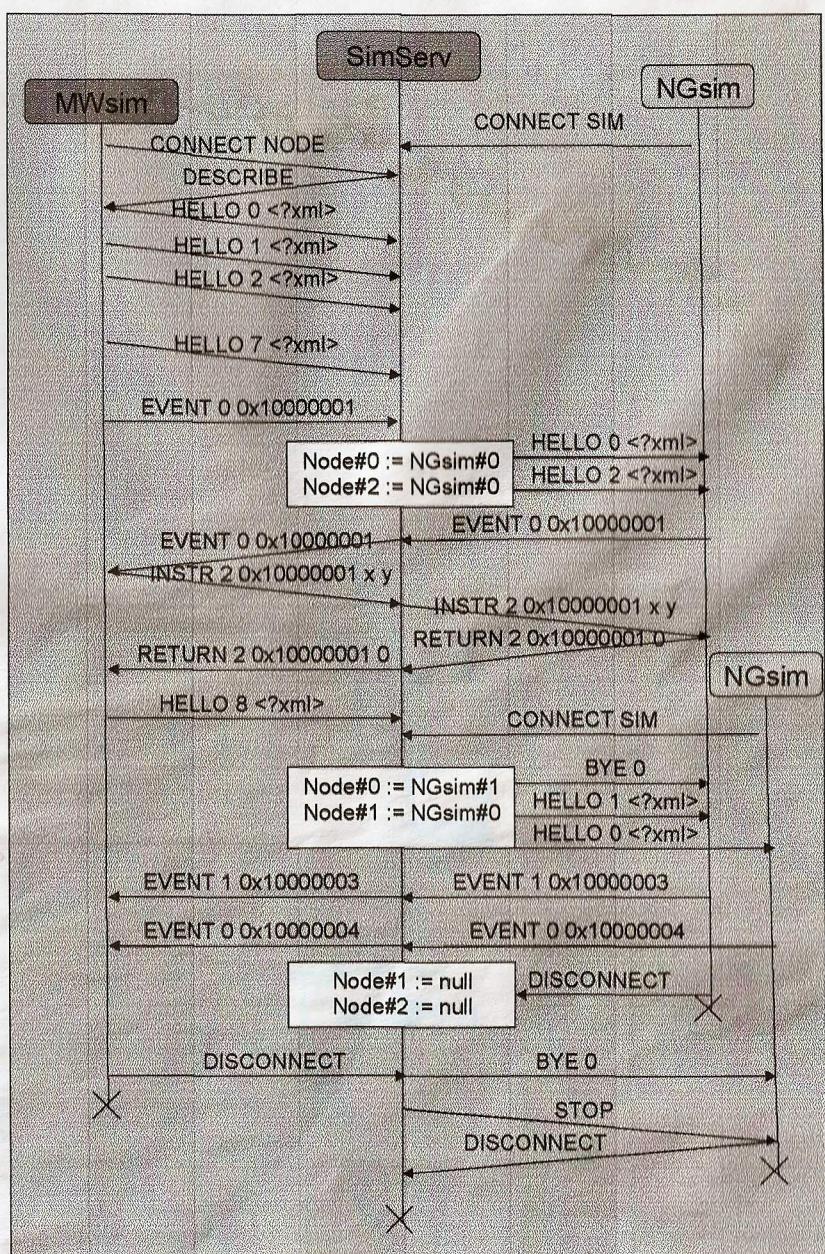


Diagram 7 - Virtual POBICOS network (MWsim) simulation's commands' flow (example)

