

Neverending ODC Network Protocol Specifications 1.0.0

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January 29, 2003

Abstract

This document specifies the network protocol that is used to communicate in the [Neverending ODC](#) network.

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1 General

The communication between Administration Server, Connection Server, Physics Server and the Client is divided into three different protocols.

- **Login Protocol:** The Login Protocol is used to login and logout the Client at the Administration Server. It also provides the possibility to synchronize the time between the client and the Connection Server.
- **Action Protocol:** The Action Protocol is used to send and receive Actions and Entities on Server and Client.
- **Statistic Protocol:** The Statistic Protocol provides the functionality to fetch Statistics from the Servers.

All sended package have the same interpretation of the first 3 bytes.

0	1	2	3 - ∞
Length		Protocol	Protocol
High byte	Low byte	code	specific

The length information is the number of the bytes which will follow byte 1. This provides the possibility to receive at first only two bytes and then know how long the package is.

2 Login Protocol - 0x00

The Login Protocol has the Protocol code 0x00. The specific header for the Login Protocol is:

0	1	2	3	4 - ∞
Length		0x00	Function code	Function specific
High byte	Low byte			

The following functions are possible:

2.1 Login Request - 0x00

0	1	2	3	4	5	6	7
Length		0x00	0x00	UID			
High byte	Low byte			High byte	Middle High byte	Middle Low byte	Low byte
8 - ∞							
Name	0x00	Nickname	0x00	Password	0x00		

2.2 Login Response - 0x01

0	1	2	3	4	5	6	7
Length		0x00	0x01	UID			
High byte	Low byte			High byte	Middle High byte	Middle Low byte	Low byte

after this comes a 2 byte code which represents the login status.

- Login successful - 0x00xx:

8	9	10	11 - ∞				
0x00	Login trys	0x00	Hostname	0x00	Portnumber		0x00
					High byte	Low byte	

- No such User found - 0x0100:

8	9	10
0x10	0x00	0x00

- Password was wrong - 0x0200:

8	9	10
0x20	0x00	0x00

- wrong UID for the user - 0x0300:

8	9	10
0x30	0x00	0x00

2.3 Logout Request - 0x02

0	1	2	3	4	5	6	7
Length		0x00	0x02	UID			
High byte	Low byte			High byte	Middle High byte	Middle Low byte	Low byte
8 - ∞							
Password	0x00						

2.4 Logout Response - 0x03

0	1	2	3	4	5	6	7
Length		0x00	0x03	UID			
High byte	Low byte			High byte	Middle High byte	Middle Low byte	Low byte
8	9						
Code	0x00						

Code can have the following values:

- 0x00 - The Logout was successful
- 0x01 - The Client was already logged out
- 0x02 - The transferred Password was wrong

2.5 Time Request - 0x04

0	1	2	3	4	5	6	7	8
Length		0x00	0x04	Local Time				0x00
High byte	Low byte			High byte	Middle High byte	Middle Low byte	Low byte	

2.6 Time Response - 0x05

0	1	2	3	4	5	6	7	8
Length		0x00	0x05	Local Time				0x00
High byte	Low byte			High byte	Middle High byte	Middle Low byte	Low byte	
9	10	11	12	13				
Server Time								
High byte	Middle High byte	Middle Low byte	Low byte	0x00				

2.7 Account Request - 0x06

0	1	2	3	4	5	6	7
Length		0x00	0x06	UID			
High byte	Low byte			0x00	0x00	0x00	0x00
8 - ∞							
Name	0x00	Nickname	0x00	Password	0x00		

2.8 Account Response - 0x07

0	1	2	3	4	5	6	7
Length		0x00	0x07	UID			
High byte	Low byte			High byte	Middle High byte	Middle Low byte	Low byte

after this comes a 2 byte code which represents the login status.

- Account successfully created - 0x00:
The Account was created successfully and the UID is given back

8	9
0x00	0x00

- No free UID - 0x01:
The Account was not created because of less UID number

8	9
0x01	0x00

- Internal Error - 0x02:
The Account was not created because of an internal error

8	9
0x02	0x00

3 Action Protocol - 0xF0

The Action Protocol has the Protocol code 0xF0. The specific header for the Action Protocol is:

0	1	2	3	4	5	6	
Length		0xF0	UID				
High byte	Low byte		Hi-byte	Mid-High	Mid-Low	Lo-byte	
7	8	9	10	11	12	13	14
Action type		Action sub-type		Time stamp			
High byte	Low byte	High byte	Low byte	Hi-byte	Mid-High	Mid-Low	Lo-byte
15	16	17	18	19 - ∞			
Entity ID				Function specific			
High-byte	Mid-High-byte	Mid-Low-byte	Low-byte				

4 **Statistic Protocol - 0x0F**