

# Request message structure

Bytes	format	description	values
1	Byte	Command	"p": ping, "s": stop server, "c": call function
1	UInt8	Prot. version	0x1
4	UInt32	Opt. header length	m
4	UInt32	Binary data length	n
m	Vector{UInt8}	Optional header	..
n	Vector{UInt8}	Binary data	..
p	Vector{UInt8}	JSON	see below

## Optional header

A message containing an optional header will be processed as correct, however the content of the optional header ignored. In future versions of protocol an optional header could be used e.g. for a message ID.

## JSON structure

Field	format	required?	description
fun2call	string	required	Name of the Julia function
kwargs	any	optional	Keyword args to be passed to that function

## Response Return code

Value	response type	meaning	implemented
0	long	normal	yes
1	short	server stopping	yes
2	short	ping OK	yes
3	long	error	yes
4,5	short	warning	not
6...254	short	error	not
255	short	error (command not recognized)	yes