

# Request message structure

| Bytes | format        | description        | values  |
|-------|---------------|--------------------|---|
| 1     | Byte          | Command            | "p": ping, "s": stop server, "c": call function, "a": asynchronous call |
| 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         |