

Dauny Communication Protocol

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1 Dauny Socket-Commands v2010-09-12-1700 (dauny >=2.0.15)

2 Commands

2.1 captcha data [GETCAPTCHA]

Command transfer Server -> Client

```
GETCAPTCHA [DownloadID] [Block count]/[Blocks to send]/[Byte in Block] [data]
```

DownloadID ... ID of Download

Block count ... Number of block that is send

Blocks to send ... Number of blocks that will be send by server

Byte in Block data ... Number of Byte of binary data that are in message (max. 4096)

data ... binary data of grafic file

Command will send a PNG or GIF grafic from the server to the client.

Wenn [Block count] is equal to [Blocks to send] the hole grafic is transfered und the client can display the grafic and ask the user for the CAPTCHA code.

Example:

```
GETCAPTCHA 0000000133 01/03/4096 [Binary Data 4096 Byte]
```

```
GETCAPTCHA 0000000133 02/03/4096 [Binary Data 4096 Byte]
```

```
GETCAPTCHA 0000000133 03/03/0852 [Binary Data 852 Byte]
```

Answer:

none

2.2 captcha code [CAPTCHA]

Command transfer Client -> Server

```
CAPTCHA [DownloadID] [CAPTCHA Code]
```

DownloadID ... ID of Download

CAPTCHA Code ... Code entered by the user

Example:

```
CAPTCHA 133 AD6
```

Answer:

```
CAPTCHA OK
```

```
CAPTCHA ERROR „ID unkonwn“
```

```
CAPTCHA ERROR „Invalid parameter“
```

2.3 Add Download [ADDID]

Command transfer Server -> Client

ADDID [DownloadID] [DownloadID] [DownloadID] [DownloadID]

DownloadID ... ID of Download

Command tells the client that a new download was added (by a list file or a link collection page).

Example:

ADDID 134 135 136

Answer:

none