

SubSpace Billing Protocol

Author: [Sharvil Nanavati](#)

The information contained in this document was collected from my reverse-engineering efforts and from the ASSS source code (written by Grelminar).

User Login Status

0	Login OK
1	New User
2	Invalid Password
3	Login Banned
4	No new connections
5	Bad username
6	Demo user
7	Server busy
8	Ask demographics

Message Type

1	Arena Message
2	Remote Private Message

Billers to Subgame

Player Login Response

01

```
<responseCode (1)>
<connectionId (4)>
<playerName (24)>
<squadName (24)>
<banner (96)>
<totalSecondsPlayed (4)>
<creationYear (2)>
<creationMonth (2)>
<creationDay (2)>
<creationHour (2)>
<creationMinute (2)>
<creationSecond (2)>
<unused:0 (4)>
<userId (4)>
<unused:0 (4)>
[
  <wins (2)>
  <losses (2)>
  <goalCount (2)>
  <points (4)>
  <flagPoints (4)>
```

]

Shutdown Zone

02

Zone Message

Sends a message to the entire zone or a Remote Private message to a specific user/squad if message has the form :TargetName:(From)>message

03

<sourceServerId (4)>

<type (1)>

<sound:2 (1)>

<message (asciiZ)>

Recycle Zone

04

File Transfer

05

<filename (asciiZ, 16)>

<fileData (?)>

Invalid Packet

06

Invalid Packet

07

Kick Player

08

<connectionId (4)>

<reason (2)>

Arena Message

Sends a green arena message to the specified user

09

<connectionId (4)>

<message (asciiZ)>

Chat Channel Message

Sends a red channel message to the specified user from the given channel #

0A

<connectionId (4)>

<channel# (1)>

<message (asciiZ)>

Score Reset

31

<scoreId (4)>

<negScoreId (4)>

User Packet

32

<connectionId (4)>

<data (?)>

Billing Identity

33

<IDData (128)>

Multicast Channel Chat

34

<count (1)>

{

<connectionId (4)>

<channel# (1)>

} * count

<message (asciiZ)>

Subgame to Biller

Ping

01

Server Connect

02

<serverID (4)>

<groupID (4)>

<scoreID (4)>

<serverName (126)>

<serverPort (2)>

<password (32)>

Server Disconnect

03

User Login

04

<makeNew (1)>

<ipAddress (4)>

<name (32)>

<password (32)>

<connectionID (4)>

<machineID (4)>

<timezone (2)>

<unused:0 (2)>

<banRelated? (1)>

<sysop (1)>
<clientVersion (2)>
<clientData (64)>

User Logout

05

<connectionID (4)>
<disconnectReason (2)>
<latency (2)>
<ping (2)>
<plossS2C (2)>
<plossC2S (2)>
<wins (2)>
<losses (2)>
<goalCount (2)>
<points (4)>
<flagPoints (4)>

Remote Zone Message

Sends a message to the server specified by ServerID

06

<connectionId (4)>
<serverID (4)>
<type (1)>
<sound (1)>
<message (asciiZ)>

User Remote Private Chat

The user wants to send a remote private message (this is of the form
:TargetName:(from)>message or :#SquadName:(from)>message)

07

<connectionID (4)> - this field is usually 0xFFFFFFFF presumably because the source
name is contained in (from)
<groupID (4)>
<type (1)>
<sound (1)>
<message (asciiZ)>

Request File

08

<filename (asciiZ)>

Invalid Packet

09

Invalid Packet

0A

Invalid Packet

0B

Invalid Packet

0C

User Demographics

This packet doesn't seem to get forwarded by subgame for a non-SSC server.

0D

<connectionID (4)>
<data (765)>

User Private Chat

The user wants to send a message from srcConnectionId to destConnectionId (NOTE: unless the message starts with '*', the message was already delivered)

If the destConnectionId = 0xFFFFFFFF then the message was a '*' command targeted at nobody.

0E

<srcConnectionId (4)>
<destConnectionId (4)>
<message (asciiZ)>

Log Security Violation

0F

<connectionID (4)>
<message (asciiZ)>

User Banner

10

<connectionID (4)>
<banner (96)>

User Score

11

<connectionID (4)>
<wins (2)>
<losses (2)>
<goalCount (2)>
<points (4)>
<flagPoints (4)>

User Score Message

The user wants to send a message to all the zones with the given scoreID

12

<connectionID (4)>
<scoreID (4)>
<type (1)>
<audio:0 (1)>
<message (asciiZ)>

User Command

The user sent a ?command

13

<connectionID (4)>
<message (asciiZ)>

User Channel Chat

14

<connectionID (4)>
<channel# (32)>

<message (asciiZ)>

Server Capabilities

15

<capFlags (4)> - low bit is 'multicast supported', all other bits unused