

Client → Server

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	bit offset
Message ID (Service ID / Method ID) [32 bit] (= 0xFFFF 0000)																																
Length [32 bit] = 0x0000 0008																																
Request ID (Client ID / Session ID) [32 bit] = 0xDEAD BEEF																																
Protocol Version [8 bit] =0x01								Interface Version [8 bit] =0x01								Message Type [8 bit] =0x01								Return Code [8 bit] =0x00								Covered by Length

Server \rightarrow Client

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	bit offset
Message ID (Service ID / Method ID) [32 bit] (= 0xFFFF 8000)																																
Length [32 bit] = 0x0000 0008																																
Request ID (Client ID / Session ID) [32 bit] = 0xDEAD BEEF																																
Protocol Version [8 bit] =0x01								Interface Version [8 bit] =0x01								Message Type [8 bit] =0x02								Return Code [8 bit] =0x00								Covered by Length