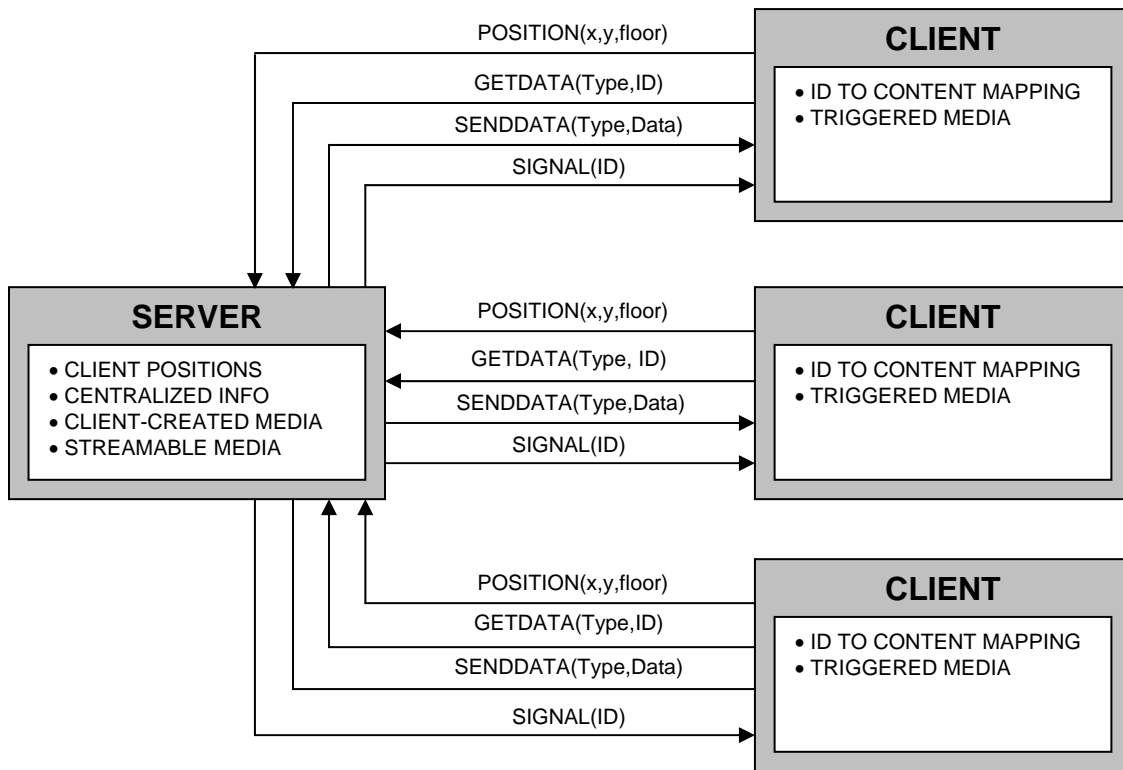# Augmented Reality Client Server Networking Model

Messages
1. POSITION(x, y, floor) Description: Sends the position of the client to the server. Functionality covered by Ekahau. Parameters: x   x-position of the client y   y-position of the client floor   floor that the client is on
2. SIGNAL(ID) Description: Tells the client that it should display or play certain content. The client then looks in ID to Content Mapping to figure out whether the content is text, image, music, or video. It also uses this mapping to determine whether the content must be streamed from a server. Parameters: ID   The ID associated with the given media that is set in the ID to Content Mapping tables
3. GETDATA(Type, ID) Description: Sent to the server to request client positions, centralized information, client-created media, or streamable media from the server. Parameters: Type   The type of data to send back ID   The ID associated with the given media
4. SENDDATA(Type, ID) Description: Sends client requested data back to client. Used for non-streaming media. Streaming media is set up using streaming media APIs. Parameters: Type   The type of data to send back ID   The ID associated with the given media