

SchoolBOX WS

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Websocket communication between the SchoolBox device and the associated server.

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1. Messages

1.0.1. Server

`{"e": 0, "info": "Invalid message"}`

1.1. Heartbeat

1.1.1. Server

- `{"c": "ping"}`
- `{"e": 1, "info": "Pong missed"}`

1.1.2. Device

- `{"c": "pong"}`

1.2. Registration

1.2.1. Server

- `{"c": "reg_pin", "d": {"pin": 1234}}` // Pin is a random integer. Length doesn't really matter, as long as it fits on the screen.
- `{"c": "reg_ok"}`

1.2.2. Device

- `{"c": "reg_start"}`

1.3. Authentication

1.3.1. Server

- `{"c": "auth_nonce", "d": {"nonce": "random_string"}}` // Should be a long, random generated string.
- `{"c": "auth_ok"}`
- `{"e": 2, "info": "Invalid packet, wrong ID."}`
- `{"e": 3, "info": "Invalid signature."}` // the info doesn't matter
- `{"e": 4, "info": "Logged in at other place."}` // the info doesn't matter

1.3.2. Device

- `{"c": "auth_start", "d": {"id": "id"}}` // Id that is provided with registration.
- `{"c": "auth_validate", "d": {"signature": "HMAC hash of nonce"}}`
 - The HMAC is a SHA256 with the password as the key, and the nonce as the data.
 - The returned signature is encoded as hex.
 - [Example implementation in JS.](#)^o

1.4. Session

1.4.1. Server

- `{"c": "session_start", "d": {"text": "Question?"}}`
- `{"c": "session_stop"}`

1.4.2. Device

- `{"c": "session_vote", "d": {"vote": 1}}` // Vote is an integer in the range of 1..5

2. General flow

