

SchoolBOX WS

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Websocket communication between the SchoolBox device and the associated server.

November 07, 2025

Contents

1. Messages	3
1.1. Heartbeat	3
1.1.1. Server	3
1.1.2. Device	3
1.2. Registration	3
1.2.1. Server	3
1.2.2. Device	3
1.3. Authentication	3
1.3.1. Server	3
1.3.2. Device	3
1.4. Session	3
1.4.1. Server	3
1.4.2. Device	3
2. General flow	4

1. Messages

1.1. Heartbeat

1.1.1. Server

```
{"c": "ping"}  
{"e": 0, "info": "Pong missed"}
```

1.1.2. Device

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

1.2. Registration

1.2.1. Server

```
{"c": "reg_pin", "d": {"pin": 1234}} // Pin is an integer.  
{"c": "reg_ok"}
```

1.2.2. Device

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

1.3. Authentication

1.3.1. Server

```
{"c": "auth_nonce", "d": {"nonce": "random_string"}}  
{"c": "auth_ok"}  
{"e": 1, "info": "Invalid packet, wrong ID."}  
{"e": 2, "info": "Invalid signature."} // the info doesn't matter  
{"e": 3, "info": "Logged in at other place."} // the info doesn't matter
```

1.3.2. Device

```
{"c": "auth_start"}  
{"c": "auth_validate", "d": {"signature": "HMAC hash of nonce"}}
```

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

