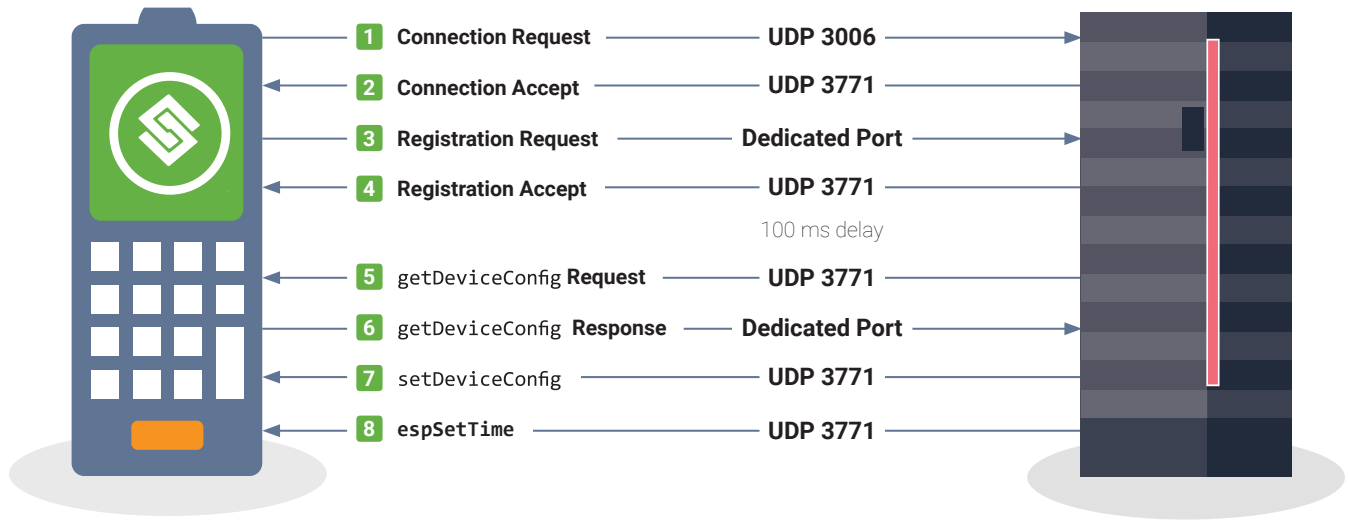


# The SmartTE Client-Server Handshake



**1 Connection Request** - Clients initiate a session by connecting to a SmartTE server. This initial handshake request is required to start a new session, return to an existing session, or when changing networks. Once this packet arrives at the Server, the session can appear in the connections list. This action will prompt the client to display the message "Connecting..."

**2 Connection Accept** - This packet is the server response informing the client to use a dedicated port number for this session. The client will report the message "Register Port" with the port number on the device screen. If the server is configured with a fixed port range, the port number will reflect the next sequential port within the specified range. If the fixed port range does not have enough ports, or this packet is unable to reach the client it will report a message of "Err:Host Timeout!".

**3 Registration Request** - The client will send a registration request to the server on the port dedicated to this session. The server may report an alert 'could not complete registration' if packet two or three is dropped.

**4 Registration Accept** - The server will notify the client that the initial handshake is complete causing the client to display the message "Connected". Dropped packets beyond this point will result in a client message of "eSP0001" or [Linking].

**5 getDeviceConfig Request** - This packet is a request by the server for basic information about the client and its configuration. It includes various information, including but not limited to; screen size, device type, and client version.

**6 getDeviceConfig Response** - The client will respond with the device information string. More information on this packet can be found in the Solution Architecture technical reference guide.

**7 setDeviceConfig** The server can then provide the client with some basic rules for operation. Note that not all features are supported on all devices. These configuration rules may include:

- Keyboard Timeout
- Backlight Timeout
- Set encryption level
- Enable multi-session support
- Enable headless mode (deprecated)
- Enable voice support

**8 espSetTime** - This packet synchronizes the time between the server and client to make logging information match logs recorded by the server. Clients that support the feature may set the device time to match the server time in the operating system.

Once the transactions above complete, the server steps through implementing available features. The server can now display a host selection screen or begin the connection to the telnet host as configured in the Device Group and corresponding Telnet Host Group.

