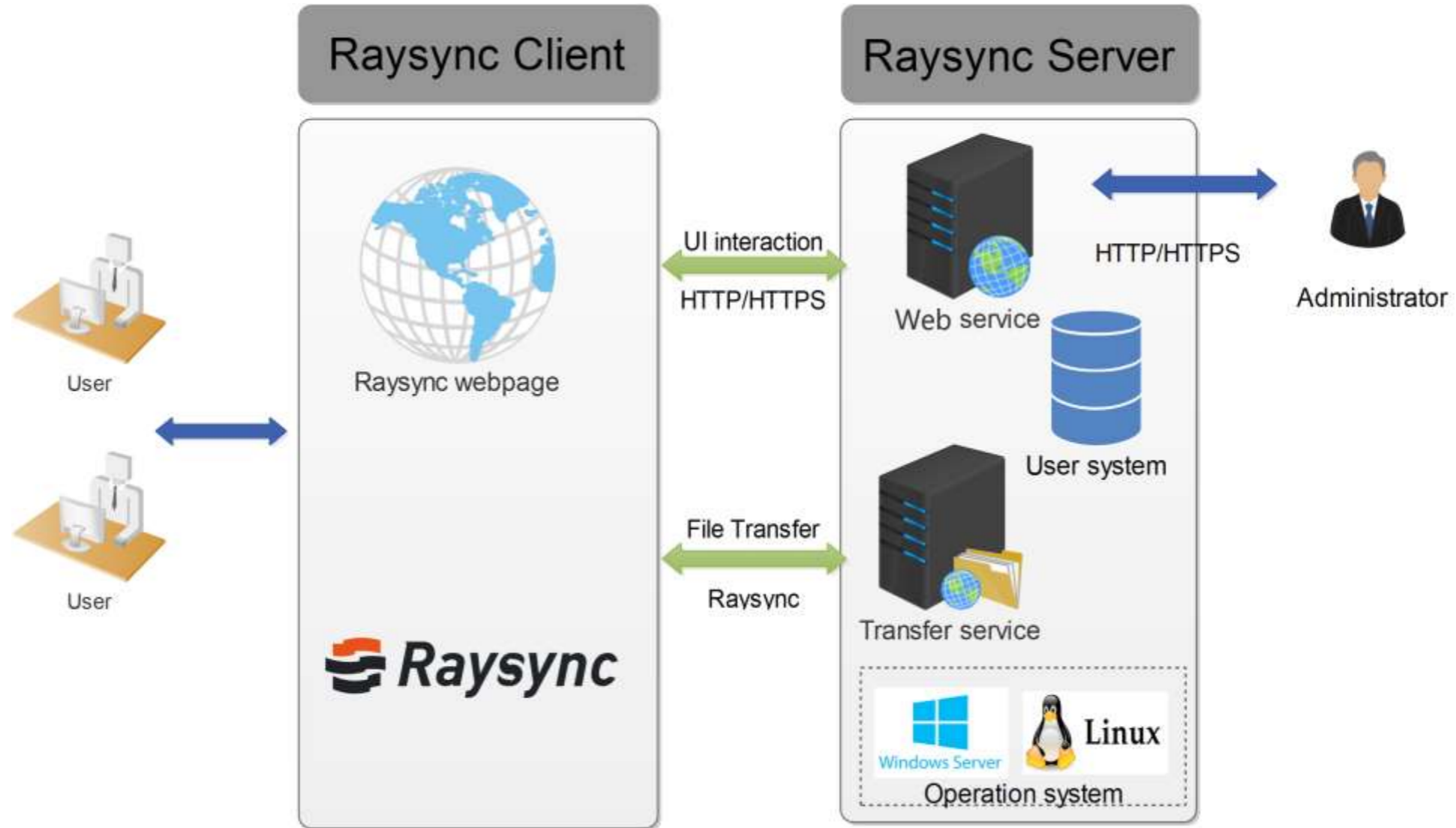


# Raysync SDK Solution for Knox Media Hub



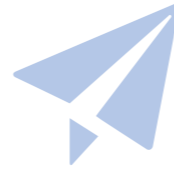
[www.raysync.io](http://www.raysync.io)

# »» Raysync Product Structure



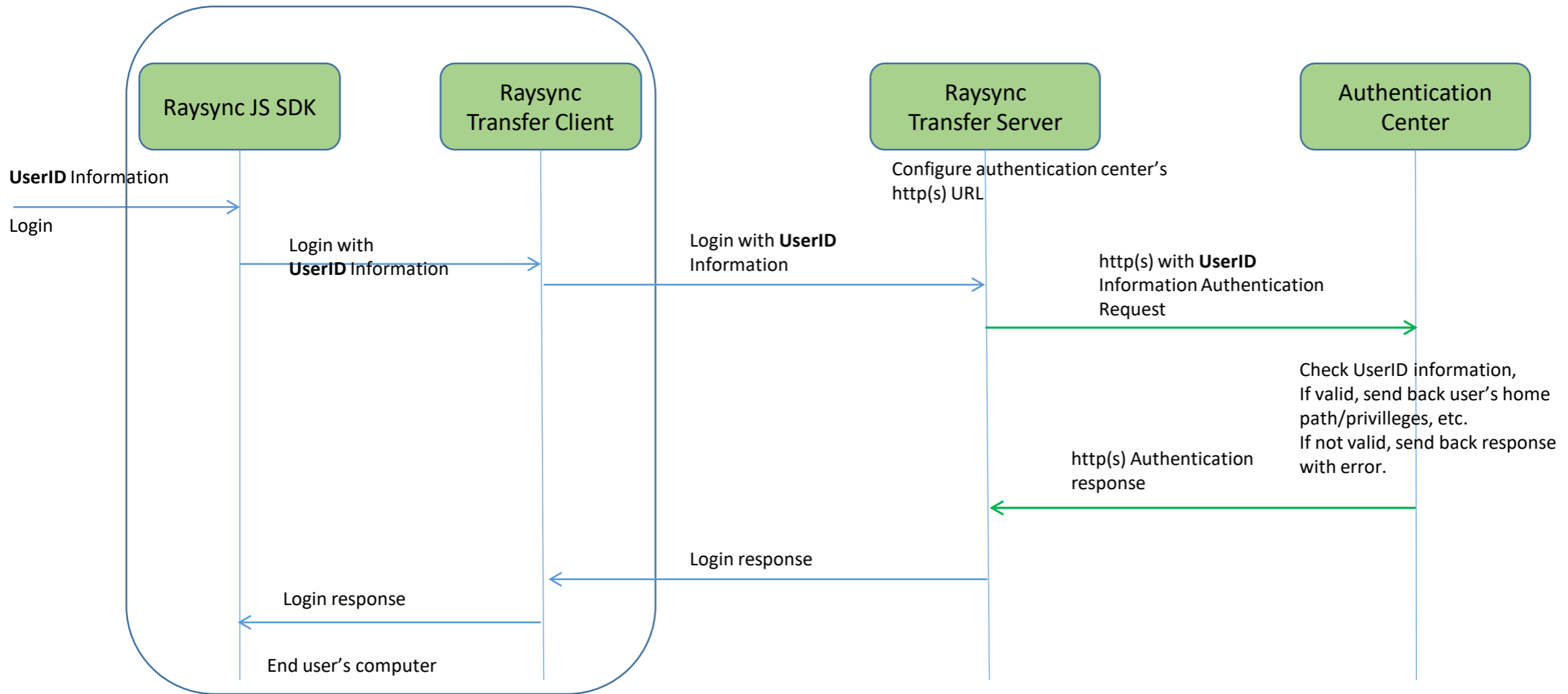
# Product Docking

## Product docking support



- ▶ JS SDK & User Authentication
- ▶ User Traffic Counting

# JS SDK & User Authentication



The UserID information should be generated by customer's system, it represents a user. It should be string. Raysync transfer client and server do not check it, do not store it, just pass it transparently.



# User Authentication http(s) User Authentication Definition

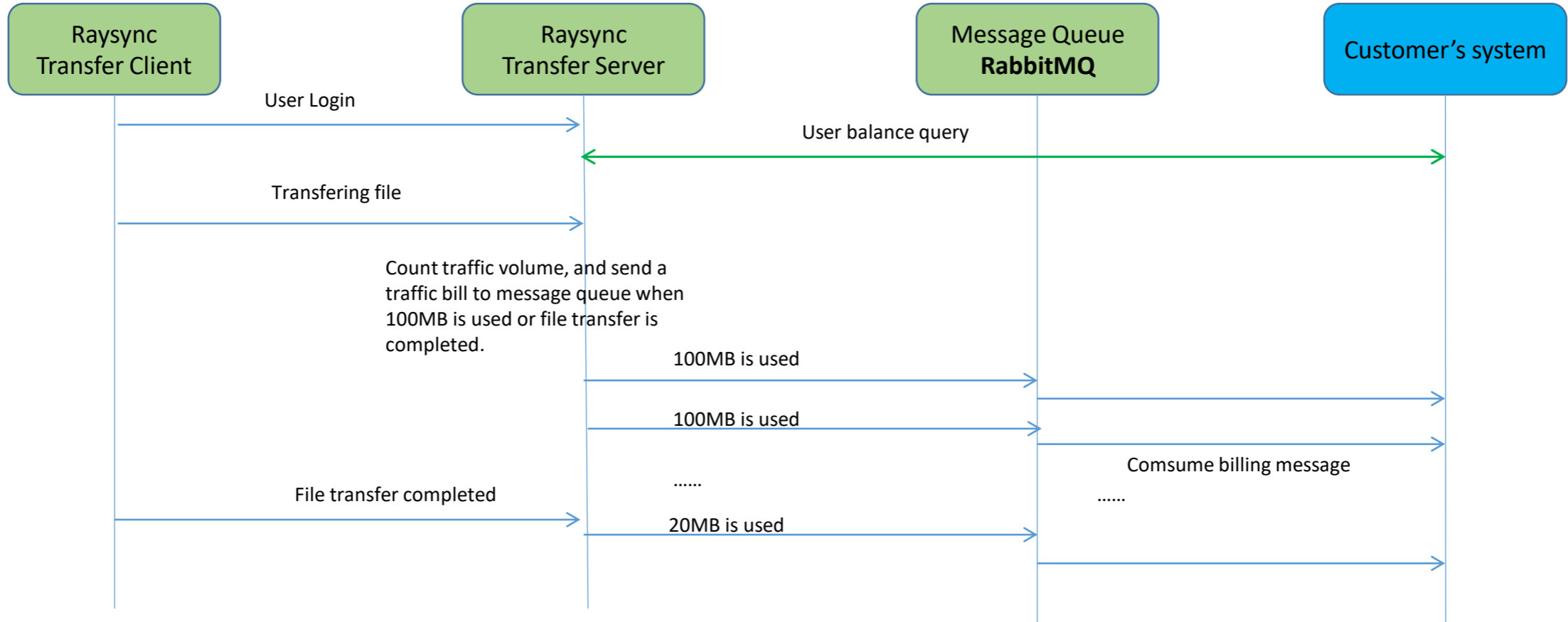
## Request:

Header:  
Content-Type: application/json  
uk: <login user key>  
version: 1.0.0  
signature: raysync2018  
Body:<empty>

## Response:

```
{
  "code": 0,           //0 means OK, other value means NOK.
  "data": {
    "groupList": [{
      "groupId" : 100,  //User group id, 0 means user's default group
      "groupName": "", //Group name, "" means user's default group name
      "uploadSpeed": 0, //upload speed limitation, 0 means unlimited, bytes
      "downloadSpeed": 0, //download speed limitation, 0 means unlimited, bytes
      //suffix white list of user upload file, "" means unlimited, "jpg;png;pdf" means only
      //jpg&png&pdf files can be uploaded
      "suffixList" : "jpg;png;pdf",
      "home": "user1/" //User's home path, this path is relative to system S3 path
    }],
    "permission": { // user's operation permission
      "list": true, // Is user allowed to list directory
      "upload": true, // Is user allowed to upload
      "download": true, // Is user allowed to download
      "remove": true, // Is user allowed to remove files
      "rename": true, // Is user allowed to rename files
      "mkdir": true // Is user allowed to create new directory
    },
    "userId": 1, // number, user ID, ID must be unique
  }
}
```

# » User Traffic Counting



Raysync server supports recording the traffic used when the users transfer files and supports transmitting the users' traffic to the external system through the message queue system;

Why not wait until the file transfer completed then report the traffic information at once? A file may be large, say 100GB, if the user has only 1GB of data left, reporting the total traffic until the file transfer is completed can not control the excess traffic part in the process.

Why use Message Queue for butt communication? The Billing information is very important and cannot be lost, and the Message Queue guarantees this point well.

# » User Traffic Counting – Interface Definition

## Traffic Counting Message Format:

```
{
  // User-Id
  "userId":"test",
  // Traffic volume (byte)
  "traffic":"1048576",
  // Transfer Type: 1 = upload, 2 = download
  "transType":"1",
  // Time stamp when traffic counting request generated since 1970/1/1/0:00

  "time":"160000000",
  // Start time stamp of traffic volume counting since 1970/1/1/0:0
  "startTime":"160000000
  // End time stamp of traffic volume counting since 1970/1/1/0:00
  "endTime":"160000001"
}
```

## User traffic balance query

http(s) POST

Request:

Header:

Content-Type: application/json

uk: <login user key>

version: 1.0.0

signature: raysync2018

client\_ip: <user's ip address>

Body:<empty>

Response:

Response should be json formatted.

```
{
  "code":status code
}
```

Status Code:

0 = The user still has a balance.

1009 = The user balance is exhausted, upload and download is not allowed.

User traffic balance query may start at: :

1: User login raysync transfer system;

2: After login, raysync transfer will send user traffic balance query every 10 seconds.

# Thanks !