

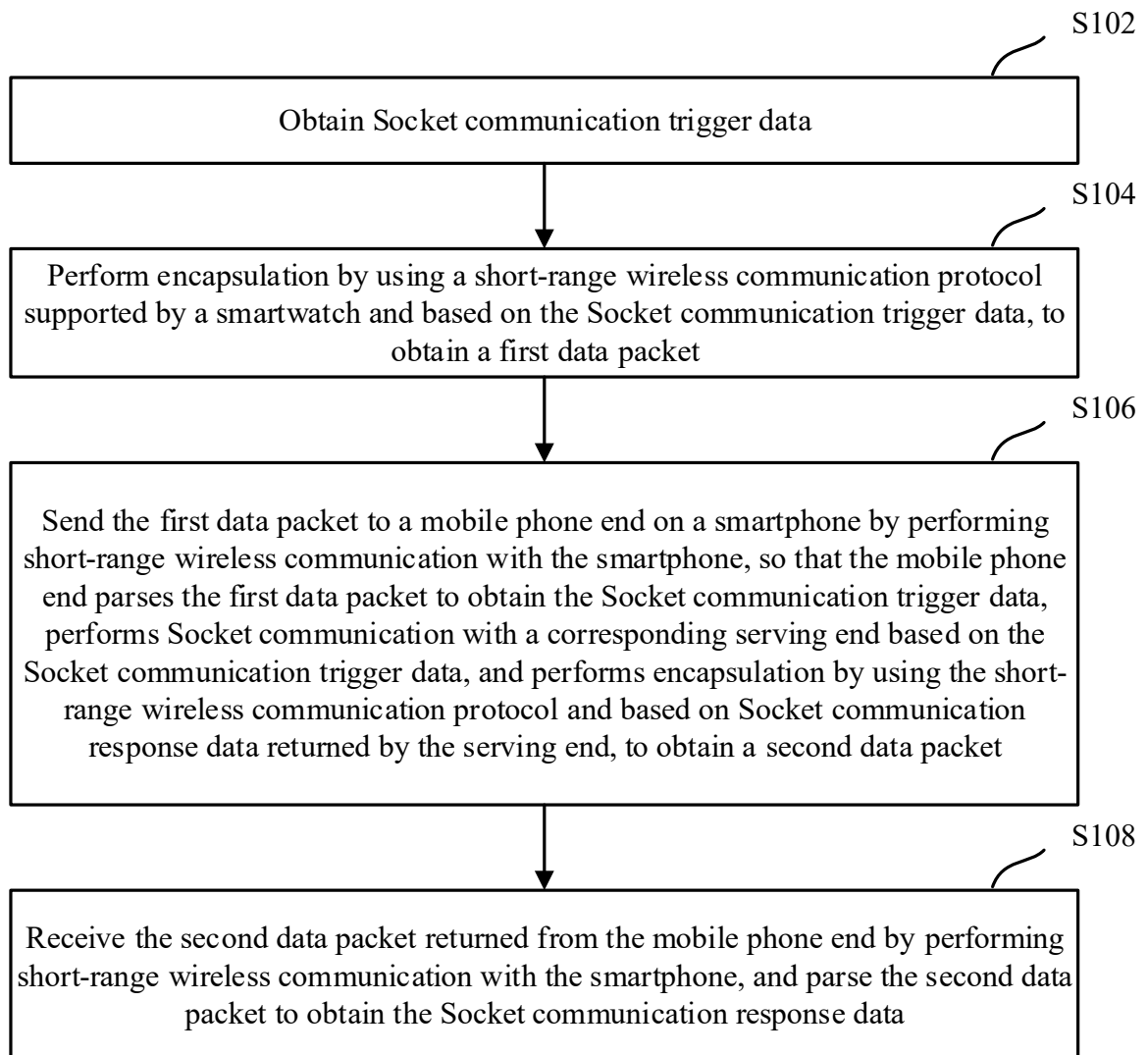


FIG. 1

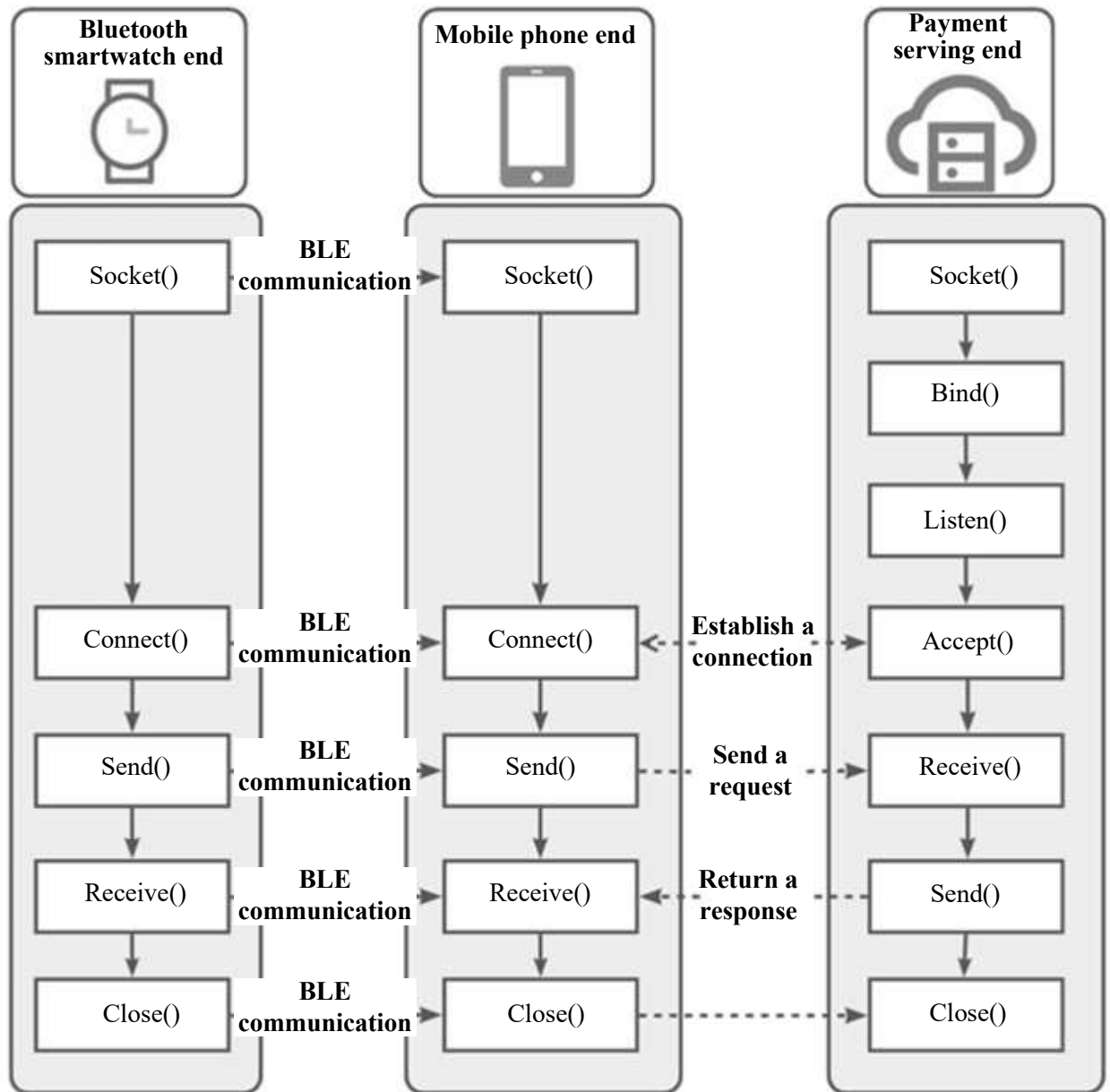


FIG. 2

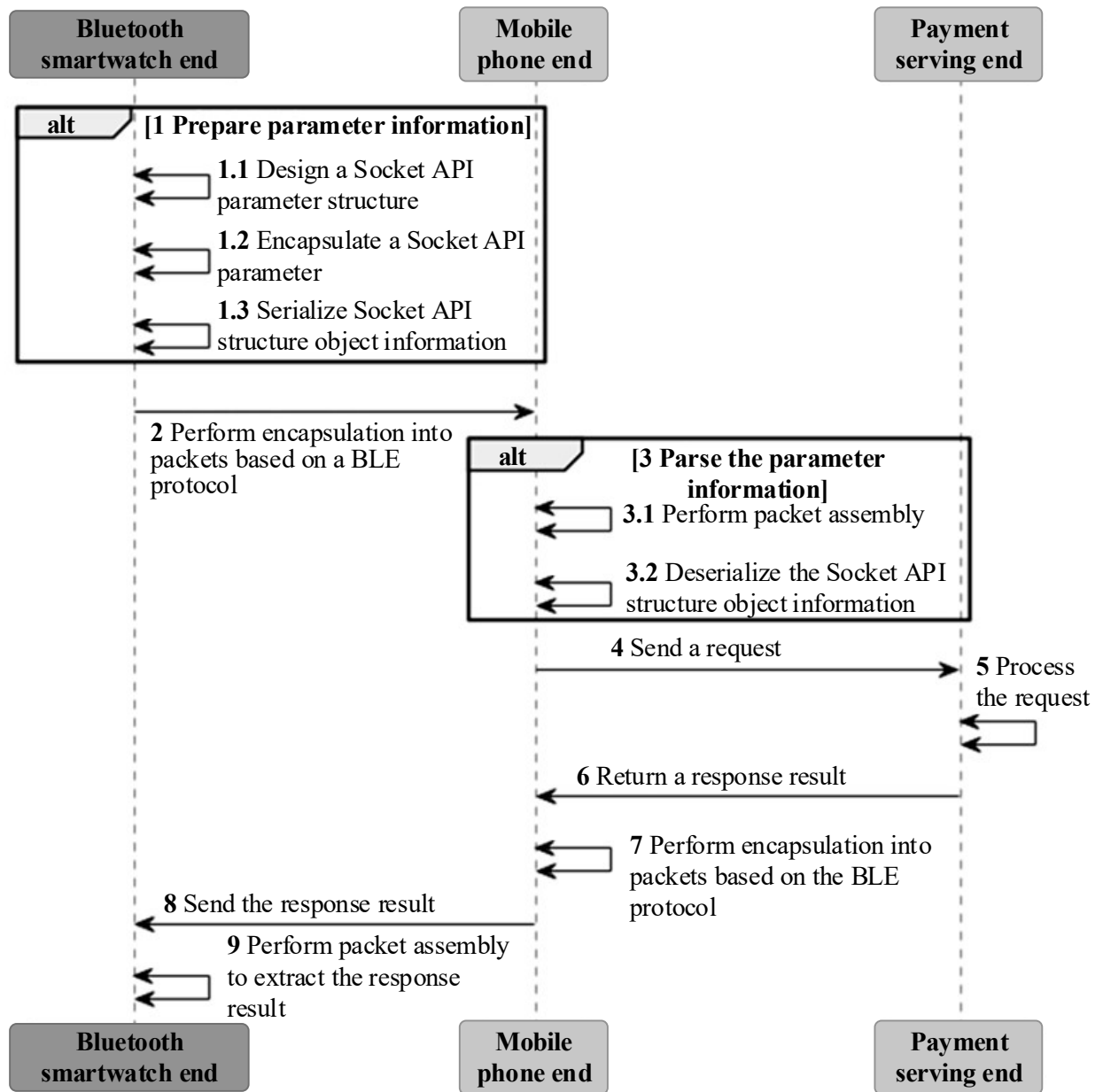


FIG. 3

```

1  /*
2  Request data format
3  +-----+-----+-----+
4  | 4BYTE  | 4BYTE  | 4BYTE  |
5  +-----+-----+-----+
6  | domain | type   | protocol
7  +-----+-----+-----+
8  */
9  ▾ message Socket {
10     required uint32 domain = 1;
11     required uint32 type = 2;
12     required uint32 protocol = 3;
13 }
14 }
15 /*
16 Return data format
17 +-----+
18 | 4BYTE  |
19 +-----+
20 | ret/fd |
21 +-----+
22 */
23 ▾ message RetSocket {
24     required int32 ret = 1;
25 }

```

FIG. 4

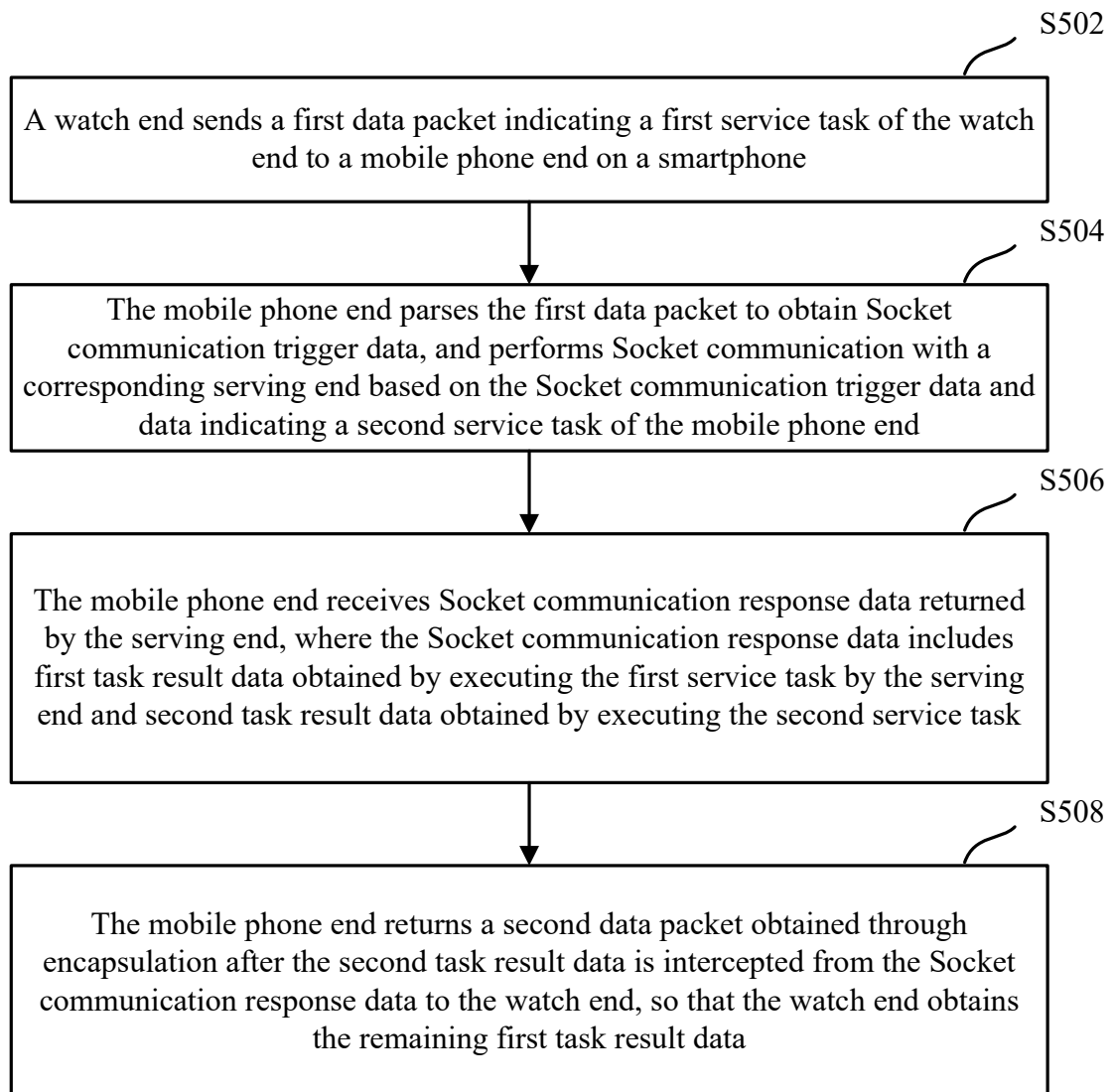


FIG. 5

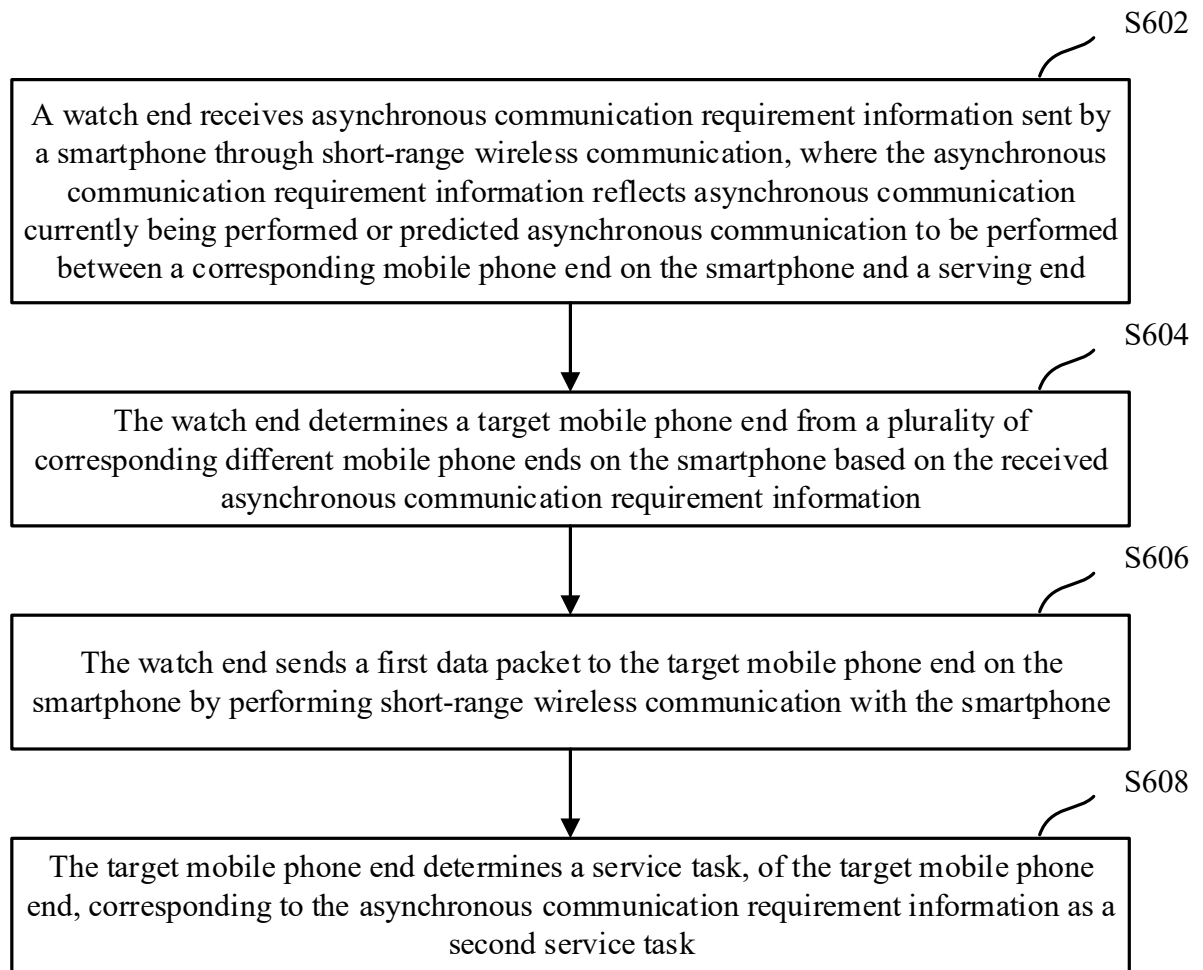


FIG. 6

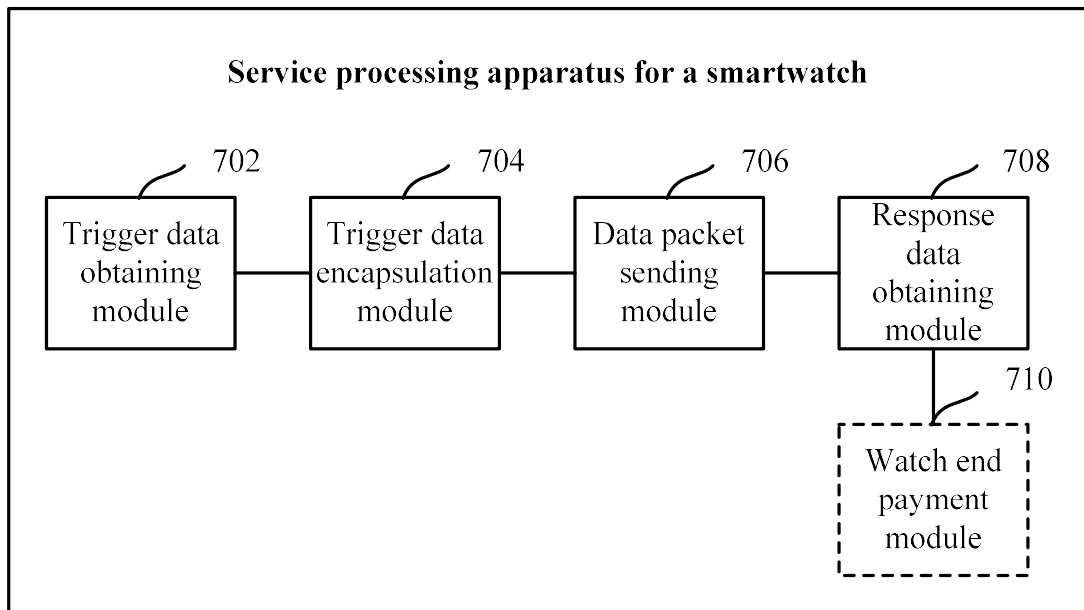


FIG. 7

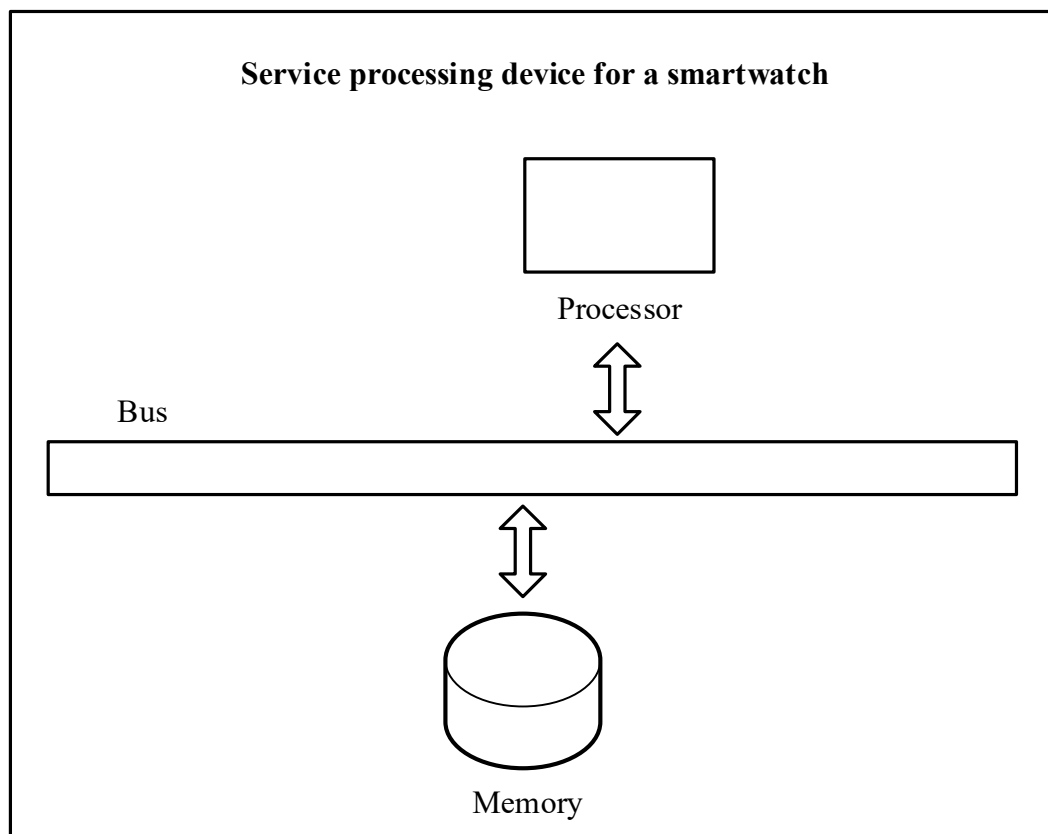


FIG. 8