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The application/whoispp-response Content-type

Status of this Memo

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Abstract

This document defines the expression of Whois++ protocol ([RFC1835](#)) responses within MIME (Multipurpose Internet Mail Extensions) ([RFC2046](#)) media types. The intention of this document, in conjunction with [RFC 2957](#) is to enable MIME-enabled mail software, and other systems using Internet media types, to carry out Whois++ transactions.

1. MIME Registration Information

To: iana@isi.edu Subject: Registration of MIME media type
application/whoispp-response

MIME Type name: Application

MIME subtype name: whoispp-response

Required parameters: none

Optional parameters: none

Encoding considerations: Any valid MIME encodings may be used

Security considerations: This content-type contains purely descriptive information (i.e., no directives). There are security considerations with regards to the appropriateness (privacy) of

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information provided through the use of this content-type, and the authenticity of the information so-provided. This content-type provides no native mechanisms for authentication.

Published specification: this document

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Intended usage: common

[2.](#) whoispp-response Syntax

The following grammar, which uses ABNF-like notation as defined in [\[RFC2234\]](#), defines a subset of responses expected from a Whois++ server upon receipt of a valid Whois++ query. As such, it describes the expected structure of a whoispp-response media type object.

N.B.: As outlined in the ABNF definition, rule names and string literals are in the US-ASCII character set, and are case-insensitive.

```
server          =  goodmessage mnl output mnl endmessage nl
                  /  badmessage nl endmessage nl

output          =  full / abridged / summary / handle

full            =  0*(full-record / server-to-ask)

abridged        =  0*(abridged-record / server-to-ask)

summary         =  summary-record

handle          =  0*(handle-record / server-to-ask)

full-record     =  "# FULL " template serverhandle localhandle
                  system-nl
                  1*(fulldata system-nl)
                  "# END" system-nl

abridged-record =  "# ABRIDGED " template serverhandle localhandle
                  system-nl
```

abridgeddata
"# END" system-nl

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```
summary-record = "# SUMMARY " serverhandle system-nl
                 summarydata
                 "# END" system-nl

handle-record  = "# HANDLE " template serverhandle localhandle
                 system-nl

server-to-ask   = "# SERVER-TO-ASK " serverhandle system-nl
                 server-to-askdata
                 "# END" system-nl

fulldata       = " " attributename ": " attributevalue

abridgeddata   = " " 0*( attributevalue / tab )

summarydata    = " Matches: " number system-nl
                 [" Referrals: " number system-nl]
                 " Templates: " template 0*( system-nl "-"
                                     template)

server-to-ask-data = " Server-Handle:" serverhandle system-nl
                    " Host-Name: " hostname system-nl
                    " Host-Port: " number system-nl
                    [" Protocol: " prot system-nl]
                    0*( " " labelstring ": " labelstring system-nl)

attributename  = 1*attrbyte

attrbyte       = <%d33-127 except specialbyte>

attributevalue = longstring

template       = labelstring

serverhandle   = labelstring
```

localhandle = labelstring
 hostname = labelstring
 prot = labelstring
 longstring = bytestring 0*(nl ("+" / "-") bytestring)
 bytestring = 0*charbyte
 labelstring = 0*restrictedbyte

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restrictedbyte = <%d32-%d255 except specialbyte>
 charbyte = <%d32-%d255 except nl>
 specialbyte = ":" / " " / tab / nl
 tab = %d09
 mnl = 1*system-nl
 system-nl = nl [1*(message nl)]
 nl = %d13 %d10
 message = [1*(messagestart "-" bytestring nl)]
 messagestart " " bytestring nl
 messagestart = "% " digit digit digit
 goodmessage = [1*(goodmessagestart "-" bytestring nl)]
 goodmessagestart " " bytestring nl
 goodmessagestart= "% 200"
 messagestart = "% " digit digit digit
 badmessage = [1*(badmessagestart "-" bytestring nl)]
 badmessagestart " " bytestring nl

```

badmessagestart = "% 5" digit digit
endmessage      = endmessageclose
endmessageclose = [endmessagestart " " bytestring nl]
                  byemessage
endmessagestart = "% 226"
byemessage      = byemessagestart " " bytestring nl
endmessagestart = "% 203"
number          = 1*( digit )
digit           = "0" / "1" / "2" / "3" / "4" / "5" / "6" / "7"
                  / "8" / "9"

```

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[3.](#) Security Considerations

Security issues are discussed in [section 1](#).

[4.](#) References

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[5.](#) Authors' Addresses

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