# RADIUS - PACKET FORMAT

The packet format of Radius is as shown below:

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+--
     Code       |  Identifier   |            Length
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+--

                      Authenticator
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+--
      Attributes
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+--
```
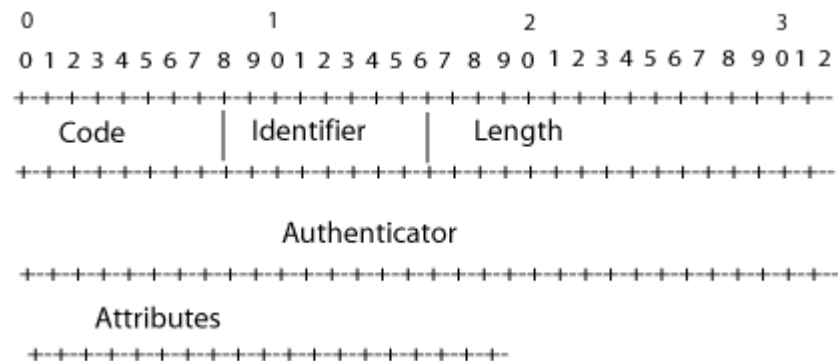
**Code:** This is 1 Octet $1 byte$ long and identifies various types of packets. Normally 1 Octet means 1 Byte.

**Identifier:** This is again 1 Octet long and aids in matching responses with requests.

**Length:** This is 2 Octets long and specifies the length of the packet including code, identifier, length, and authenticator. $Min packet is 20 Octets and max is 4096 Octets$.

**Authenticator:** This is 16 Octets long and filled up in case of some requests and responses.

**List of Attributes:** There is a list of 63+ attributes and a Radius attribute will also have a defined format which is described in next chapter.

Loading [MathJax]/jax/output/HTML-CSS/jax.js