

- ODTONE -

- Open Dot Twenty One -

Installation Manual & User Guide

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1 ODTONE Installation

As ODTONE is developed in order to work in several platforms, we therefore won't provide detailed tutorials for each mainstream operating system. We will rather present the main guidelines for installing ODTONE and any relevant notes on specific platforms that might prove an obstacle.

1.1 Required Dependencies

In order to correctly use ODTONE you must first make sure you have the required dependencies installed.

- *Boost* Developer libraries (v1.37 or higher)

If you do not already have them in your system, you can go to <http://www.boost.org/> and download a more recent version of the *Boost* libraries and manually compile them.

- *SQLite* Developer library (v3.5.9 or higher)

If you do not already have them in your system, you can go to <http://www.sqlite.org/> and download a more recent version.

1.2 Getting ODTONE

- In a *tarball*

You can get the ODTONE source code *tarball* from our project page, at <http://helios.av.it.pt/projects/odtone/files>. Then just unpack it and you are ready to compile and install ODTONE.

- From the *git* repository

Access to the *git* repository requires installing the HNG IT Aveiro certificates. These certificates are available in the “Files” section of the ODTONE project page: <http://helios.av.it.pt/projects/odtone/files>.

Once you have the certificates added, you can *clone* the *git* repository, from <http://helios.av.it.pt/projects/odtone/git/> therefore creating your own local copy.

1.3 Compiling and installing ODTONE

Once you have obtained the ODTONE source code and have assured you have the right dependencies are installed in all machines you intend to use ODTONE, then you are ready to compile and install.

- Windows

Using *Visual Studio 2008*, choose the option to open an existing project. Browse to the folder *vc90/* on your ODTONE folder and select and open the ODTONE project. Then just build the project.

NOTE that this is still an *alpha* version, therefore in future releases *Windows* support will be improved, in this manual.

- Linux/Unix

You just need to run the “*configure*” script and then run **make** to compile the code. Install is not yet required, and therefore all applications are local and can be found under the *src/* folder.

2 ODTONE User Guide

For now the MIHF's capabilities are read from configuration files. Future versions will inquire the available **Link SAPs** for the required information.

2.1 Local Demo

The local demo consists in a simple experiment to demonstrate simple message exchange between a **MIHF**, a **MIH_User** and a **Link_SAP**. It allows you to see how events are generated by the **Link_SAP** and reported to a **MIH_User** that has subscribed to these events.

2.1.1 Configuration

To run the local demo you will need to edit the default configuration file *odtone.conf* that is stored in the *src/* directory. The file is well documented and you will need to edit the *link_addr_list* entrance and add the MAC address of your computer's network cards.

2.1.2 Running the Demo

After editing the configuration file, to run this ODTONE demo the best way is to open 3 terminals. On one terminal start ODTONE, and on the next terminal start the **MIH_User**.

If all went well the **MIH_User** has requested an **Capability_Discover** to the local **MIHF** and printed out some information of the interfaces you previously configured.

Now it's time to start the **Link_SAP**, on your third terminal, and send some Link indications to the **MIHF** and check that the **MIH_User** received notifications .

So that the **Link_SAP** detects some events you should now proceed to disconnect, disable or shutdown you network cable/interface or your wireless card according to your configuration file (*odtone.conf*).

2.2 Remote Demo

The remote demo consists in a local **MIH_User** obtaining notifications of events that are happening on a **Link_SAP** remotely located on another machine. You are required to have two machines for this experiment, the first machine hosting an **ODTONE** instance (**mihf1**) and the **MIH_User**, while the second will host a second **ODTONE** instance (**mihf2**) and the **Link_SAP**.

2.2.1 Configuration

As was said earlier, automatic remote peer MIHF discovery is not yet implemented, so you need to add the remote MIHFs IP address and port number to the configuration file (*odtone.conf*).

Edit the file and add an entry to *peers* in the form:

```
<mihf_id> <ip> <port>
```

<mihf_id> is the identifier of the remote MIHF, <ip> and <port> are self explanatory.

NOTE that you need to edit the configuration file on both machines.

2.2.2 mihf1 configuration

On the machine with the **mihf1** the config file can look like:

```
[mihf]
id = mihf1
local_port = 1025
remote_port = 4551
peers = mihf2 <mihf2_IP_address> 4551
users = user 1234
```

2.2.3 mihf2 configuration

The configuration file of **mihf2** would be:

```

[mihf]
id = mihf2
local_port = 1025
remote_port = 4551
peers = mihf1 <mihf1_IP_address> 4551
links = link 1235
link_addr_list = 802_11 <mac_address>, ethernet <mac_address>
event_list = link_detected, link_up, link_down,
link_parameters_report, link_going_down,
link_handover_imminent, link_handover_complete

```

NOTE that you need to setup the MAC addresses of the mihf2 interfaces.

2.2.4 Running the Demo

- On the machine hosting mihf1, start a terminal and run ODTONE. Then, on another terminal start the MIH_User adding the parameter `--dest mihf2`. The `--dest` option tells the MIH_User to set the 802.21 destination field of the frame to mihf2.
- On the machine hosting mihf2, start a terminal and run ODTONE. Then, on another terminal start the Link_SAP. So that the Link_SAP detects some events you should now proceed to disconnect, disable or shutdown your network cable/interface or you wireless card according to your configuration file (*odtone.conf*).