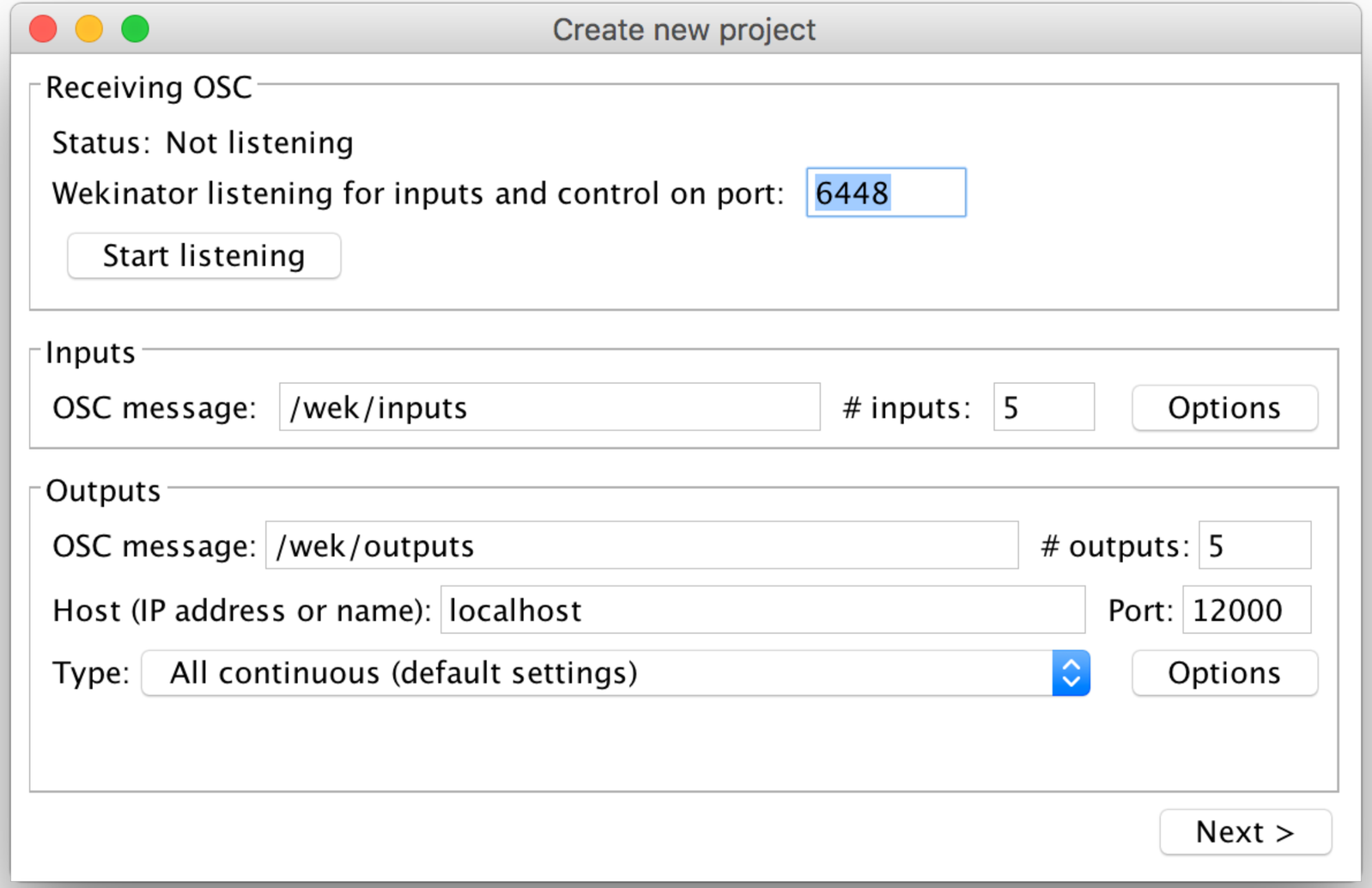
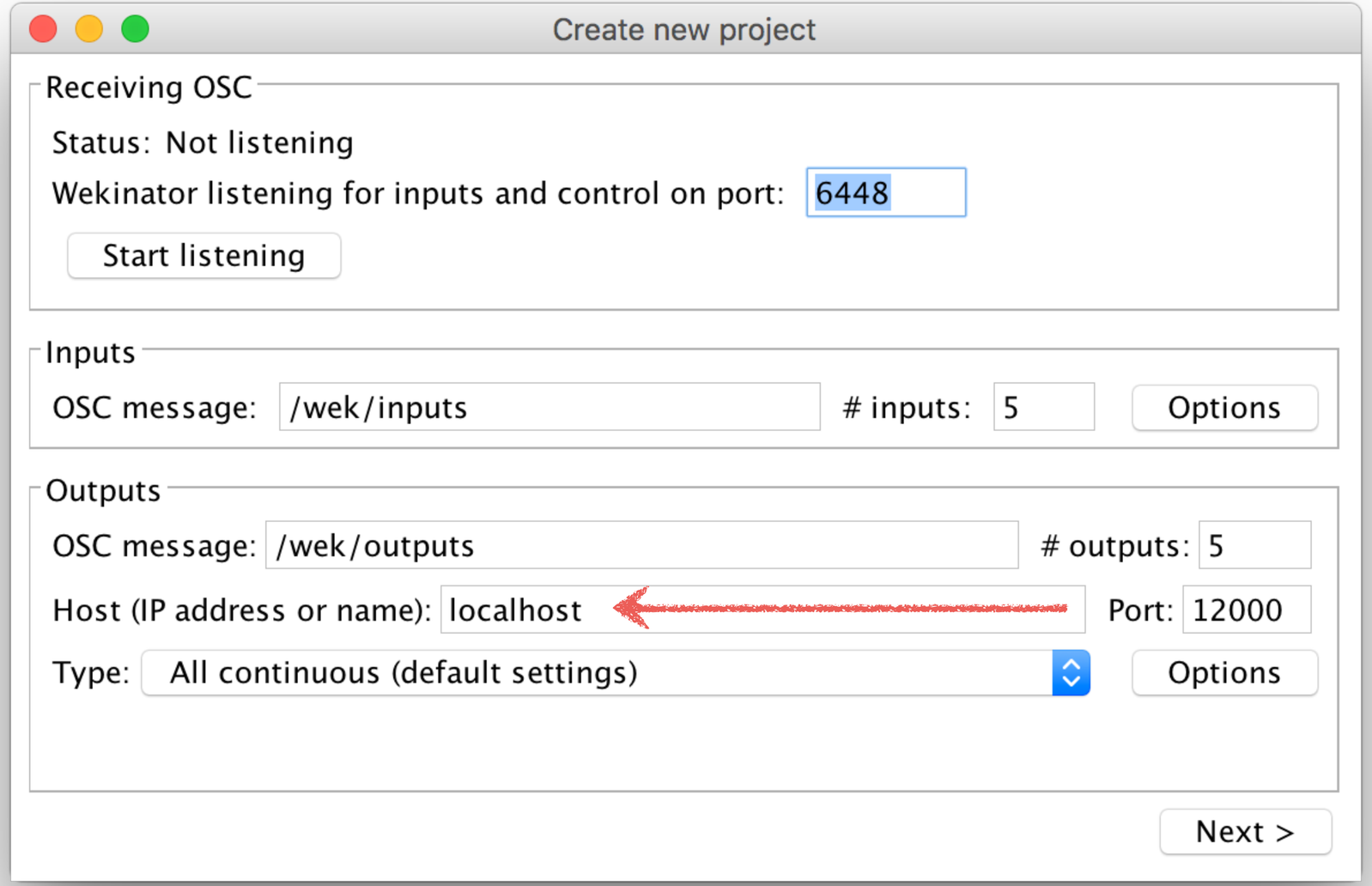
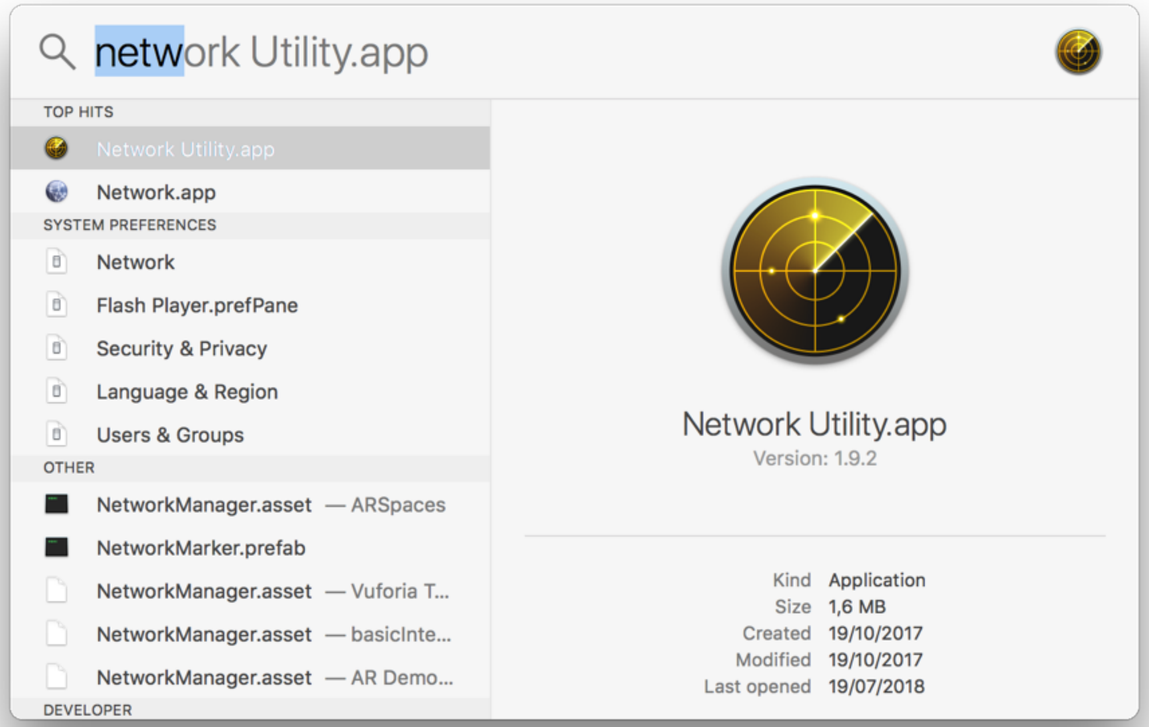
# Networking w. Wekinator

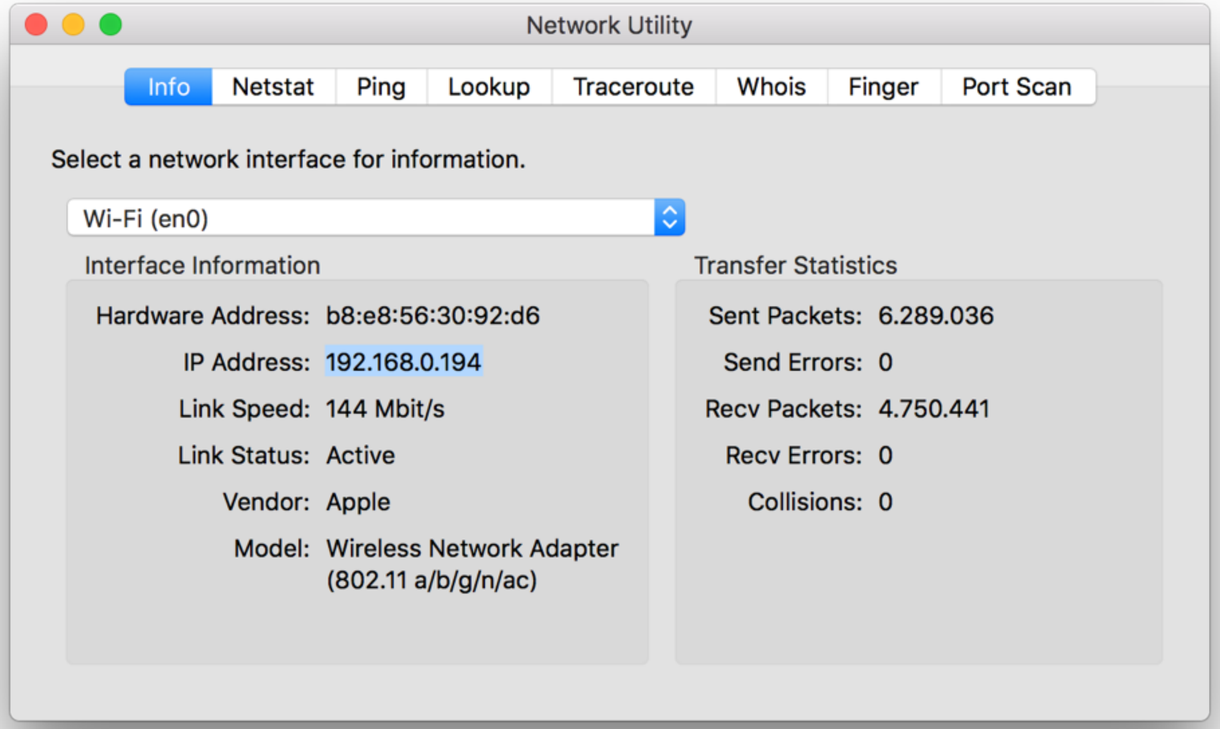


# Networking w. Wekinator



# Find your IP address (MAC)



# Find your IP address (WIN 10)

**Step 1**

Go to Control Panel.

Press Windows key+X at the same time and select Control Panel.

**Step 2**

Click on Network and Internet ->

Network and Sharing Center,

click on Change adapter settings on the left side.

**Step 3**

Highlight and right click on Ethernet, go to Status -> Details.

The IP address will display.

https://www.tp-link.com/us/faq-838.html

# Tips + troubleshooting

127.0.0.1 is always the address of your own computer (=localhost),
but cannot be used when communicating with other computers.

Don’t Google “what is my IP” - that will give you your *public* IP address, but we need the *private* IP address.

Make sure both computers are connected to the same wifi network.
Some networks have security settings that blocks this type of communication,
in that case, try another network.

Make sure the port numbers are correct.

Make sure nothing else is occupying the ports (other Processing/ofx sketches running on your computer)

# Pair up in groups of 2

**Person 1**
Open + run inputs/mouse_XY_2_inputs
Open Wekinator
Set it up with 2 inputs, 1 output, all classifiers, 5 classes
Change output host from “localhost” to the ip of person 2
Give a few training examples, press train and run

**Person 2**
Open outputs/classifier/simple_1_output

*If all goes well, person 2 should receive outputs from the Wekinator sketch running on person 1’s computer.*

# Networking exercise until lunch

**Stay in the same groups**

**One person** connects an input to Wekinator and trains it (using classification or regression).

**The other person** receives the output messages from Wekinator and builds the output.

**Theme**: Personal backgrounds. Try to prototype an interaction that says something about your background(s) and perhaps the meeting/clash/synthesis that happens when your two worlds meet.