

## Zenoh Installation Guide (Fully Manual Method)

### Step 1: Install Rust and Cargo

Zenoh is built using Rust, so you must install Rust and Cargo first.

#### 1. Install Rust and Cargo using rustup:

```
curl --proto '=https' --tlsv1.2 -sSf https://sh.rustup.rs | sh
```

When prompted, press 1 to install Rust with the default settings.

#### 2. Reload Rust after installation:

```
source $HOME/.cargo/env
```

#### 3. Verify Rust and Cargo installation:

```
rustc --version
```

```
cargo --version
```

If both commands return version numbers, Rust and Cargo are installed correctly.

### Step 2: Add Cargo to Your System PATH

Ensure your system detects Cargo by adding it to your PATH:

```
export PATH="$HOME/.cargo/bin:$PATH"
```

```
echo 'export PATH="$HOME/.cargo/bin:$PATH"' >> ~/.zshrc
```

```
source ~/.zshrc
```

Verify that Cargo is accessible:

```
cargo --version
```

### Step 3: Create a Python Virtual Environment

Using a virtual environment prevents dependency conflicts.

#### 1. Navigate to your project directory:

```
cd /Users/azizahalq/Desktop/project2/zenoh-python
```

#### 2. Create a new virtual environment:

```
python3.10 -m venv zenoh_env
```

#### 3. Activate the virtual environment:

```
source zenoh_env/bin/activate
```

#### 4. Verify Python is using the virtual environment:

```
which python3
```

### Step 4: Install Dependencies

Upgrade package manager and install required dependencies:

```
pip install --upgrade pip setuptools wheel maturin
```

```
brew install cmake ninja
```

### Step 5: Clone and Build Zenoh

#### 1. Delete any existing Zenoh directory:

```
rm -rf zenoh-python
```

#### 2. Clone the Zenoh repository:

```
git clone https://github.com/eclipse-zenoh/zenoh-python.git
```

```
cd ~/zenoh_project
python3 -m venv zenoh-venv
source zenoh-venv/bin/activate
```

```
cd zenoh-python
```

### 3. Build Zenoh using Cargo:

```
cargo build --release
```

### Step 6: Install Zenoh in Python

After successfully building Zenoh, install it inside your virtual environment:

```
maturin develop
```

### Step 7: Verify Zenoh Installation

Test the Zenoh installation:

```
python3 -c "import zenoh; print('Zenoh installed successfully!')"
```

If you see "Zenoh installed successfully!", then Zenoh is installed correctly.

### Step 8: Fix Python Module Path Issues (If Needed)

If Zenoh is installed but Python cannot find it, manually set the PYTHONPATH:

```
export PYTHONPATH=$PYTHONPATH:/Users/azizahalq/Desktop/project2/zenoh-python/zenoh_env/lib/python3.10/site-packages
```

Then, save it permanently:

```
echo 'export PYTHONPATH=$PYTHONPATH:/Users/azizahalq/Desktop/project2/zenoh-python/zenoh_env/lib/python3.10/site-packages' > ~/.zshrc
source ~/.zshrc
```

### Step 9: Test Zenoh Pub-Sub Communication

#### Subscriber (Receiver)

Run this script to listen for messages:

```
import zenoh
```

```
session = zenoh.open()
```

```
def callback(sample):
```

```
    print(f"Received: {sample.payload.decode()}")
```

```
sub = session.declare_subscriber("test/topic", callback)
```

```
print("Listening for messages on 'test/topic'...")
```

```
input("Press Enter to exit...\n")
```

#### Publisher (Sender)

Run this script in another terminal to send messages:

```
import zenoh
```

```
import time
```

```
session = zenoh.open()
```

```
pub = session.declare_publisher("test/topic")
```

```
for i in range(5):
```

```
    pub.put(f"Hello Zenoh! Message {i+1}")
```

```
    print(f"Sent: Hello Zenoh! Message {i+1}")
```

```
    time.sleep(1)
```

### Final Checklist

Rust and Cargo installed (rustc --version, cargo --version)

Cargo added to system PATH (export PATH="\$HOME/.cargo/bin:\$PATH")

Python virtual environment created and activated

Dependencies installed (pip install maturin, brew install cmake ninja)

Zenoh manually cloned and built (cargo build --release)

Zenoh installed in Python (maturin develop)

Zenoh successfully imported in Python (import zenoh)

Zenoh pub-sub tested successfully

Zenoh is now fully installed and working! Let me know if you need help integrating it into your project.