1. The usage of client:

usage: java -jar ActivityStreamerClient.jar [-rh <arg>] [-rp <arg>] [-s <arg>] [-u <arg>]

-rh <arg> remote hostname, default localhost

-rp <arg> remote port number, default 4500

-s <arg> secret for username, default test10 when register

-u <arg> username, default anonymous

If -u is not anonymous and a secret is not provided, this situation will be regarded as registration.

2. The usage of server:

usage: java -jar ActivityStreamerServer.jar [-lp <arg>] [-rh <arg>] [-rp <arg>] [-s <arg>]

-lp <arg> local port to listen to, default 4500

-rh <arg> remote hostname,default localhost

-rp <arg> remote port number

-s <arg> secret for username