

NS-3与NetAnim可视化运行

进入ns-3-dev/scratch,在first.cc文件中执行如下操作

三、在第一个示例first.cc基础上用NetAnim分析

\$ cp examples/tutorial/first.cc scratch/myfirst.cc 这里我把first.cc拷贝到scratch目录下

用vim编辑器打开myfirst.cc文件并按照上边的步骤修改。

在源代码中添加头文件:

```
1 | #include "ns3/netanim-module.h"
```

```
/* -*- Mode:C++; c-file-style:"gnu"; indent-tabs-mode:nil; -*- */
/*
 * This program is free software; you can redistribute it and/or modify
 * it under the terms of the GNU General Public License version 2 as
 * published by the Free Software Foundation;
 *
 * This program is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
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 *
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 * along with this program; if not, write to the Free Software
 * Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
 */

#include "ns3/core-module.h"
#include "ns3/network-module.h"
#include "ns3/internet-module.h"
#include "ns3/point-to-point-module.h"
#include "ns3/applications-module.h"
#include "ns3/netanim-module.h"
using namespace ns3;
```

在脚本末尾的Simulator::Run();前加一句:

```
1 | AnimationInterface anim("first.xml");
```

然后在ns-3-dev中执行./ns3 run scratch/first产生xml文件,进入NetAnim文件夹中,在终端中运行NetAnim.sh文件,打开刚刚产生的xml文件,便可实现可视化