For server and client on the same machine
-In the client source code replace wlo1 in getSignal with
your own computer's wireless interface card name

For server and client on different machines
-change the the remote_server.sin_addr.s_addr address from the loopback
to whatever the server ip is

For full speaker control
-Very computer specific and under development.

Requirements
-Server and Client must be on the same LAN
-Client must be on Wi-Fi or it will seg fault.

Compiling
gcc server.c -o server

gcc client.c -o client

Running
./server

./client