ByteStreamer application.

The aim of this application is to transmit data is udp format, mainly for simulation purpose.

There are two modes of operation

1. Send random data. The user can set the length of each random packet and the interval between packets.
2. Send data block defined in a json files.

Use cases

Play random block

1. User selects 'random' radio button.
2. User defines destination end point.
3. User defines wait-state.
4. User defines block size.
5. User clicks 'play'.
6. App plays the random data again and again until user click 'stop'.

Plays according to message file

1. ~~User selects 'file' radio button.~~
2. ~~User selects a file.~~
3. ~~App search for a suitable plug-in and displays it in a message box.~~
4. ~~App fills text boxes: dest ep, wait state, total block size.~~
5. ~~User clicks 'play'.~~
6. ~~App plays the file and updates: 'cycle number', 'baud rate' 'number of played blocks'.~~

Play all files in folder

1. User selects one of – folder – file – random block.
2. In case of folder or file, user clicks button to select.
3. In case of folder, app search for first file.
4. App fills following text boxes: **'File to play**, **dest ep,** **wait state** , **total block size**, **plugin name**.(static info).
5. In case of random block, user needs to fill: **wait state** , **total block size, number of cyles, dest ep.**
6. User selects checkbox: "Repeat until 'stop'
7. User might click 'skip to next file'. Folder only.
8. User might click:
   1. "Play all". 'folder only'. Play all files. 'stop' button enabled.
   2. , "play single file", folder/file only. 'stop' button enabled.
   3. "play Single message" from current file, or random block. 'stop' button disabled.
9. When playing: App fills 'now playing file', 'sent blocks', "**Cycle (X) from (Y)**", **baud rate** (bps).
10. App plays each file and updates: 'played file', 'cycle number', 'baud rate' 'number of played blocks'
11. More buttons: