Python Client Library

# Classes:

There are currently two classes, MF\_API\_Client which exposes methods that are callable and MF\_socketIO a thin wrapper for the socketIO client that could be potentially be swapped for another connection implementation e.g. native websockets.

* **MF\_API\_Client**
  + MF\_socketIO

# Methods

These methods are public and can be called by the client

## \_\_init\_\_

Constructor, creates a new instance of a client targeting a single room.



|  |  |  |  |
| --- | --- | --- | --- |
| **Parameter** | **Required** | **Type** | **Use** |
| controllerUrl | Yes | String | The URL of the controller |
| controllerPort | Yes | Int | The port of the controller’s web socket server |
| password | Yes | String | The password for authorisation to connect to web socket server |
| room | Yes | String | The initial room to route commands to |

## sendScenesAndThemes

Sends a collection of scenes and themes to the controller for playback



|  |  |  |  |
| --- | --- | --- | --- |
| **Parameter** | **Required** | **Type** | **Use** |
| Scenes | Yes | Any valid collection | The list of scenes to be played |
| Themes | No | Any valid collection | The list of themes to be player |

## changeRoom

Changes the room targeted by the client



|  |  |  |  |
| --- | --- | --- | --- |
| **Parameter** | **Required** | **Type** | **Use** |
| Room | Yes | String | The room to target |

# Example Usage

