

Automatic scripting

Automating the things which we have done in file *01_unetsim_shell*

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Motivation : We mayn't have access to the nodes all the time when deployed in oceans. So, we load the nodes with *scripts* so as they can do the things automatically without us having to retrieve them every time we want to access their shells.

Key : 1. Using the **SCRIPTS** feature of the simulator
2. Using remote shell access feature of the nodes (Ref 5.5 of handbook)

Implementation :

1. Default remote shell access (*remote.enable = false*) will be OFF for every node.
2. **Problem** - Cant possibly turn on the remote access feature remotely
3. **Solution** - turn on the default remote access for every node in the *setup.groovy* file present in *unet-3.2-2.0/etc* :

```
container.add 'remote', new org.arl.unet.remote.RemoteControl(cwd: new File(home, 'scripts'),  
enable: true)
```

But point to note is that turning on remote shell access would make the nodes vulnerable in terms of security.

4. Now script the commands in a groovy file named say *my_script.groovy*
5. Type in the name of the file with out groovy extension in the console : *my_script*

IMPORTANT : 1. When you want to communicate with a remote node say C from A via B, you would have to set up routes in both directions for a full duplex communication. A to C via B **and** C to A via B