

```

// The configuration of the remote communication interface
Configuration.UnderlyingProtocol = "UDP";
Configuration.DestHost = "127.0.0.1";
Configuration.DestPort = 20000;
Configuration.LocalSocketHost = "127.0.0.1";
Configuration.LocalSocketPort = 20001;
[sim, PacketFramework] = ld_PF_InitInstance(sim, InstanceName="RemoteControl", Configuration)

// Add a parameter for controlling the oscillator
[sim, PacketFramework, Input]=ld_PF_Parameter(sim, PacketFramework, NValues=1, ...
    datatype=ORTD.DATATYPE_FLOAT, ParameterName="Oscillator input");

// The system to control
[sim, x,v] = damped_oscillator(sim, Input);

// Stream the data
[sim, PacketFramework]=ld_SendPacket(sim, PacketFramework, Signal=x, NValues_send=1, ...
    datatype=ORTD.DATATYPE_FLOAT, SourceName="X")

// finalise the communication interface
// and create a configuration file describing the protocol
[sim,PacketFramework] = ld_PF_Finalise(sim,PacketFramework);
ld_PF_Export_js(PacketFramework, fname="ProtocolConfig.json");

```