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|  | | OSPF Simulation | | | | |  | |
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|  | INSTRUCTIONS | | | | | | |  |
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|  |  |  | This program demonstrates the work of the OSPF protocol. Python is used and for visualization this program uses *pygame* library. Routers are imitated by separate processes. (by *multiprocessing* python library)  In the beginning there are two processes:   * main process with thread for input * display process   Then for each router adds the process.  In this program there are 2 built-in constants:   * Max count of existing routers(15 by default) * Max router signal range (0.25 by default)   They could be changed in ospf\_net.py file. | | |  |  |  |
| Sophos XG Firewall: How to configure OSPF – Techbast | | | | |
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|  | | Functionality | | |  | |
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|  | * Add router to the window with (x, y) router coordinates; (x, y) must be in range [0;1] * Ping from one (existing) router to another to see the path; each router has it ones id's (it represents on the window) * Run one of three pat scenarios: *circle*, *polygon* or *mill*; it adds a couple of routers by one command * Command *help* for full report * Command *exit* for correct program terminate  Representation: On display, router is colored to one of three colors, each color mean the specific state, in which the router is at this moment   * **red:** default state * **blue:** transit state: the message transits throw this router * **green:** end node state: message delivered (to this node) | | | | |  |
|  | Example: | | | | |  |
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