# pip install networkzero

WiFi: westpark-club

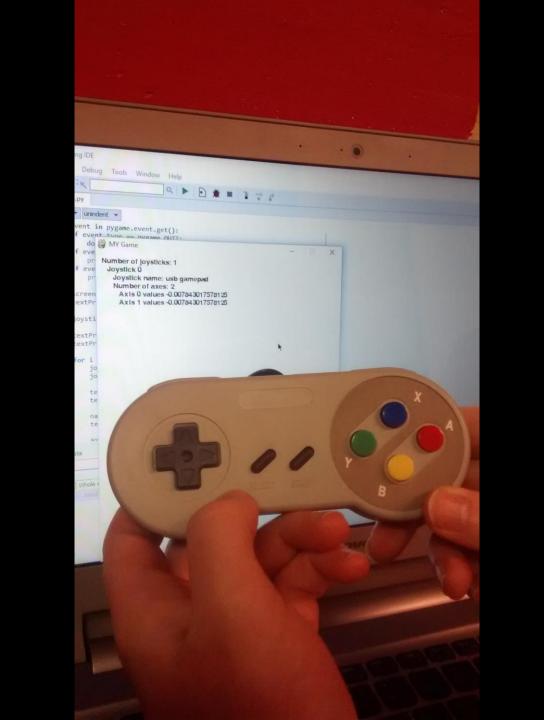
## NetworkZero

Easy Network Discovery & Messaging

https://github.com/tjguk/networkzero

http://networkzero.readthedocs.io/







#### Setting up a Raspberry Pi as a WiFi access point

Make the most adorable little WiFi router

Overview

What you'll need

Preparation

Check Ethernet & Wifi

Install software

Connect and Test

Compiling hostapd

Multiple Pages

Download PDF

Contributors

lady ada

Feedback? Corrections?

and remove the # so it says

```
▲ Download file Copy Code

1. # If this DHCP server is the official DHCP server for the local
2. # network, the authoritative directive should be uncommented.
3. authoritative;
```

```
_ E X
GNU nano 2.2.6
                         File: /etc/dhcp/dhcpd.conf
# option definitions common to all supported networks...
#option domain-name "example.org";
 option domain-name-servers nsl.example.org, ns2.example.org;
default-lease-time 600;
max-lease-time 7200;
# If this DHCP server is the official DHCP server for the local
# network, the authoritative directive should be uncommented.
 Use this to send dhop log messages to a different log file (you also
# have to hack syslog.conf to complete the redirection).
log-facility local7;
 No service will be given on this subnet, but declaring it helps the
DHCP server to understand the network topology.
           [ line 21/118 (17%), col 1/15 (6%), char 654/3762 (17%) ]
```

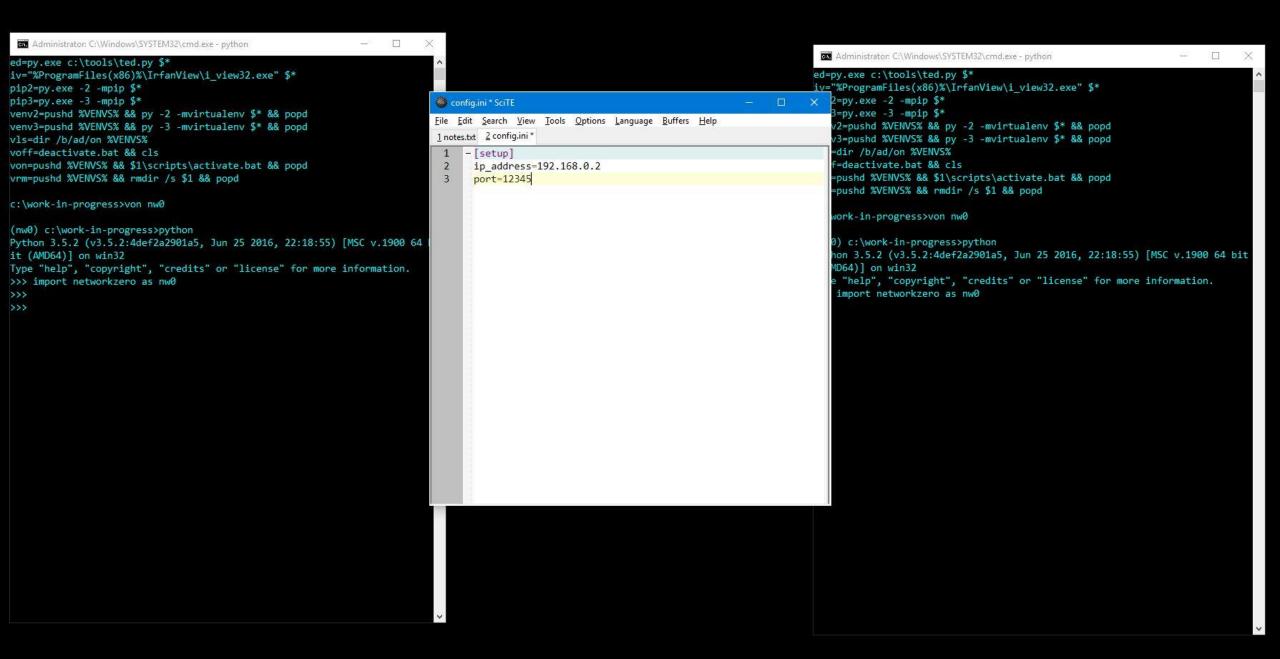
Then scroll down to the bottom and add the following lines

```
Download file

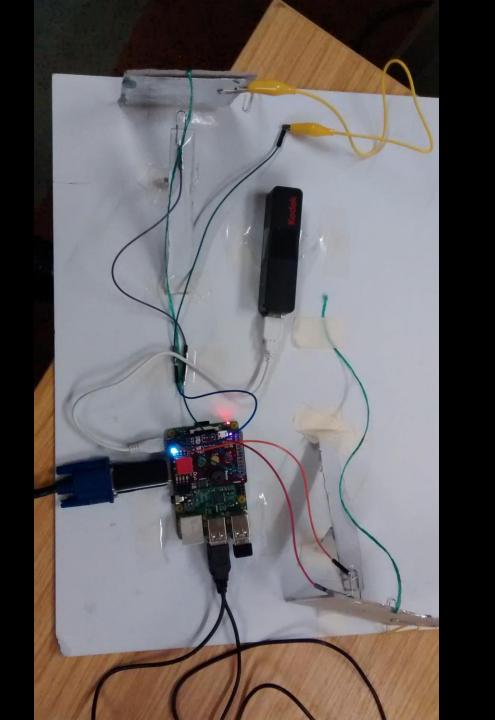
1. subnet 192.168.42.0 netmask 255.255.255.0 {
2. range 192.168.42.18 192.168.42.59;
3. option broadcast-address 192.168.42.255;
4. option routers 192.168.42.1;
5. default-less-time 680;
6. max-lease-time 7200;
7. option domain-name "local";
8. option domain-name "local";
9. }
```

```
COM53 - PuTTY
                                                                  - - X
 GNU nano 2.2.6
                        File: /etc/dhcp/dhcpd.conf
                                                                  Modified
     range 10.17.224.10 10.17.224.250;
    deny members of "foo";
    range 10.0.29.10 10.0.29.230;
 subnet 192.168.42.0 netmask 255.255.255.0 (
       range 192.168.42.10 192.168.42.50;
       option broadcast-address 192.168.42.255;
       option routers 192.168.42.1;
       default-lease-time 600;
       max-lease-time 7200;
       option domain-name "local";
        option domain-name-servers 8.8.8.8, 8.8.4.4;
```

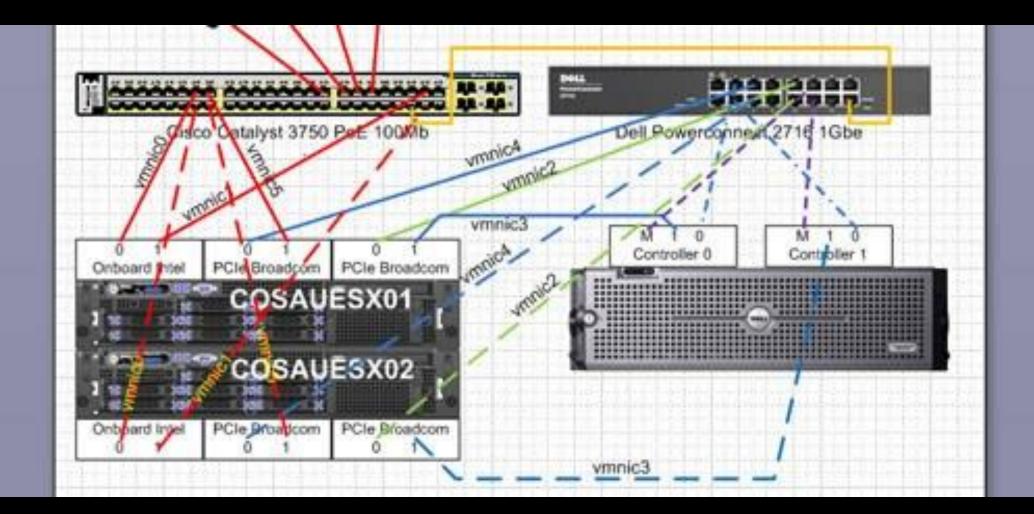
Save the file by typing in Control-X then Y then return



```
class Robot(object):
   def init (
       self,
       output,
       stop_event=None,
       listen on ip=config.LISTEN ON IP, listen on port=config.LISTEN ON PORT
       log.info("Setting up Robot on %s:%s", listen on ip, listen on port)
       log.info("Outputting to %s", output)
       self.stop event = stop event or threading.Event()
       self._init_socket(listen_on_ip, listen_on_port)
       self.output = output
       self.output._init()
   def _init_socket(self, listen on ip, listen on port):
       context = zmq.Context()
       self.socket = context.socket(zmq.REP)
       self.socket.bind("tcp://%s:%s" % (listen on ip, listen on port))
   def get_command(self):
        """Attempt to return a unicode object from the command socket
       If no message is available without blocking (as opposed to a blank
       message), return None
       try:
           message_bytes = self.socket.recv(zmq.NOBLOCK)
           log.debug("Received message: %r", message bytes)
       except zmq.ZMQError as exc:
           if exc.errno == zmq.EAGAIN:
                return None
            else:
                raise
       else:
           return message bytes.decode(config.CODEC)
   def send_response(self, response):
       """Send a unicode object as reply to the most recently-issued command
       response_bytes = response.encode(config.CODEC)
```



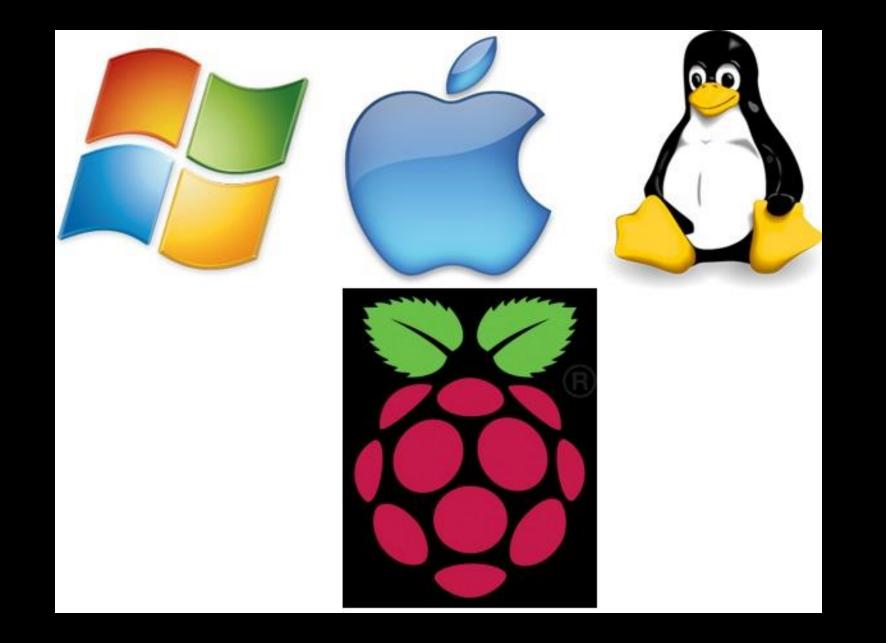














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**Show Source** 

#### **Quick search**



Enter search terms or a module. class or function name.

#### **NetworkZero**

Easy network discovery & messaging

Aimed at a classrom or club situation, networkzero makes it simpler to have several machines or several processes on one machine discovering each other and talking across a network. Typical examples would include:

- Sending commands to a robot
- Sending scores to a scoreboard
- Having a remote sensor ping a central controller
- A peer-to-peer chat / instant messenger

To send a message and wait for a reply:

```
[Computer 1]
import networkzero as nw0
echo_address = nw0.advertise("echo")
while True:
    name = nw0.wait_for_message_from(echo_address)
    nw0.send reply to(echo address, "Hello " + name)
```

```
[Computer 2]
import networkzero as nw0
echo address = nw0.discover("echo")
reply = nw0.send_message_to(echo_address, "Alice")
print(reply)
reply = nw0.send_message_to(echo_address, "Bob")
print(reply)
```



PyGame Zero

### GPIO Zero





**GUI Zero** 

```
[Computer 1]
import networkzero as nw0

echo_address = nw0.advertise("echo")
while True:
    name = nw0.wait_for_message_from(echo_address)
    nw0.send_reply_to(echo_address, "Hello " + name)
```

```
[Computer 2]
import networkzero as nw0

echo_address = nw0.discover("echo")

reply = nw0.send_message_to(echo_address, "Alice")
print(reply)
reply = nw0.send_message_to(echo_address, "Bob")
print(reply)
```





```
import networkzero as nw0
blink = nw0.discover("blink")
nw0.send message to(
  blink,
  ("<name>", "RGBWRGBW")
```





## NetworkZero

Tim Golden @tjguk

https://github.com/tjguk/networkzero

http://networkzero.readthedocs.io/