Enable wireless on the router

```
$ uci set wireless.wl0.disabled=0
$ uci commit wireless && wifi
```

- Then use `wl0` as the device for capturing packets in project 2, part 3
Tunneling Broadcast Packets

- Motivation
- Set up
- Steps
- Step 1 details
Motivation

- Friend has an iTunes library that I would like to access, but unless we are on the same network, I can’t “see” her shares.
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Set up

- In this project, you will explore a centralized solution to this problem.

network 1 ➡️ network 2
Set up

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- In this project, you will explore a **centralized** solution to this problem.
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Steps

server

network 1

network 2
Steps

Step 1

network 1

server

network 2
Step 2

Steps

server

network 1

network 2
Steps

server

network 1

Step 3

network 2
Project 3, Step 1

- Capture **IP broadcast** packets on your router using pcap (as you did in Project 2, Step 3)
- Forward captured, unmodified, packets over TCP to a listening server (running on bicycle.cs)
Project 3, Step 2 & 3

• Implement full protocol for communicating with server

• Receive packets from the server (on bicycle.cs) over TCP connection

• Broadcast received packets on the local area network
Due dates

• Part 1 due next Friday, November 21, 2008
• Server code, that you can run from attu.cs will be made available
• If you need to connect your router to the Internet, a room with ethernet jacks you can use will be provided