Querying the LANforge JSON API using Python

Goal: Use Python scripts to query the LANforge Client JSON API. (See The provided Python scripts allow you the same API scope as the Perl scripts.

LANforge now provides Python scripts that query the REST API that the LANforge Client now exposes by default. This chapter steps through using each of the scripts. At the end we show an example of how to write a Python script. Scripts encourage Python 3. Requires LANforge 5.4.1 or later.

Client Settings

On your LANforge Server, the scripts directory is located at /home/lanforge/scripts. Under that directory, the py-json directory contains Python scripts.

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Getting Started

First, start the LANforge Client ([LANforge GUI](https://openssl.org)) and connect it to your LANforge Server. If you want to start the client in headless mode, open a terminal, and from the LANforgeGUI_5.4.1 directory, start the script with the -daemon argument:

```bash
$ ./lfclient -daemon -s localhost
```

Querying Ports

Running the script

In the /home/lanforge/scripts/py-json directory:

```bash
$ python3 ./show_ports.py

| 1.1.eth0 | {'_links': '/port/1/1/0', 'alias': 'eth0', 'phantom': False, 'port': '1.1.00'} |
| 1.1.eth1 | {'_links': '/port/1/1/1', 'alias': 'eth1', 'phantom': False, 'port': '1.1.01'} |
| 1.1.sta00500 | {'_links': '/port/1/1/9', 'alias': 'sta00500', 'phantom': False, 'port': '1.1.09'} |
| 1.1.sta00501 | {'_links': '/port/1/1/10', 'alias': 'sta00501', 'phantom': False, 'port': '1.1.10'} |
| 1.1.sta00502 | {'_links': '/port/1/1/11', 'alias': 'sta00502', 'phantom': False, 'port': '1.1.11'} |
```

Looking inside the script

This script is a way of pretty-printing the results of GET http://localhost:8080/port/1/1/list

```python
lf_r = LFRequest.LFRequest("http://localhost:8080/port/1/1/list")
json_response = lf_r.getAsJson()
j_printer = pprint.PrettyPrinter(indent=2)
for record in json_response['interfaces']:
    j_printer.pprint(record)
```
Other variations of this you can try are:

/port/list
This is an abbreviation

/port/1/2/list
If you have a second LANforge resource

/port/1/2/eth0
Show a specific port

---

**Example of Creating a Station**

**Running the script**

```javascript
[lanforge@ct524-debbie py-json]$ python3 ./create_sta.py
Example 1: will create stations sta0200,sta0201,sta0202
Ex 1: Checking for station : http://localhost:8080/port/1/1/sta0200
...  Ex 1: Next we create stations...
Ex 1: Next we create station sta0200...
Ex 1: station up sta0200...

Example 2: using port list to find stations
Ex 2: checking for station : sta0220
Ex 2: create station sta0220
Ex 2: set port sta0220

Example 3: bringing ports up and down
Ex 3: setting ports up...
Ex 3: setting ports down...
...  ports are down

Example 4: setting station mode /a
using add_sta to set sta0200 mode

Example 5: changing station encryption from wpa2 to wpa3...
using add_sta to set sta0200 wpa3

Example 7: alter TX power on wiphy0...
```

**Looking inside the script**

Create a station

```
lf_r = LFRequest.LFRequest(base_url+"/cli-form/add_sta")
```

Flags are a decimal equivalent of a hexadecimal bitfield you can submit as either 0x(hex) or {dec} a helper page is available at http://localhost:8080/help/add_sta

You can watch console output of the LANforge GUI client when you get errors to this command, and you can also watch the websocket output for a response to this command at ws://localhost:8081/. Use $ wsdump ws://localhost:8081/ to follow these messages.

Modes are listed at http://localhost/LANforgeDocs-5.4.1/lfcli Ug.html or at https://www.candeiatech.com/lfcli Ug.html

The MAC address field is a pattern for creation: entirely random mac addresses do not take advantage of address mask matching in Ath1kOk hardware, so we developed this pattern to randomize a section of octets:

```
XX
    keep parent
*  
```

```
randomize
chars [0-9a-f]
    use this digit
```

If you get errors like "X is invalid hex character", this indicates a previous rm_vlan call has not removed your station yet; you cannot rewrite mac addresses with this call, just create new stations.

The staNewDownStaRequest() creates a station in the Admin-Down state. This is a good way to efficiently create batches of stations because it defers all the PHY layer activity which takes significant time when you do it in a loop.

```
lf_r.addPostData(LFUtils.staNewDownStaRequest(sta_name, resource_id=resource_id, radio=radio, ssid=ssid, passphrase=passphrase))
lf_r.formPost()
sleep(0.05)
```

Sleeping for .05s is not sufficient to interact with the station, but is a functional minimum to allow the LANforge to start processing the command; this is a good value to use in a loop that creates stations. Follow with:

```
LFUtils.waitUntilPortsAppear(resource_id, desired_stations)
```

Set station up

The LANforge API separates STA creation and Ethernet port settings. We need to revisit the stations we create and amend flags to add things like DHCP or ip+gateway, admin-up/down for sta_name in desired_stations:

```
lf_r = LFRequest.LFRequest(base_url+"/cli-json/set_port")
data = LFUtils.portDhcpUpRequest(resource_id, sta_name)
lf_r.addPostData(data)
lf_r.jsonPost()
sleep(0.05)
```
Set station down

for sta_name in desired_stations:
    lf_r = LFRequest.LFRequest(base_url + '/cli-json/set_port')
    lf_r.addPostData(LFUtils.portDownRequest(resource_id, sta_name))
    lf_r.jsonPost()
    LFUtils.waitUntilPortsAdminDown(resource_id, desired_stations)

Change station mode

There is not a set_sta command. Many LANforge CLI commands do a default modify if the entity already exists. This is how we can modify attributes of existing stations. For the mode values, see
http://www.candelatech.com/lfcit_ug.php#add_sta

for sta_name in desired_stations:
    lf_r = LFRequest.LFRequest(base_url + '/cli-json/add_sta')
    lf_r.addPostData({
        "shelf": 1,
        "resource": resource_id,
        "radio": radio,
        "sta_name": sta_name,
        "mode": 1, # 802.11a
    })
    lf_r.jsonPost()
    sleep(0.5)

Add_sta

lf_r = LFRequest.LFRequest(base_url + '/cli-json/add_sta')
lf_r.addPostData({
    "shelf": 1,
    "resource": resource_id,
    "radio": radio,
    "sta_name": sta_name,
    "mode": 0, # mode AUTO
    # sets use-wpa3
    "flags": 1099511627776,
    # sets interest in use-wpa3, wpa2_enable (becomes zero)
    "flags_mask": 1099511628800
})
print("using add_sta to set %s wpa3"%sta_name)
lf_r.jsonPost()

Change radio power on radio wiphy0

Virtual stations do not have individual tx power states. You can set the radio transmit power. See
http://www.candelatech.com/lfcit_ug.php#set_wifi_radio. The txpower is set through iwconfig, so see mon 8 iwconfig.
Power is in dBm, auto or off.

Not all flags in a JSON request are actually LANforge CLI parameters. The suppress_preexec_method parameter is a meta-flag tells the LANforge client to not check that the port exists before issuing the command. You would use this to expedite a script, because a check port command is synchronous, not intended to be used in a loop.

lf_r = LFRequest.LFRequest(base_url + '/cli-json/set_wifi_radio')
lf_r.addPostData({
    "shelf": 1,
    "resource": resource_id,
    "radio": radio,
    "mode": NA,
    "txpower": "auto",
    "suppress_preexec_method": "true"
})
lf_r.jsonPost()

Change station protocol

Flags for add_sta and set_port are actually 64-bit values. When the values in the command below are read by the
/help/add_sta page. Javascript cannot deal with integers greater than 32-bits long.

lf_r = LFRequest.LFRequest(base_url + '/cli-json/add_sta')
lf_r.addPostData({
    "shelf": 1,
    "resource": resource_id,
    "radio": radio,
    "sta_name": sta_name,
    "mode": 0, # mode AUTO
    # sets use-wpa3
    "flags": 1099511627776,
    # sets interest in use-wpa3, wpa2_enable (becomes zero)
    "flags_mask": 1099511628800
})
print("using add_sta to set %s wpa3"%sta_name)
lf_r.jsonPost()

Seeing Errors

Monitoring for Connection Errors

Use the wsdump utility on the LANforge to see the output of system errors and Wifi Events:

$ wsdump ws://localhost:8081/

The output will be mostly similar to what you see in the WIFI-Messages tab in the GUI:

CTRL-EVENT-SCAN-STARTED
CTRL-EVENT-SCAN-FINISHED
CTRL-EVENT-CONNECTED
CTRL-EVENT-CONNECTED-FAILED
CTRL-EVENT-SCAN-FAILED
CTRL-EVENT-EXPIRED

The message CTRL-EVENT-NETWORK-NOT-FOUND indicates that the SSD we are attempting to connect to is unavailable.
Interpreting Python HTTP Error Output

It won’t be uncommon to find errors similar to this:

URL: http://localhost:8080/cli-form/set_port
Error: <class 'urllib.error.HTTPError'>
Request URL: 'http://localhost:8080/cli-form/set_port'
Request Content-type: 'application/x-www-form-urlencoded'
Request Accept: 'application/json'
Request Data: (b'shelf=1&resource=1&port=sta0200&current_flags=2147483649&interest=75513858&%e2%80%93report_timer=8000')

The HTTP error exception is just some kind of 500 error and is often *timing* related. Port scripts are subject to similar timing issues. When LANforge is busy creating and destroying stations, it is modifying the network stack during each modification...and this takes time.

You can decode this set_port request data by pasting the individual values into the /help/set_port page provided by your LANforge client: http://localhost:8080/help/set_port.

- shelf 1
- resource 1
- port sta0200
- current Flags 2147483649
- interest 75513858
- report timer 8000

For numerical flag fields, you can use the button to try and decode the values of the flags.

Using the Scripts on Your Laptop

You can copy the py-json directory to your laptop or workstation. You may also use *git* and clone the LANforge-scripts repository: https://github.com/greebi/lanforge-scripts/.

1. If you make a script on a Windows laptop and copy it back to your LANforge, please run `dos2unix` on the script to change the line-ending characters: $ dos2unix myscript.py

Python Module Methods
lf_r = LFRequest.LFRequest(base_url="/port/1/1/wiphy0")

wiphy0_json = lf_r.getAsJson()

Your REST requests are discussed in the Querying LANforge GUI for JSON Data chapter.

formPost(show_error=true)

This method formats post data as application/x-www-form-urlencoded data. There should be no significant difference between this and the JsonPost[i] method.

JsonPost(show_error=true)

This method formats post data as application/json data. There should be no significant difference between this and the formPost[i] method.

get(show_error=true)

Use this method to do a GET request with 'Accept: application/json' headers. You get unformatted results.

getAsJson()

Formats the results of get() into Objects using json.loads()
def waitUntilPortsAppeared(resource_id=1, port_list=[]):
    # Sleep and query until requested ports have appeared. Use get_all_stas.

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