NGTT

Release 0.1

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STARTING

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BEHIND THE SCENES CONNECTIVITY

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FRAMING

class ngtt.protocol.**NGTTHeaderType**(*value*)

An enumeration.

DATA_STREAM = 4

sent by the client

DATA_STREAM_CONFIRM = 5

sent by the server

DATA_STREAM_REJECT = 6

sent by the server

LOGS = 3

sent by the client

ORDER = 1

sent by the server

ORDER_CONFIRM = 2

sent by the client

PING = 0

a PING, sent by the client, server responds alike

SYNC_BAOB_REQUEST = 7

sent by the client

SYNC_BAOB_RESPONSE = 8

sent by the server

class ngtt.protocol.**NGTTFrame**(*tid: int*, *packet_type:* ngtt.protocol.NGTTHeaderType, *data: bytes*)

property real_data: Union[dict, list]

Returns JSON unserialized data

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EXCEPTIONS

class ngtt.exceptions.**NGTTError**

class ngtt.exceptions.**ConnectionFailed**(*is_due_to_no_internet: bool = False*)

Variables **is_due_to_no_internet** – was this error caused by the internet not being there?

class ngtt.exceptions.**DataStreamSyncFailed**

class ngtt.exceptions.**InvalidFrame**

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