
NGTT

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BEHIND THE SCENES CONNECTIVITY

```
class ngtt.uplink.connection.NGTTSocket (cert_file: str, key_file: str)
```

close()

Check if the resource needs cleanup, and clean up this resource.

Use like this:

```
>>> class MyClose(Closeable):  
>>>     def close(self):  
>>>         if super().close():  
>>>             .. clean up ..
```

Returns whether the cleanup should proceed

Raises **RuntimeError** – the constructor was not invoked

connect()

Connect to remote host

Raises **SSLError** – an error occurred

disconnect()

Disconnect from the remote host

recv_frame() → Optional[Tuple[int, ngtt.protocol.NGTTHdrType, bytes]]

Receive a frame from remote socket

Raises **ConnectionFailed** – connection closed

Returns a tuple of transaction ID, header type, data

send_frame (tid: int, header: ngtt.protocol.NGTTHdrType, data: bytes = b'') → None

Schedule a frame to be sent

Parameters

- **tid** – transaction ID
- **header** – packet type
- **data** – data to send

try_send()

Try to send some data

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