

# MeshLink

secure mesh communication for your application

Hamburg, December 30, 2014

Guus Sliepen

guus@meshlink.io

Mesh communication is useful for:

- Chat
- File transfer
- VoIP
- Games
- Synchronisation
- ...
- Your application

## MeshLink is:

- C library (also C++ bindings)
- Linux / BSD / Mac / Win / IPv4 & 6
- Takes care of mesh details
- Runs in its own thread

## Mesh features:

- Fully decentralized
- End-2-End Ed25519 + ChaCha-Poly1305
- Easily invite nodes to your mesh
- UDP and TCP style communication

## Example code:

```
#include <meshlink.h>
```

```
meshlink_handle_t *mesh = meshlink_open(...);  
meshlink_set_receive_cb(mesh, receive);  
meshlink_start(mesh);
```

```
...
```

```
meshlink_node_t *node = meshlink_get_node("foo");  
meshlink_send(mesh, node, "Hello!", 6);
```

```
...
```

```
meshlink_close(mesh);
```

Inviting a new node:

```
char *url = meshlink_invite(mesh, "bar");
```

Result: your.host.name:12345/iLCw1v1a5mHN...

Send via IM, NFC, QR-code, etc.



Accepting an invitation:

```
bool success = meshlink_join(mesh, url);
```

# Thanks for listening!

Code: `http://git.meshlink.io/`

Email: `guus@meshlink.io`