```python
def seed_route():
    msg = make_route_seed()
    now = sim.getTossimTime()
    comm.sendRadioMsg(3, now, msg)
    CallIn(simtime.onesec * 2, seed_route)
    comm.waitUntil(simtime.onesec * 10)
    print packets[3]
    sim.exit()
```

### User-Simulator Interaction

### Periodic, Dynamic Events

- **TOSSIM timer events**
  - “Tell me when it’s this time”
- **At each timer event**
  - Compute new command
  - Send it
  - Re-enqueue timer
- **Python objects/closures**
  - Periodic behaviors become a single function call