

Status:	Neu	Beginn:	27.10.2023
Priorität:	Normal	Abgabedatum:	
Zugewiesen an:	Maximilian Seesslen	% erledigt:	0%
Kategorie:		Geschätzter Aufwand:	0.00 Stunde
Zielversion:	0.1.0	Aufgewendete Zeit:	0.00 Stunde
CS Zielversion:			

Beschreibung

There should not only be point-to-point connections. Each device should talk to each device.
So a package contains:

- node-address; 1B (Section)
- Package-ID

(Device needs to send broadcasts periodically to advertise itself.)
Device needs to send broadcasts at start to reset current package-id.

Implementation 1

~~Address filtering is not enabled in the device.~~
When sending an package, it is only send to broadcast address a single time but is stored in the transmit-list for each target section.
When a resend is necessary, it only sends the package to the section address.
Acknowledges are only send to the package source section.

- ~~The latest package id is tracked for each section.~~ The entries in the send-list contain a bit-mask for the sections
- The entries in the send-list contains a single retry-counter. When a retry-count is exceeded, al sections in the mask are affected.

Syncing on restart of single Section

- Single sections should be disconnectable
- Nodes have to track existing sections.
- How does new node introduce?
- On power-on all sections are enabled. The device sends intro-packages to all sections. If large retry-count do not pass, sections get disabled.

Historie

#1 - 27.10.2023 15:00 - Maximilian Seesslen

- Beschreibung aktualisiert
- Zugewiesen an wurde auf Maximilian Seesslen gesetzt

Manual: "5.5.7.2. Address Based"

#2 - 27.10.2023 15:26 - Maximilian Seesslen

- Beschreibung aktualisiert

#3 - 27.10.2023 15:38 - Maximilian Seesslen

- Beschreibung aktualisiert

#4 - 27.10.2023 16:52 - Maximilian Seesslen

- Beschreibung aktualisiert

#5 - 27.10.2023 16:56 - Maximilian Seesslen

- Beschreibung aktualisiert

#6 - 27.10.2023 18:04 - Maximilian Seesslen

- Beschreibung aktualisiert

#7 - 20.11.2023 15:10 - Maximilian Seesslen

- Zielversion wurde auf 0.1.0 gesetzt