

## batmand - Bug #1

### multiple interface chaos

12/03/2006 10:34 PM - Anonymous

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Marek Lindner	<b>% Done:</b>	0%
<b>Category:</b>	batmand	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.1-rc6		
<b>Description</b>			
There are a bunch of rules to be considered when receiving zero- and one-hop packets via undidirectional or bidirectional neighbors. I'll try to update the wiki ( <a href="https://www.open-mesh.org/batman/documentation/BwRationale">https://www.open-mesh.org/batman/documentation/BwRationale</a> ) about that soon. ... axel			

### History

#### #1 - 12/04/2006 06:54 PM - Marek Lindner

- Status changed from New to In Progress

This issue will be addressed - see <https://www.open-mesh.org/batman/documentation/BwImpleDesign>

#### #2 - 12/08/2006 03:13 PM - Marek Lindner

- Status changed from In Progress to Closed

#### #3 - 09/30/2010 12:56 AM - Anonymous

Milestone 0.1 rc 6 deleted

#### #4 - 03/26/2011 09:34 PM - Anonymous

- Category set to batmand

#### #5 - 02/11/2017 06:49 PM - Sven Eckelmann

- Target version set to 0.1-rc6