

batmand - Bug #1

multiple interface chaos

12/03/2006 10:34 PM - Anonymous

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marek Lindner	% Done:	0%
Category:	batmand	Estimated time:	0.00 hour
Target version:	0.1-rc6		
Description			
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 (https://www.open-mesh.org/batman/documentation/BwRationale) 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