

batmand - Bug #340

packet 60% loss for after node disconnection

07/18/2017 04:00 PM - Moshe Hoori

Status: Rejected	Start date: 07/18/2017
Priority: Normal	Due date:
Assignee: elektra wagenrad	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
Description	
Hi,	
my configuration is the following :	
<pre>+-----+ +-----+ laptop <----> batman GateWay <----> batman nodes (A, B, C) +-----+ +-----+</pre>	
<ul style="list-style-type: none">• the laptop is not a part of the batman network. it is connected to the GW via ethernet• all the batman nodes are RocketM5 running batman 2017.1 BATMAN_V	
scenario :	
<ol style="list-style-type: none">1. All nodes are connected to batman network.2. Node A is shut down	
the issue:	
Ping to node B and C from laptop has about 65% packet loss	
Thanks Alot!	

History

#1 - 07/18/2017 04:25 PM - Sven Eckelmann

- Status changed from New to Rejected

There is no batmand 2017.1.

The bug description is also quite odd. Why is it expected to have lower than 65% packet loss when you remove the nearest [1] node which had a good connection [2] to the batman-adv gateway? A bad connection [3] will result in packet loss - so nothing unexpected here.

The bug also doesn't describe whether this is a temporary problem (which could be expected until a node times out in the originator table) or is a stable problem over multiple hours.

[1] at least I would assume that A is the nearest. Bug description is missing any information about that

[2] at least I would guess that it had a good connection. Bug description is missing any information about that

[3] at least I would guess that the connection to B and C from the gateway is bad. Bug description is missing any information about that

#2 - 07/18/2017 04:33 PM - Sven Eckelmann

- Description updated