

# **A Simple Routing Protocol**

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| REVISION HISTORY |
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### **Abstract**

The simple routing protocol provides multihop frame routing.

## 1 Usage

To implement an application, running on the Simple Routing Protocol, following conditions have to be fulfilled:

1. include `lw_mesh.h`
2. initialize Lightweight Mesh by calling `lw_mesh_init(...)`
3. enable global interrupts by calling `sei()`
4. call `lw_mesh_task_handler()` at frequent intervals to give Lightweight Mesh the chance to do protocol specific things as sending data frames and processing received frames
5. (optionally) register an endpoint to receive data by calling `lw_mesh_open_endpoint(...)`
6. (optionally) send data by calling `lw_mesh_data_req(...)`

The following modules are used by Lightweight Mesh and therefore initialized in `lw_mesh_init(...)`. If the user application needs some of them, they have not to be initialized separately to avoid double initialization:

- radio functions (to initialize transceiver as well as send and receive frames)
  - timer functions (for update of duplicate frame rejection tables and network acknowledgment time outs)
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