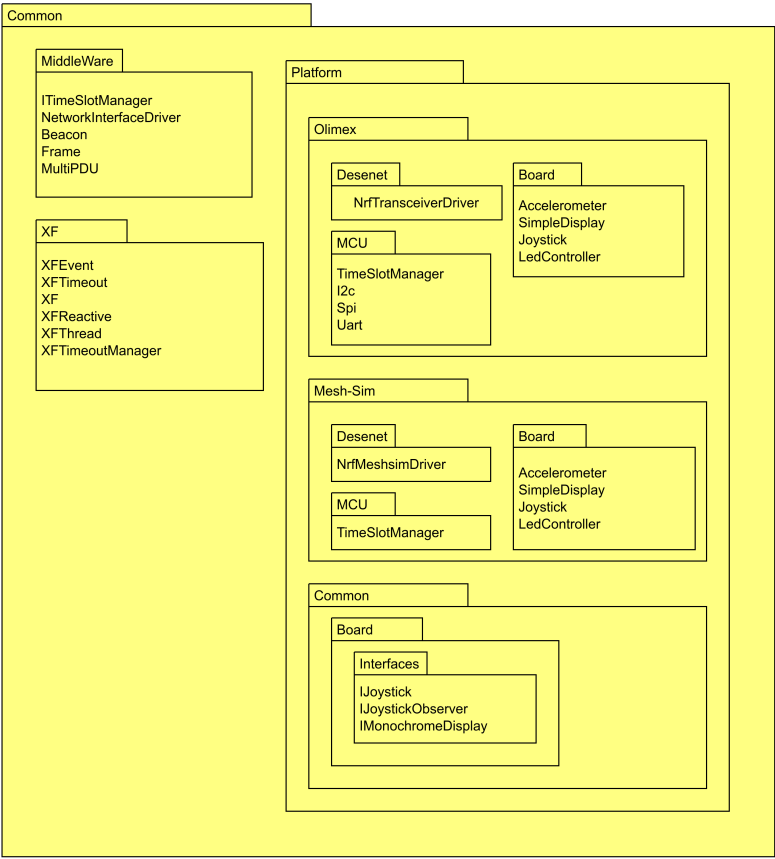
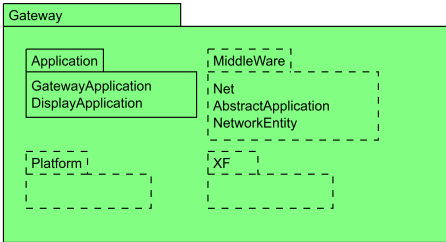
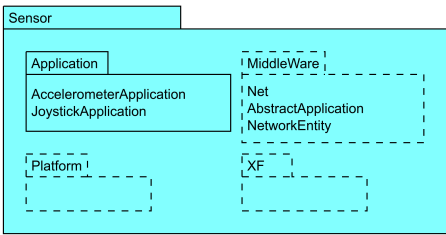
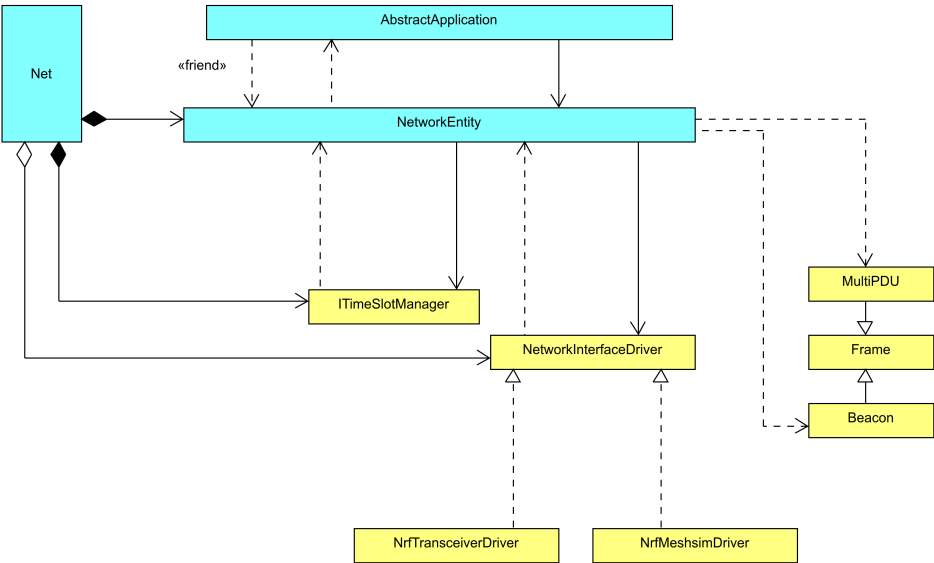
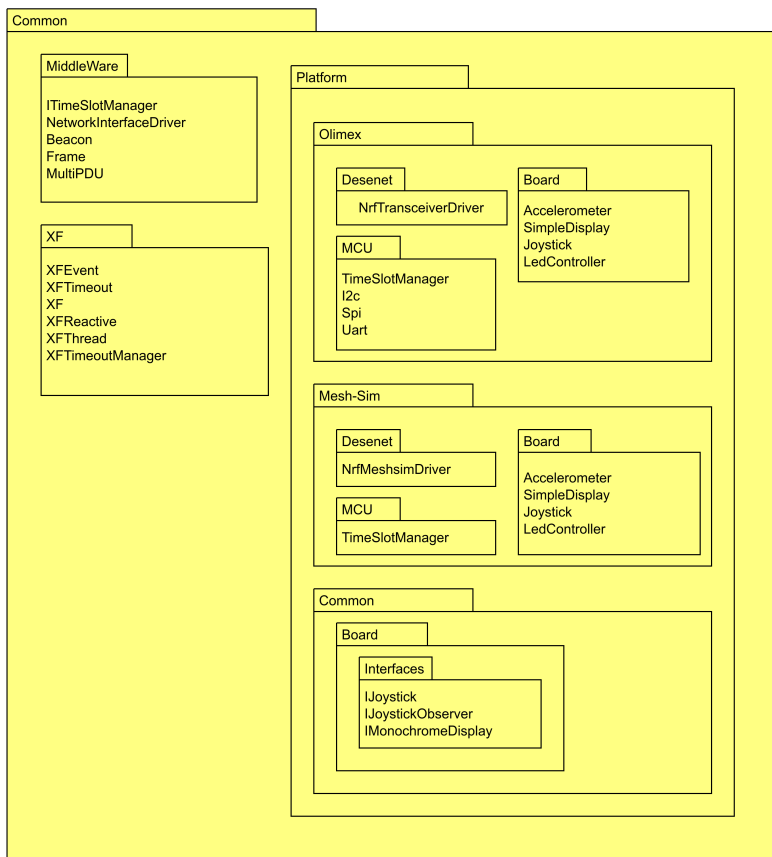
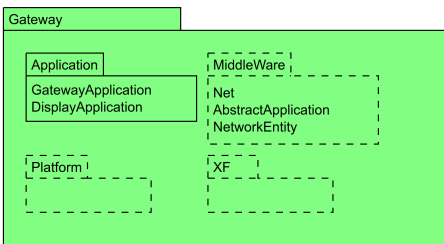
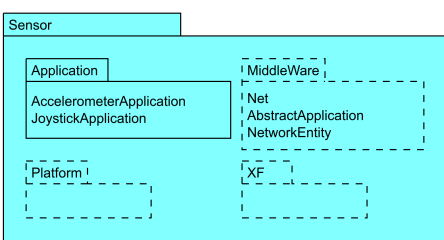
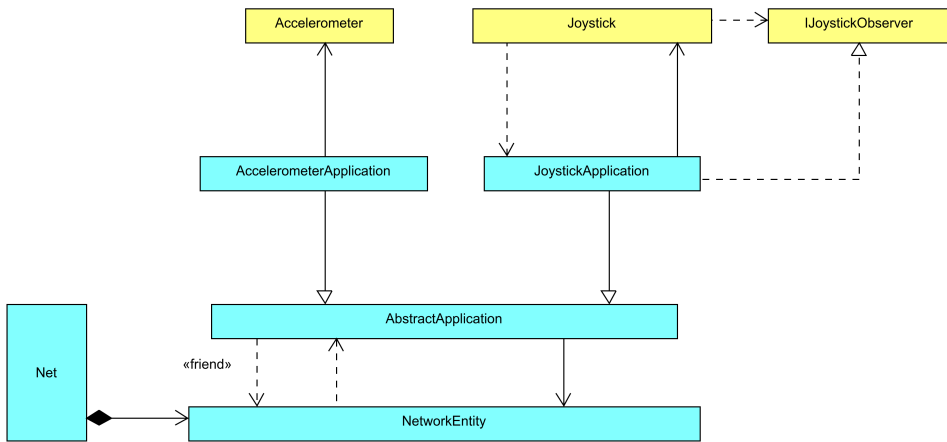
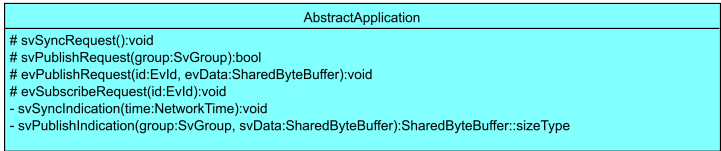
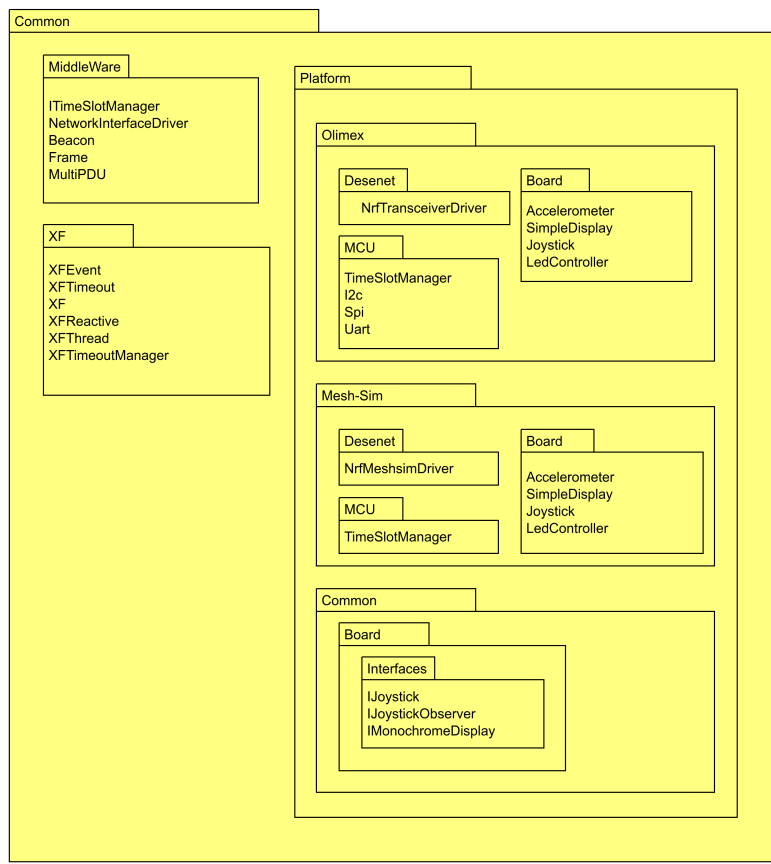
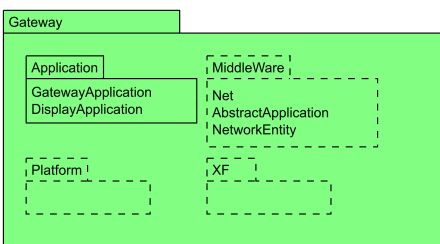
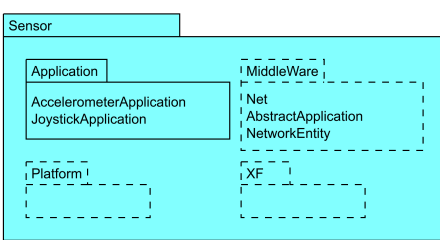
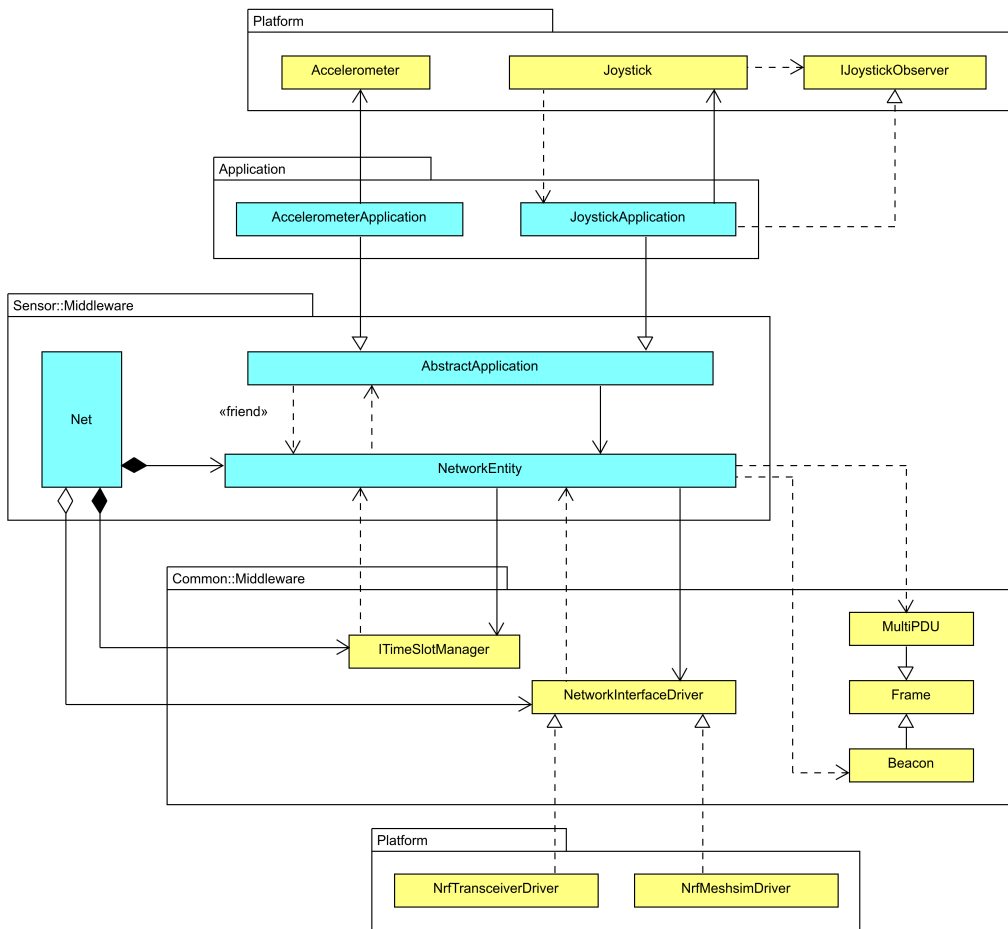


```
AbstractApplication
# svSyncRequest():void
# svPublishRequest(group:SvGroup):bool
# evPublishRequest(id:EvId, evData:SharedByteBuffer):void
# evSubscribeRequest(id:EvId):void
- svSyncIndication(time:NetworkTime):void
- svPublishIndication(group:SvGroup, svData:SharedByteBuffer):SharedByteBuffer::sizeType
```

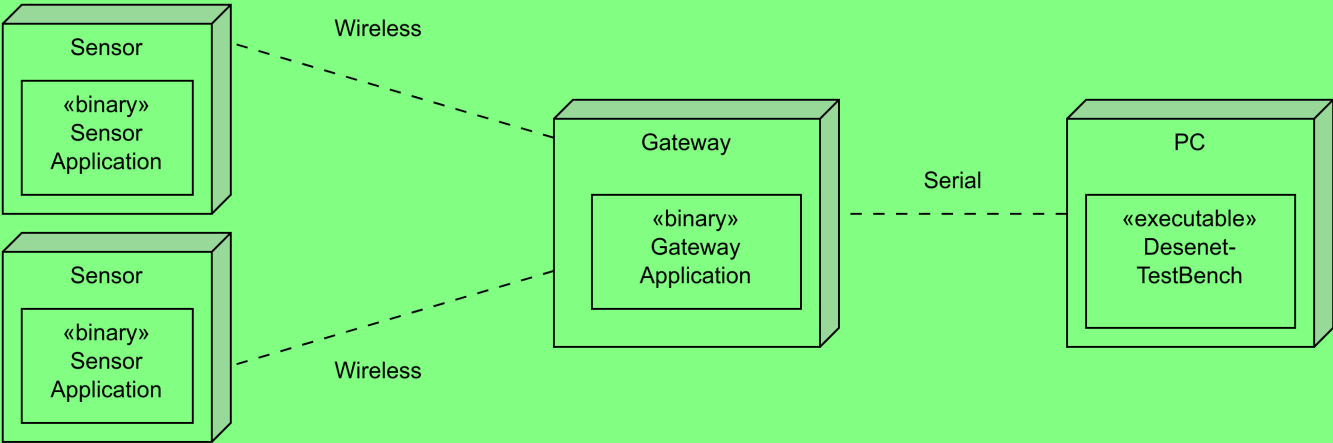




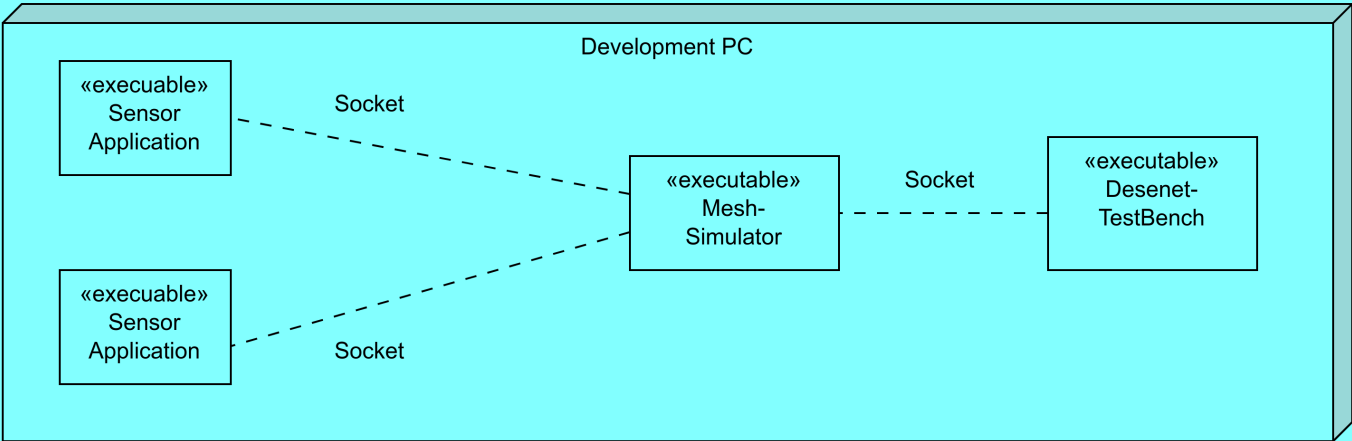
```
AbstractApplication
# svSyncRequest():void
# svPublishRequest(group:SvGroup):bool
# evPublishRequest(id:EvId, evData:SharedByteBuffer):void
# evSubscribeRequest(id:EvId):void
- svSyncIndication(time:NetworkTime):void
- svPublishIndication(group:SvGroup, svData:SharedByteBuffer):SharedByteBuffer::sizeType
```

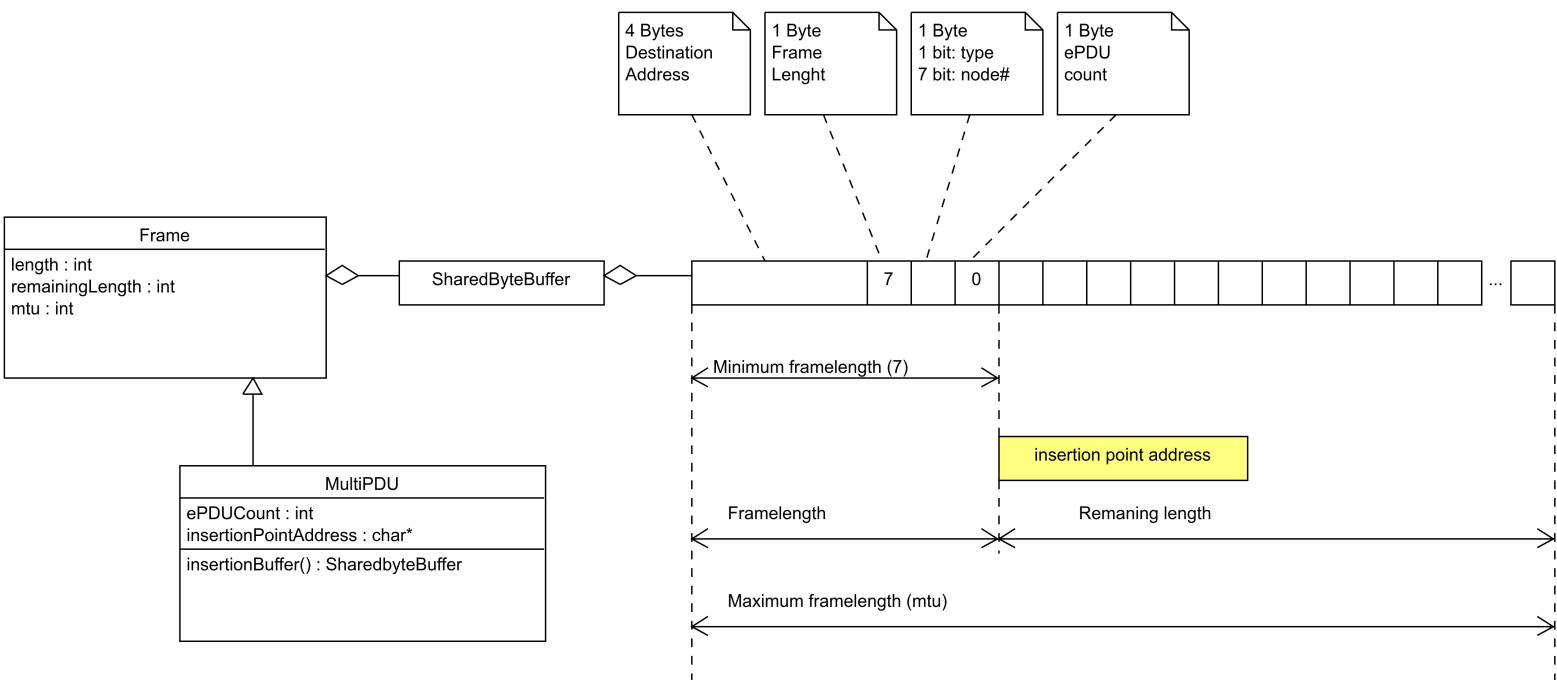


Real System with Olimex Boards



Simulated System





insert an svPDU as shown below

insertion point address = SharedByteBuffer().buffer()+length

svPDU

```

SharedByteBuffer ib = SharedByteBuffer.proxy(insertionPointAddress+1,remainingLength-1)
int nbrBytes = AbstractApplication::evPublishRequest(ib)
if (nbrBytes>0)
{
    length += 4
    *insertionPointAddress = 3
    insertionPointAddress += 4
    remainingLenght -= 4
    ePduCount += 1
}
  
```

