Node-RED flow:

**tcp input**: receives messages from mote x on port 6000x, which was set in Cooja as *Serial Socket (SERVER)*

**filterMalformed**: messages are received as an array of values, the first being the id of the mote sending it, and the following ones the motes near it. So, this function allows only messages matching to following regex to pass through → *^([1-6],)\*[1-6]$*

**buildMessage**:retreives sender id and neighbour ids from the message received, and uses them to set msg.payload for debug purposes

**buildNotification**:this function sets

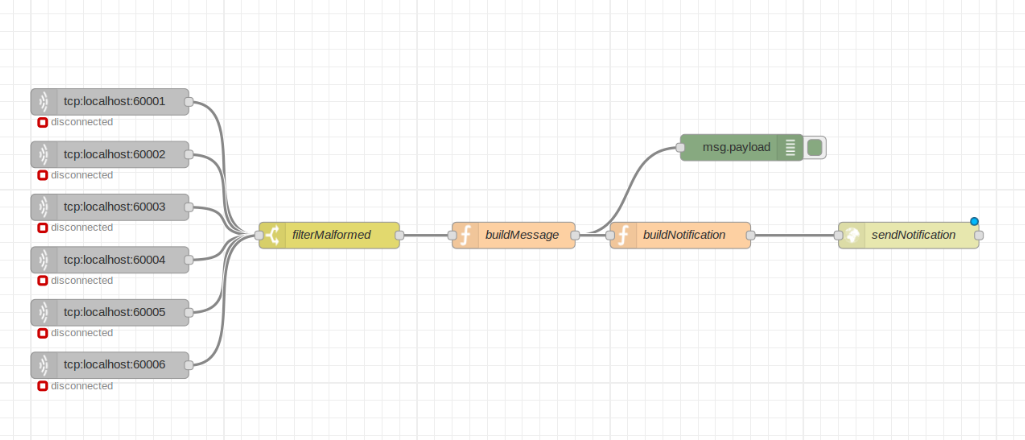
- msg.event to *distance\_keeper*, which is the event which triggers the webhook in IFTTT

- value1 to the id of the user who needs to receive the notification

- value2 to the id of his “neighbours”

then it sends value1 and value2 as msg.payload to the following node

**sendNotification**: sends an HTTP POST to the URL composed with our API key, in order for IFTTT to get the request



In order for the scenario to be realistic, all users would need to register to IFTTT and install an app on their phone. For simplicity, we used a single account, with a single applet, which is acting as a “local exchange”, receiving notifications for all the users involved.

