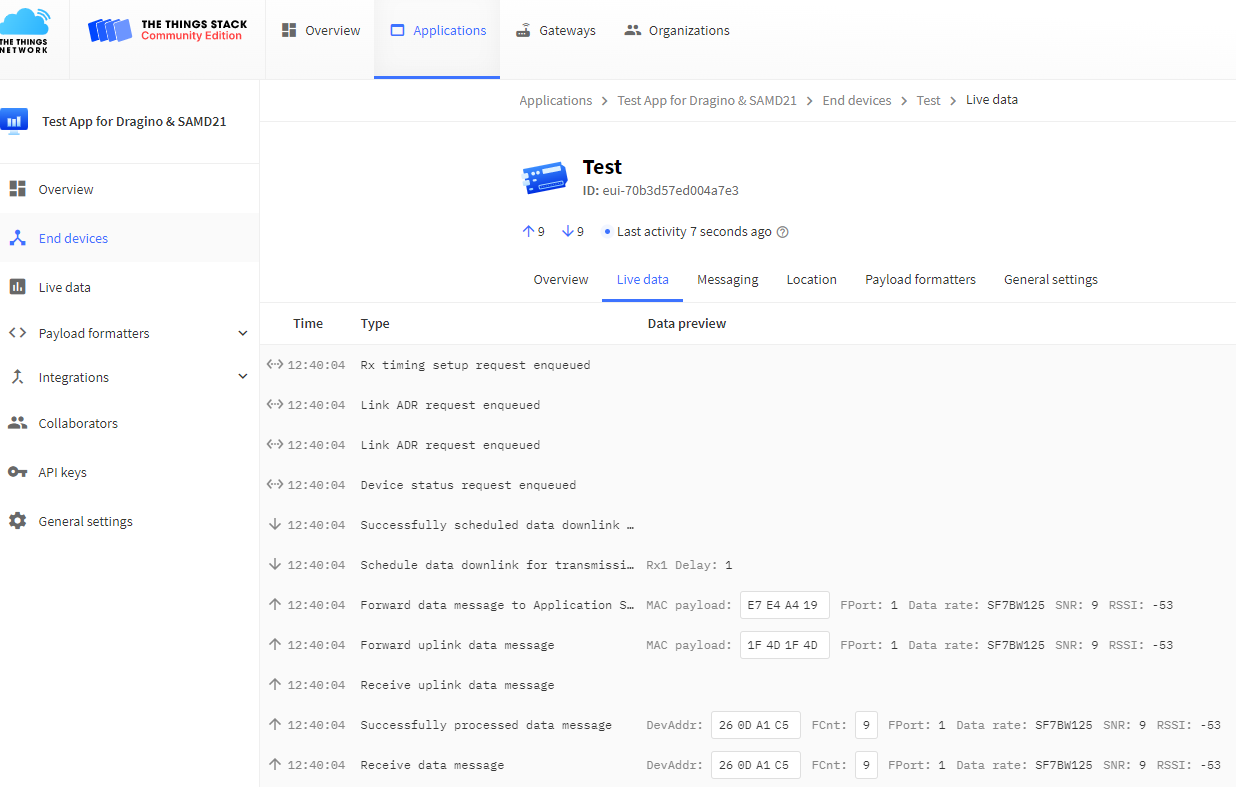
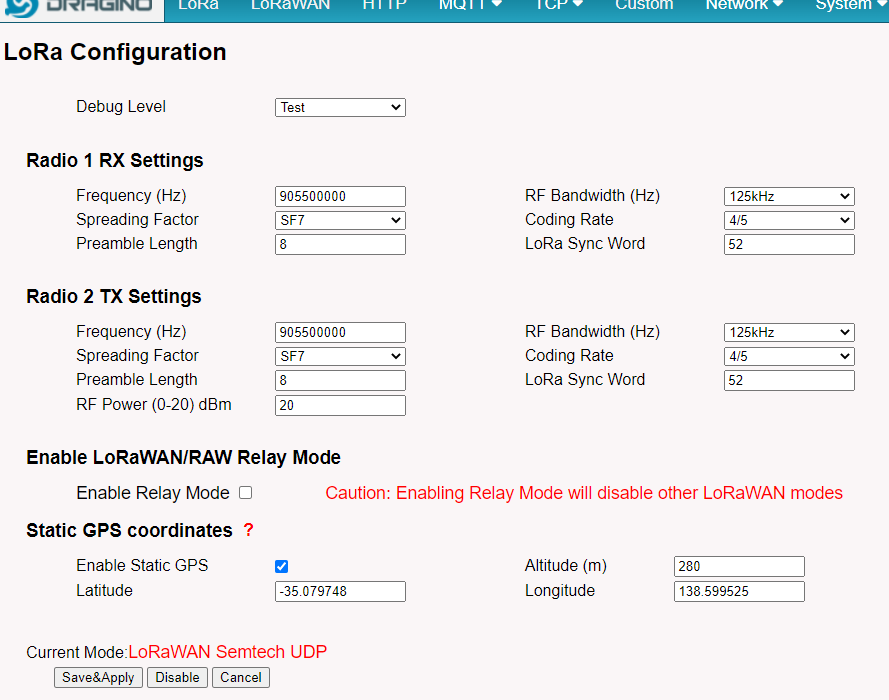
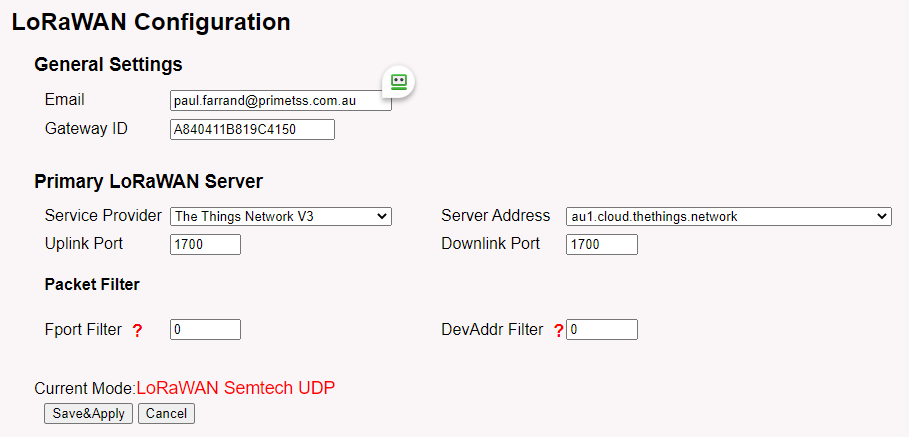
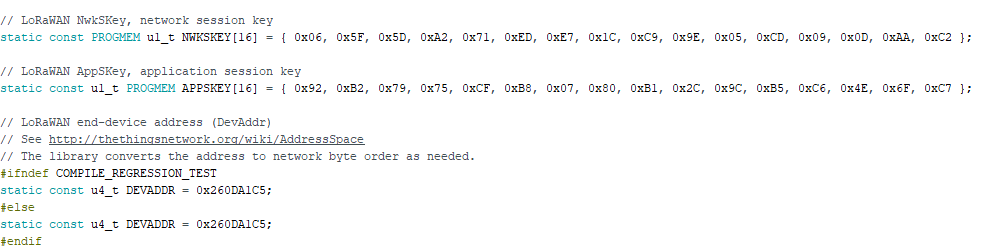
To get LG02 working with TTN

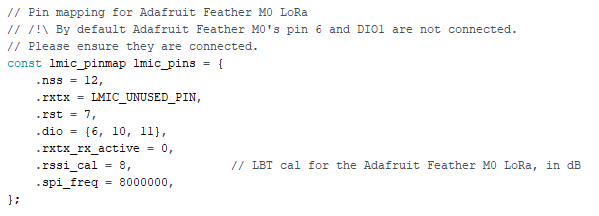
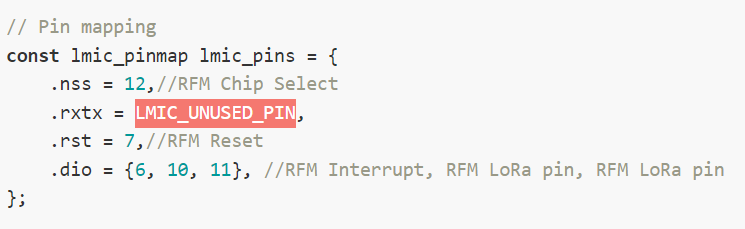
Have to place in nodes (RAMD21) Single to transmit/RX on single channel



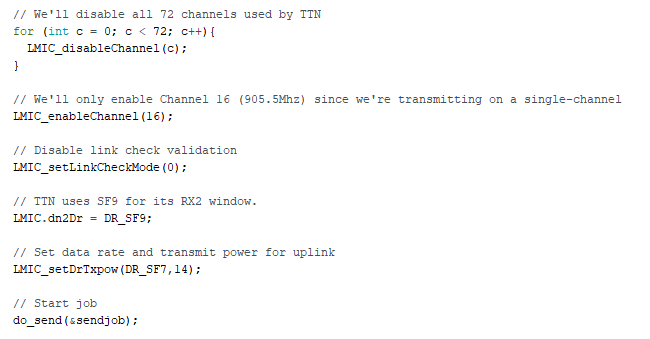




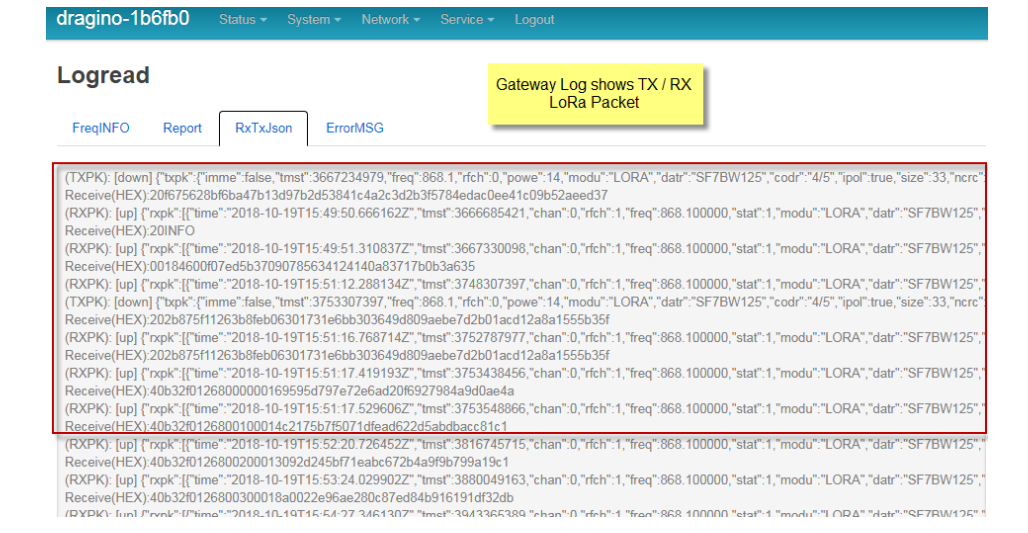


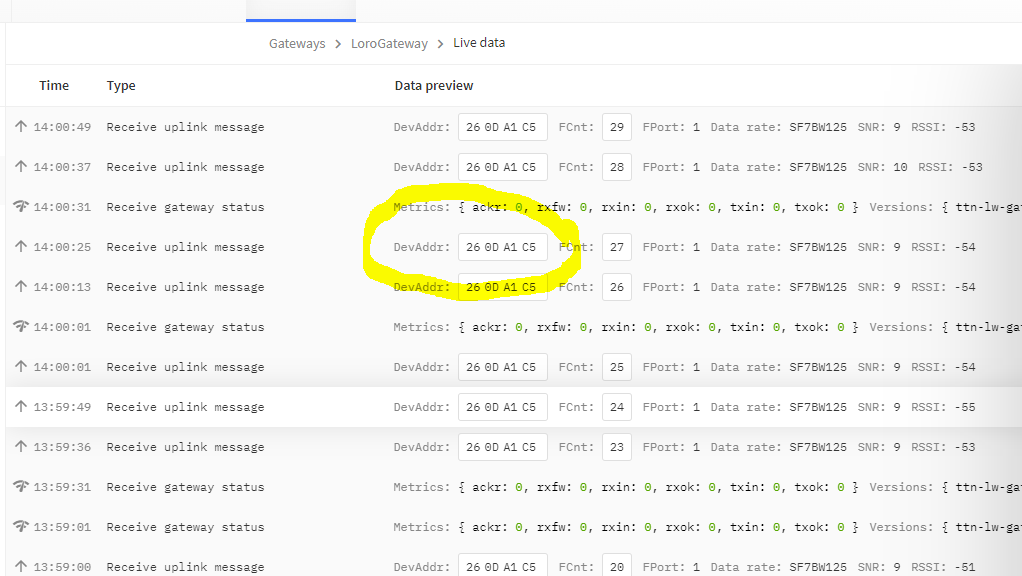


<<< THIS IS IMPORTANT BIT >>>



What working Packets look like on TTN





Believe this is major source of why sometimes data packets don’t reach App yet are seen in GW as received!

<https://www.thethingsnetwork.org/forum/t/ttn-no-data-forwarding-from-gateway-to-app/51946/2>

Suspect LG02 locks up if viewing System Logs! Which stops Packet TX to reboot! (no something else is happening when packets received by TNN gateway, but not forward to Application)

https://www.thethingsnetwork.org/forum/t/ttn-no-data-forwarding-from-gateway-to-app/51946

"Did you persist the F\_Count data either side of the reset? If not, if you dont disable f-count checks, the back end will see the count start again from zero and will assume a replay attack until the device has reached a count where it is larger than the last seen value - try disabling F\_Count checks (not recommended long term for deployment - unless using ABP) to see if solves problem - then look at how to improve handling for deployment. Note: A successful OTAA join will reset count at both sides consecutively avoiding this problem, and is inherently more secure that ABP."

"Documentation for future reader:

I changed the Fcnt Reset Frame Counter at:

MyApp → End devices → my-abp-device → General Settings → Network layer → Reset Frame Counters (checked) !!!

Note: do not use in production"

Watch for this as the Sync counter might block (drop packets) for reply protection

