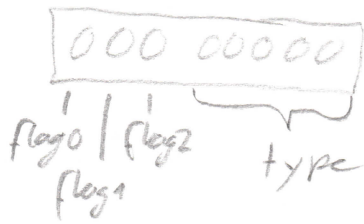


UDP Lib 0.1

Header: 1st byte contains meta data



flag 0 = is fragmented?

↳ if true 3 additional
ints follow header

flag 1 = _____ (confirmation)

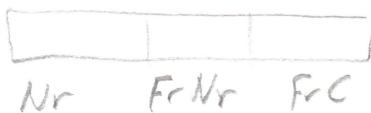
flag 2 = _____ (cryptographic)

type 0 = Object data

1 = Xml Doc (plain Text serialized)

Header if flag 0

3 ints follow after Header



12 bytes

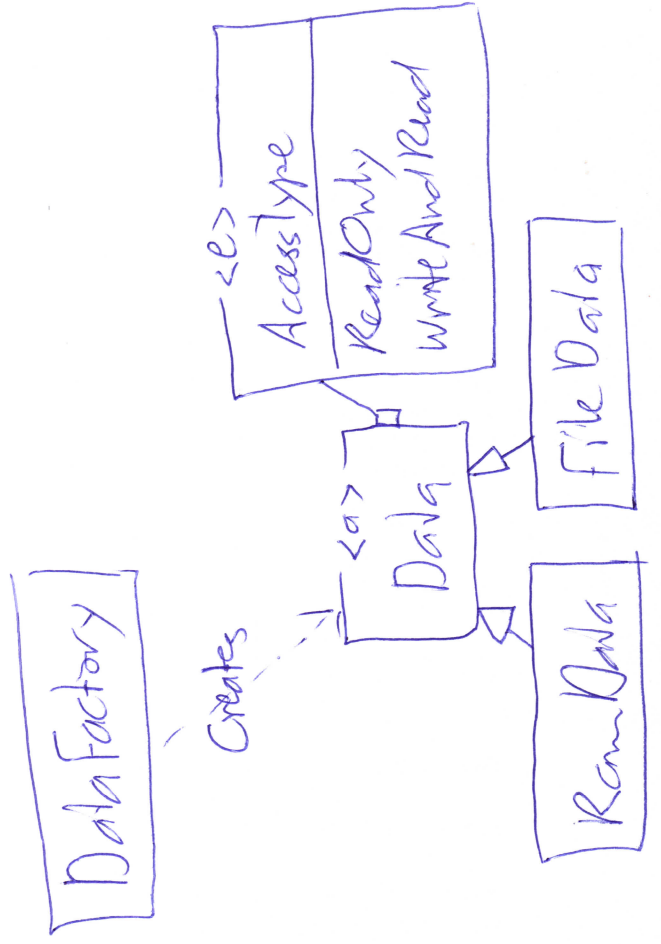
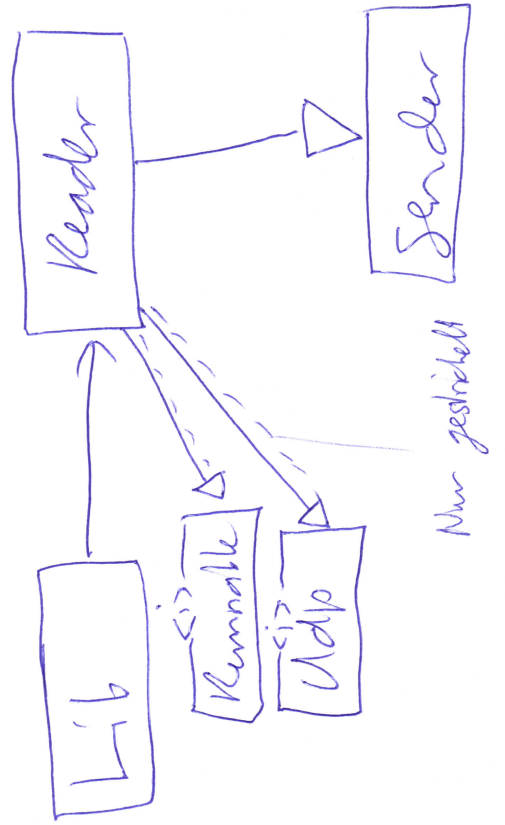
Nr = ID of object that is sent

FrNr = Fragment Nr (starts with 0 up to FrC-1)

FrC = Number of fragments in total

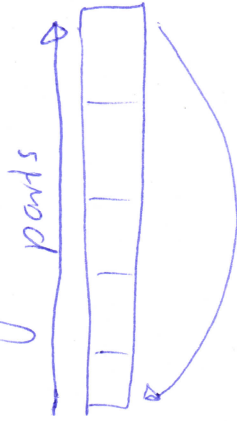
Controller

Data



Confirmation

Sending ~~data~~ ∞



Stop after x seconds with
no answer

→ Skip parts which are
confirmed

Overload : too many packets sent → Buffer overflow, packets don't arrive
Underload : too few " " → loss of efficiency

Assumption : Lossage of packets not affected by speed of transmission when
maximum speed is not reached

⇒ With transmission speed of 100 KB/s Increase speed by $1, 2 \times$
Until lossage factor found Decrease

⇒ Save specific transmission speed for this target