Mobile to Server Backend

From mobile image processor

objectId <sc_uint<8>> → mobile_data_compressor

newObjectFlag <bool> → mobile_data_compressor

newImageFlag <bool> → mobile_data_compressor

mobile_data_compressor

newTupleFlag <bool>

mobile_packet_builder

copyNewPacket <bool>

mobile_transmit_buffer

All other network traffic

network_traffic_regulator

networkBusy <bool>

server_receiver

deleteOldPacket <bool>

numBufferPackets <sc_uint<16>>

m2sData <sc_uint<16>>

m2sCtrl <sc_uint<16>>

s2mCtrl <sc_uint<16>>

mobile_transmitter