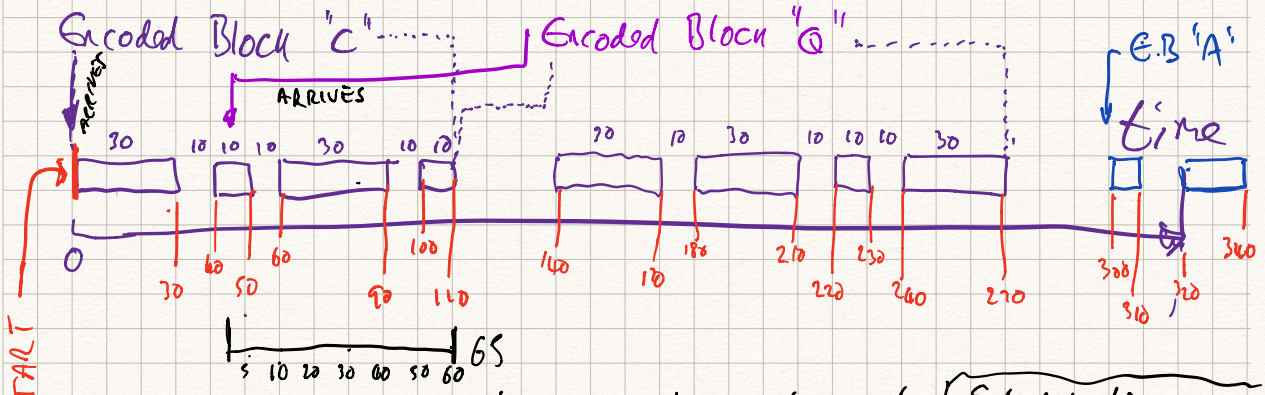


C arrives at $t=0$, starts being scheduled at $t=0$.
It finishes its last dit at 110.

Q arrives at $t=65$, starts being scheduled at $t=110$.
It finishes its last dah at 270.

Schedule times are relative to the time at which the encoded block is received

HOWEVER...
its first gap must be scheduled at 65 (because Q arrives 45ms later than C.)

last scheduled time (=110) − now (=45) = 65.

To know what 'now' is, the epoch time of the last scheduled time must be recorded.

When a block arrives when we're still playing

C arrives at epoch 120000 ← (made up figures)
Q arrives at epoch 120045 ✓

start at max(0, last epoch scheduled − now))
Schedule ....
last epoch scheduled = now

So Q: $\max(0, 120110 - 120045)$

$\max(0, \quad 65) \quad = 65$ ✓ ie. in 65 ms.

When a block arrives after we've finished playing

Block "A". Arrives at 120300. last epoch scheduled time = 120270.

Schedule at $\max(0, 120270 - 120300)$

$\max(0, \quad -30) = 0$. ie. NOW

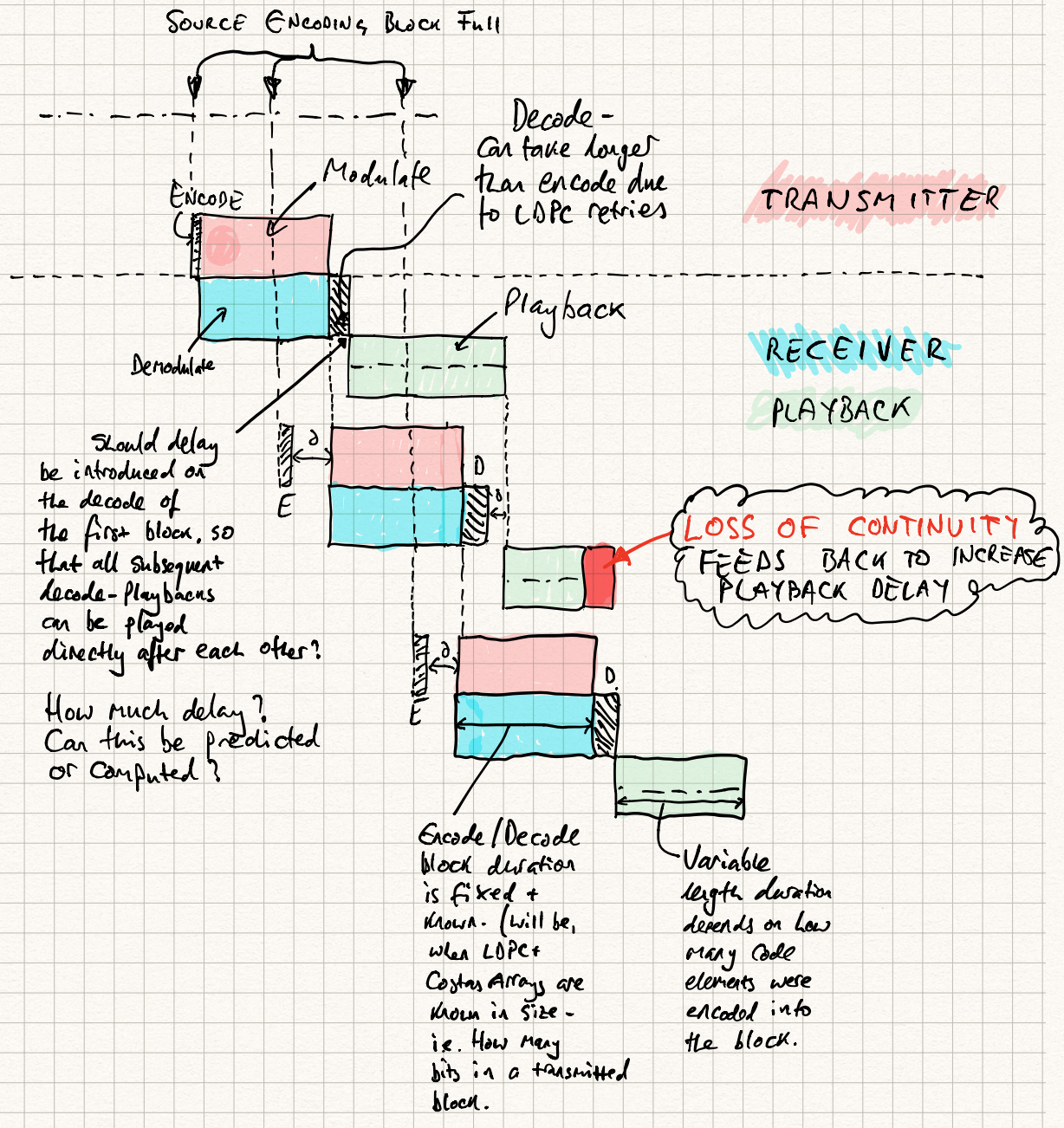
First block.

Detect no previous blocks, set last epoch scheduled = now

Schedule at $\max(0,$ last epoch scheduled $-$ now$) = 0$

ie. NOW

Or initialise last epoch scheduled to now on startup.


SOURCE ENCODING BLOCK FULL
ENCODE
Modulate
Decode - Can take longer than encode due to LDPC retries
TRANSMITTER
Playback
RECEIVER
PLAYBACK
Demodulate
Should delay be introduced on the decode of the first block, so that all subsequent decode-Playbacks can be played directly after each other?
How much delay? Can this be predicted or computed?
d
D
E
LOSS OF CONTINUITY FEEDS BACK TO INCREASE PLAYBACK DELAY
Encode/Decode block duration is fixed + known. (will be, when LDPC + Costas Arrays are known in size - ie. How many bits in a transmitted block.
Variable length duration depends on how many code elements were encoded into the block.