

Checkpoint

```
node = nextRFEvent()  
If node.addr == known  
If node.addr == nodes[i].addr  
nodes[i].adc = node.adc  
nodes[i].rssi = node.rssi
```

Power fail

```
nodes[i].button = node.button  
break;
```

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```
node2 = nextRFEvent()  
If node2.addr == known  
If node2.addr == nodes[j].addr  
nodes[j].adc = node2.adc  
nodes[j].rssi = node2.rssi  
nodes[j].button = node2.button  
break;  
...
```

Checkpoint

```
latestNode = nextRFEvent();  
if latestNode.addr == known {  
    updateNode(&latestNode);  
} else {  
    addNewNode(&latestNode);  
}
```

```
Function updateNode(Node* node) {  
    for (i = 0; i < MAX_NODES; i++) {  
        if (nodes[i].addr == node->addr) {  
            nodes[i].adc = node->adc;  
            nodes[i].rssi = node->rssi;  
            Power fail  
            nodes[i].button = node->button;  
            break;  
        }  
    }  
}
```