# OpenLCB Transports

OpenLCB has three transport protocols defined, presently[1]. These cover most communication requirements of other higher-level protocols to carry their content. For example, a specific Signaling Protocol can use any combination of these Transports to carry its specific content.   These transports are built on the lower frame level messages. On CAN, these are handled specially in that, while Events can be sent as a single CAN-frame, Datagrams and Streams need to be broken up into fragments. Low-level code handles this fragmentation and their reassembly of these fragments.
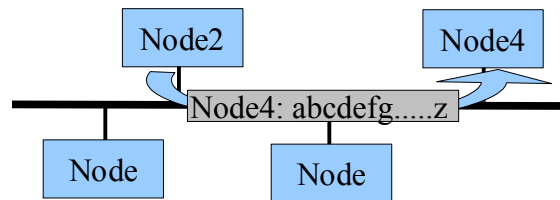
Event Transport:
These carry, as content, an Event number, 64-bit number, representing a 'concept'.   While the Event number can be considered an arbitrary number, it is often pre-assigned or constructed in some manner.
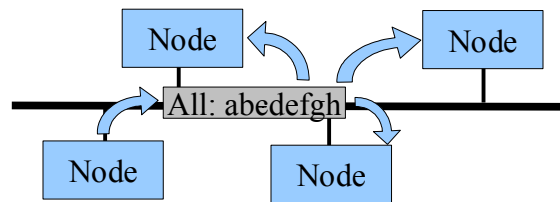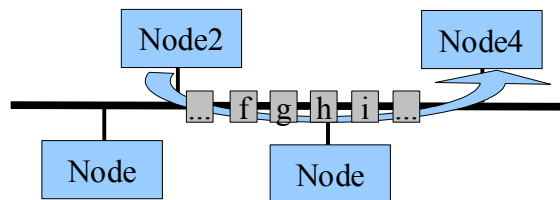

Datagram Transport:
These carry content from one node to another, specific and addressed, node. The content can be up to 84 bytes.

Stream Transport:
These carry content with no preset size between one node and another specific node. These require a handshaking protocol between the two nodes before the content can be carried by the Stream.

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1   If something else is needed, it's possible to use the lower-level OpenLCB messages in other ways, but using these existing transports is the easiest approach.