variables

{

message 0x001 msg1;

int datasize;

//int sentbytes;

int frame\_seq;

int count;

msTimer STmin;

}

on start

{

write("Tx: started");

write("Tx: segmented data");

write("Tx: press 'r' transmit morethan 7 bytes of data");

msg1.dlc=8;

datasize=15;

count=0;

//count=1;

}

on key 'r'

{

msg1.byte(0)=0x10; // 1-> first frame

msg1.byte(1)=0X0F; //datalength of the frame

msg1.byte(2)=count++;

msg1.byte(3)=count++;

msg1.byte(4)=count++;

msg1.byte(5)=count++;

msg1.byte(6)=count++;

msg1.byte(7)=count++;

datasize=datasize-6;

write("Tx:pending bytes to sent=%d",datasize);

output(msg1);

}

on timer STmin{

if(datasize>0)

{

msg1.byte(0)=2<<4|frame\_seq;

msg1.byte(1)=count++;

msg1.byte(2)=count++;

msg1.byte(3)=count++;

msg1.byte(4)=count++;

msg1.byte(5)=count++;

msg1.byte(6)=count++;

msg1.byte(7)=count++;

write("Tx: fframe sent =%X\n",msg1.byte(0));

write("Tx:pending bytes to sent =%d",datasize);

datasize=datasize-7;

output(msg1);

frame\_seq++;

if(frame\_seq==16)

frame\_seq=0;

}

else{

cancelTimer(STmin);

}

}

on message 0x002

{

write("Tx:flow control frame received");

if((this.byte(0)==0x30)&& this.byte(1)==0x00) //checking the flow control byte and msg bit

{

frame\_seq=1;

if(this.byte(2)>0 && this.byte(2)<=0x7F)

setTimerCyclic(STmin,this.byte(2));

else{

setTimerCyclic(STmin,100);

}

}

}