

NUMADVSLOTS: 1

NUMSHAREDTXRX: 5

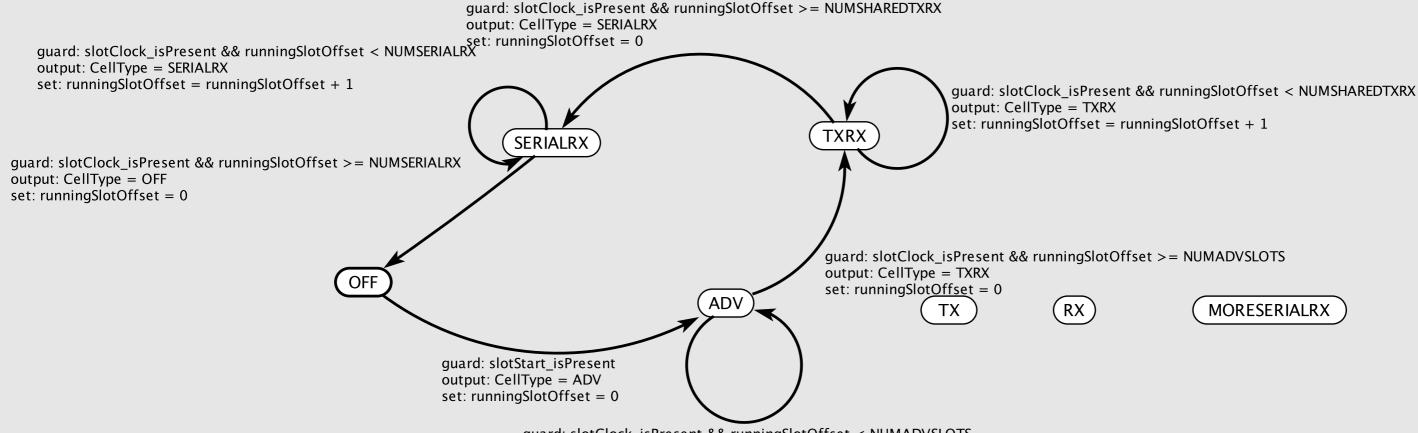
NUMSERIALRX: 3

runningSlotOffset: 0

This state machine defines how the schedule looks like. For more information, see https://openwsn.atlassian.net/wiki/display/OW/Schedules

For now, the schedule according to OpenWSN implementation is hard-coded

#define NUMADVSLOTS
#define NUMSHAREDTXRX
#define NUMSERIALRX



CellType

guard: slotClock\_isPresent && runningSlotOffset < NUMADVSLOTS

output: CellType = ADV

set: runningSlotOffset = runningSlotOffset + 1