

"Painless mesh for local nodes"

1)

start

mesh credentials
↳ every node must have same credentials. ①

②

We need a scheduler Task
we will define our task & attach
to scheduler and run at same time

→ This will allow to
do task simultaneously

Scheduler, M

③

Task send Task (Task-Schedule*1, ↓ & Send Call back)
TASK-Forever
what ever the task
we want to perform
with the node we must attach to
this Send Task function

Task send Task (Task-Schedule*1, TASK-Forever, ~~Task~~ & Send Call back)

④

In call back function we serialize the data
& broadcast the message to other

⑤ → initialize our mesh

⑥ → mesh init (id, pass, &myscheduler, port);
↳ Initialize the mesh

⑦ → we need to add our tasks to our (myscheduler
junction

⑧ myscheduler.addTask(sendTask);
sendTask.update

⑨ And we must also have a junction to deserialize the data
which is return call back
junction ()