| //queue|

----| macSendQueue|---- (**MAC** **Sender**)----| phySendQueue|----TO\_PHY

* Créer le stockage // dataBuff l en local (buffer par tableau ?)

1. getFromQueue as soon as available (1 element)
2. Switch type of msg

|  |
| --- |
| DATABACK |
| DATA FP |
| SRC Add |
| SRC Sapi |

* DATABACK
  + If (OriginalData == DATABACK && A==1 && READ == 1)
    - Delete originalData

|  |
| --- |
| TO\_PHY |
| DATA FP |
| - |
| - |

* + - Release **TOKEN**
  + Else if (READ=0)

|  |
| --- |
| MAC\_ERROR |
| STRING FP |
| SRC Add |
| - |

* + - Generate MAC\_ERROR //means sapi of dest. Is not available
    - Delete originalData
    - Release **TOKEN**

|  |
| --- |
| TO\_PHY |
| DATA FP |
| - |
| - |

* + Else if (OriginalData != DATABACK || A==0)

|  |
| --- |
| MAC\_ERROR |
| STRING FP |
| SRC Add |
| - |

* + - Generate MAC\_ERROR
    - Send originalData again
  + Delete DATABACK

|  |
| --- |
| DATA\_IND |
| STRING FP |
| Dest Add / 0x0F |
| SRC Sapi |

* STRING
  + Convert a STRING to DATA
  + **Put DATA into the // queue**

|  |
| --- |
| TOKEN |
| TOKEN FP |
| - |
| - |

* TOKEN
  + Update local list from TOKEN
    - If we are not inside => put our infos into it

|  |
| --- |
| TOKEN\_LIST |
| - |
| - |
| - |

* + Send to lcdQueue the TOKEN\_LIST
  + **Get 1st element of // queue**
    - Send it to phySenderQueue

|  |
| --- |
| TO\_PHY |
| DATA FP |
| - |
| - |

|  |
| --- |
| NEW\_TOKEN |
| - |
| - |
| - |

* NEW\_TOKEN
  + Create a New Token
  + Put our infos into token frame

|  |
| --- |
| TO\_PHY |
| DATA FP |
| - |
| - |

* + Check if we need to send **DATA from // queue**
  + If NO : Release token >
  + If YES : Send Data >

|  |
| --- |
| START |
| - |
| - |
| - |

* START
  + Connect to SAPI Chat (0x01) (will update the TOKEN)

|  |
| --- |
| STOP |
| - |
| - |
| - |

* STOP
  + Disconnect to SAPI Chat (0x01) (will update the TOKEN)

FROM\_PHY----| phyReceiveQueue|---- (**MAC** **Receiver**)----|macReceiveQueue |----

1. getFromQueue(1 element)
2. switch :

* We are the source :
  + Means databack -> it’s up to the macSender to deal with that

|  |
| --- |
| DATABACK |
| Data FP |
| SRC Add |
| SRC Sapi |

* + - Action : send it to the macSenderQueue

|  |
| --- |
| FROM\_PHY |
| Data FP |
| - |
| - |

* We are the destination
  + Checksum
    - OK
      * Write ACK = 1
      * Check SAPI state

|  |
| --- |
| DATA\_IND |
| String FP |
| SRC Add |
| SRC Sapi |

* + - * + Ok

Write READ = 1

New String frame

Send to appReceiverQueue

* + - * + Not ok

Write READ = 0

* + - Not OK
      * Write ACK = 0

|  |
| --- |
| TO\_PHY |
| Data FP |
| - |
| - |

* + Send back to phySendQueue

|  |
| --- |
| FROM\_PHY |
| Data FP |
| - |
| - |

* It is a token
  + Action : send it to the macSenderQueue

|  |
| --- |
| FROM\_PHY |
| Data FP |
| - |
| - |

|  |
| --- |
| TOKEN |
| Token FP |
| - |
| - |

* It is a broadcast (TIME)

|  |
| --- |
| DATA\_IND |
| String FP |
| SRC Add |
| SRC Sapi |

|  |
| --- |
| FROM\_PHY |
| Data FP |
| - |
| - |

* + Same as destination…