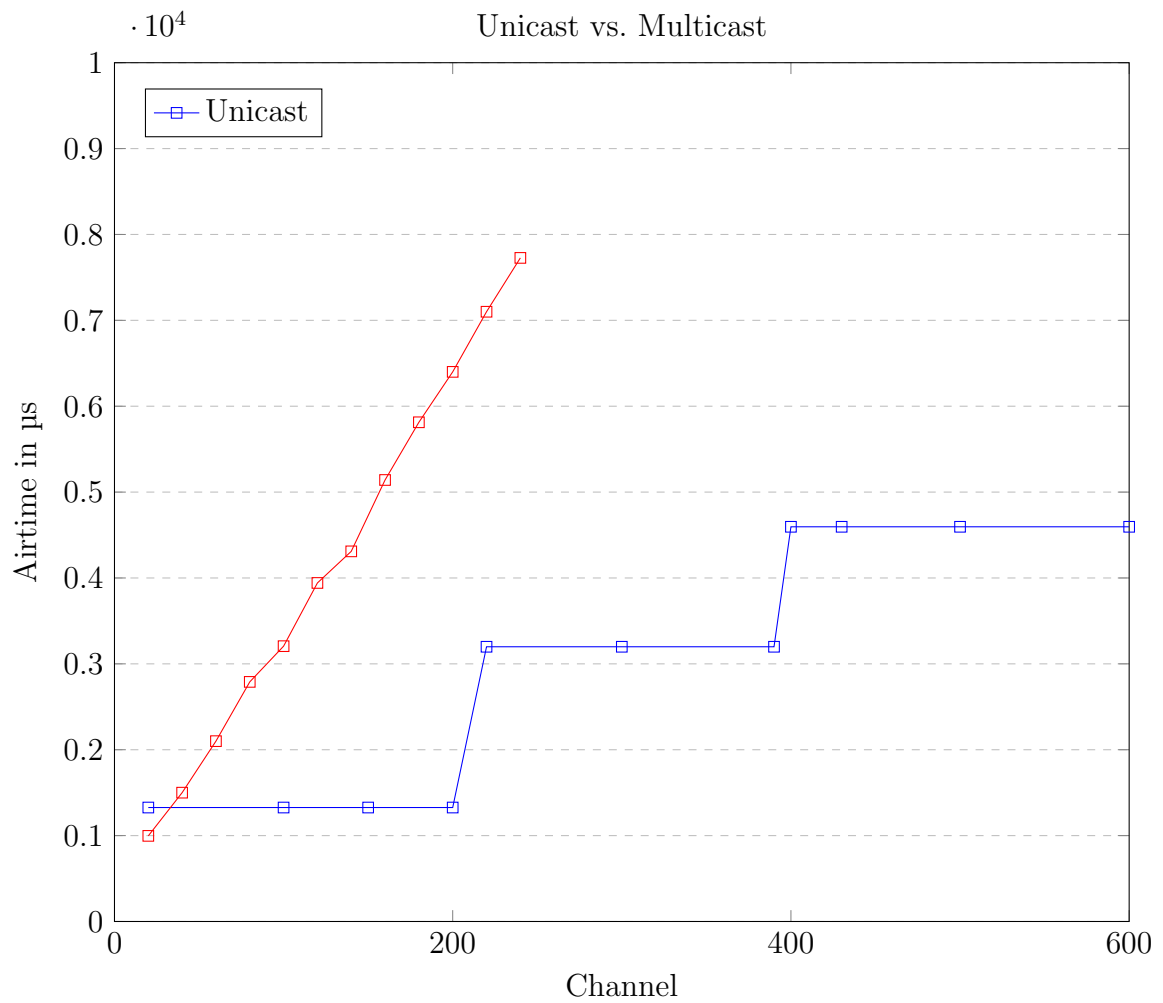


# 1 Unicast vs Broadcast

Channelzahl pro Node = 20 (entspricht 20 Byte Payload).



## 2 Unicast Abweichung

One slave sending 100 times

