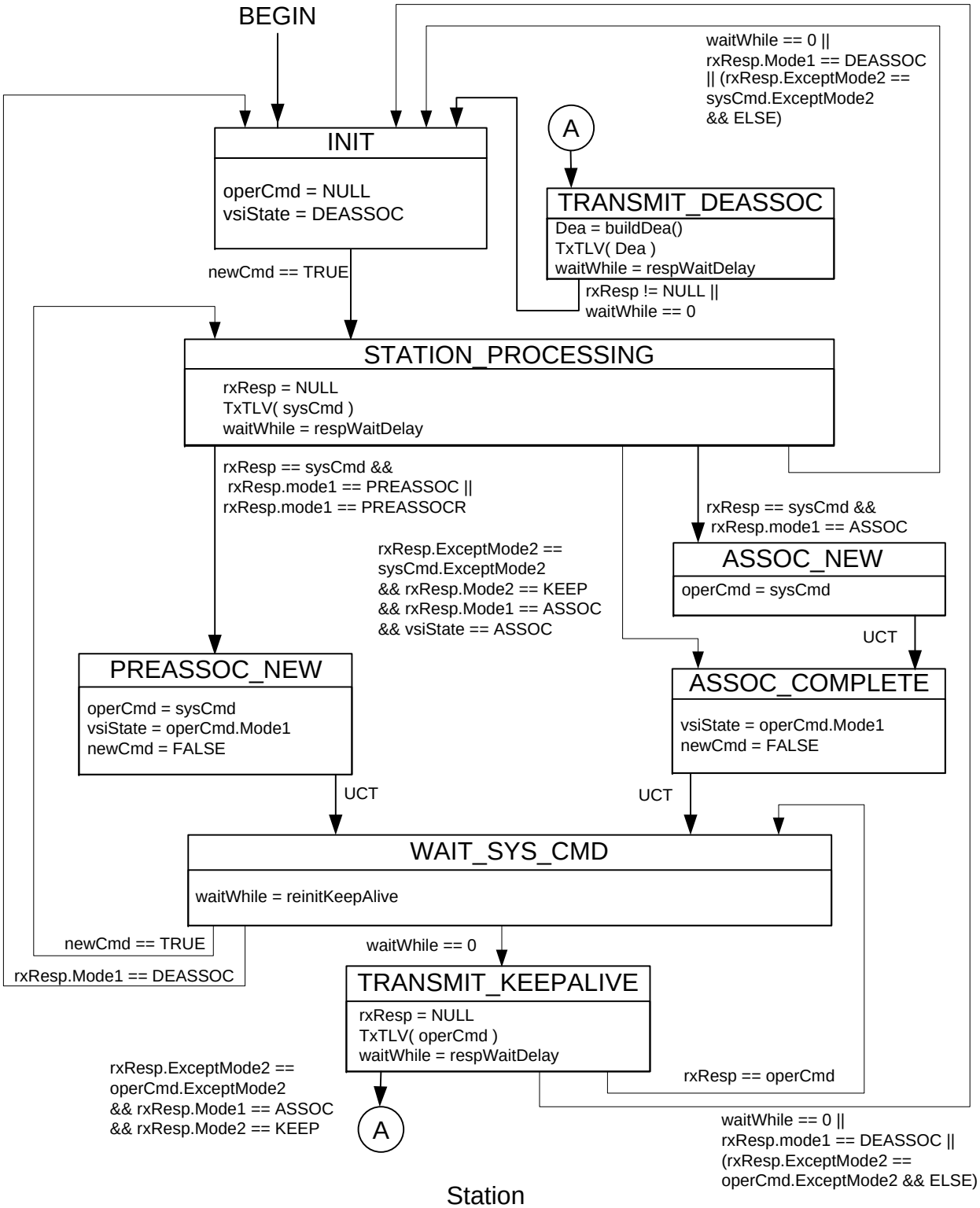
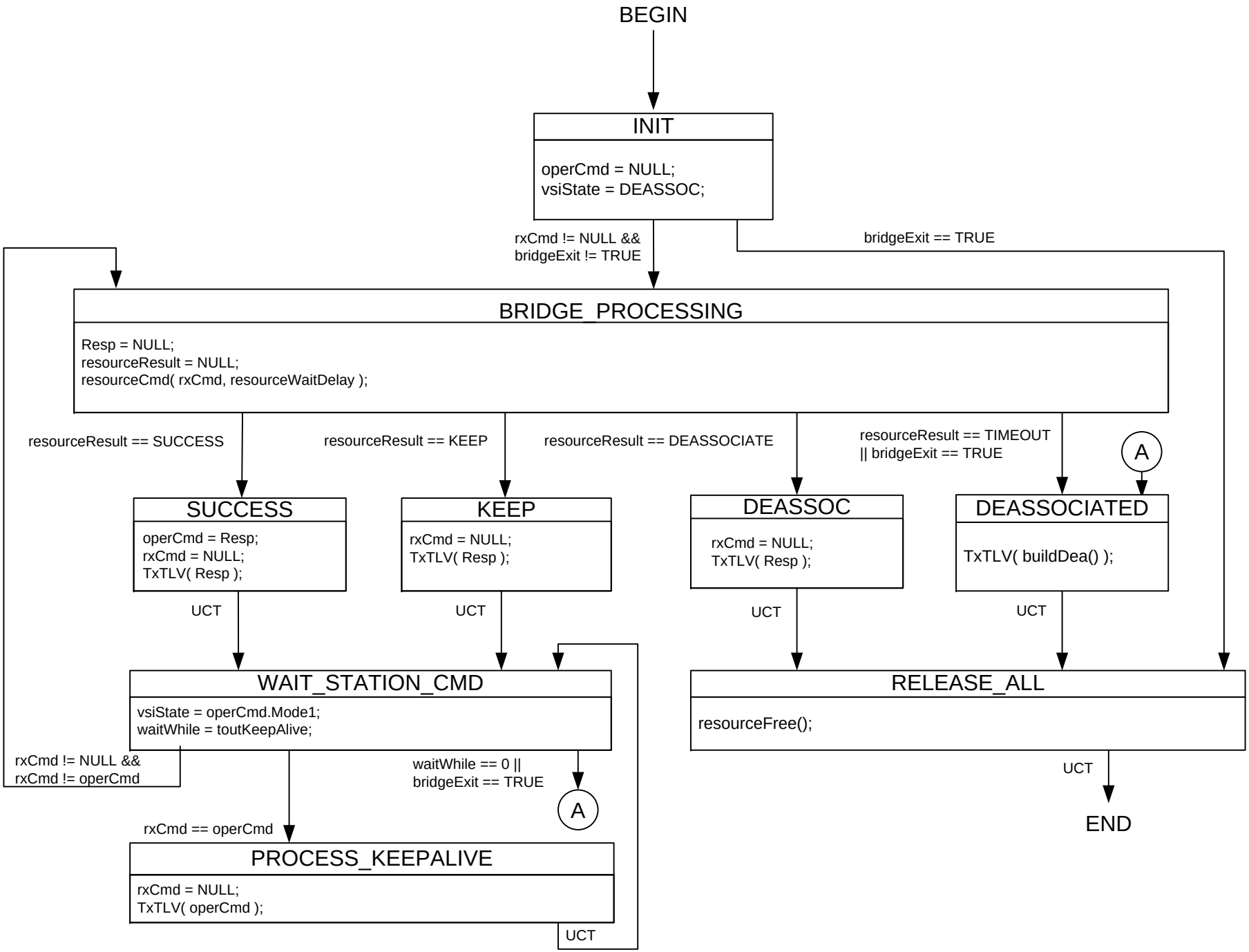
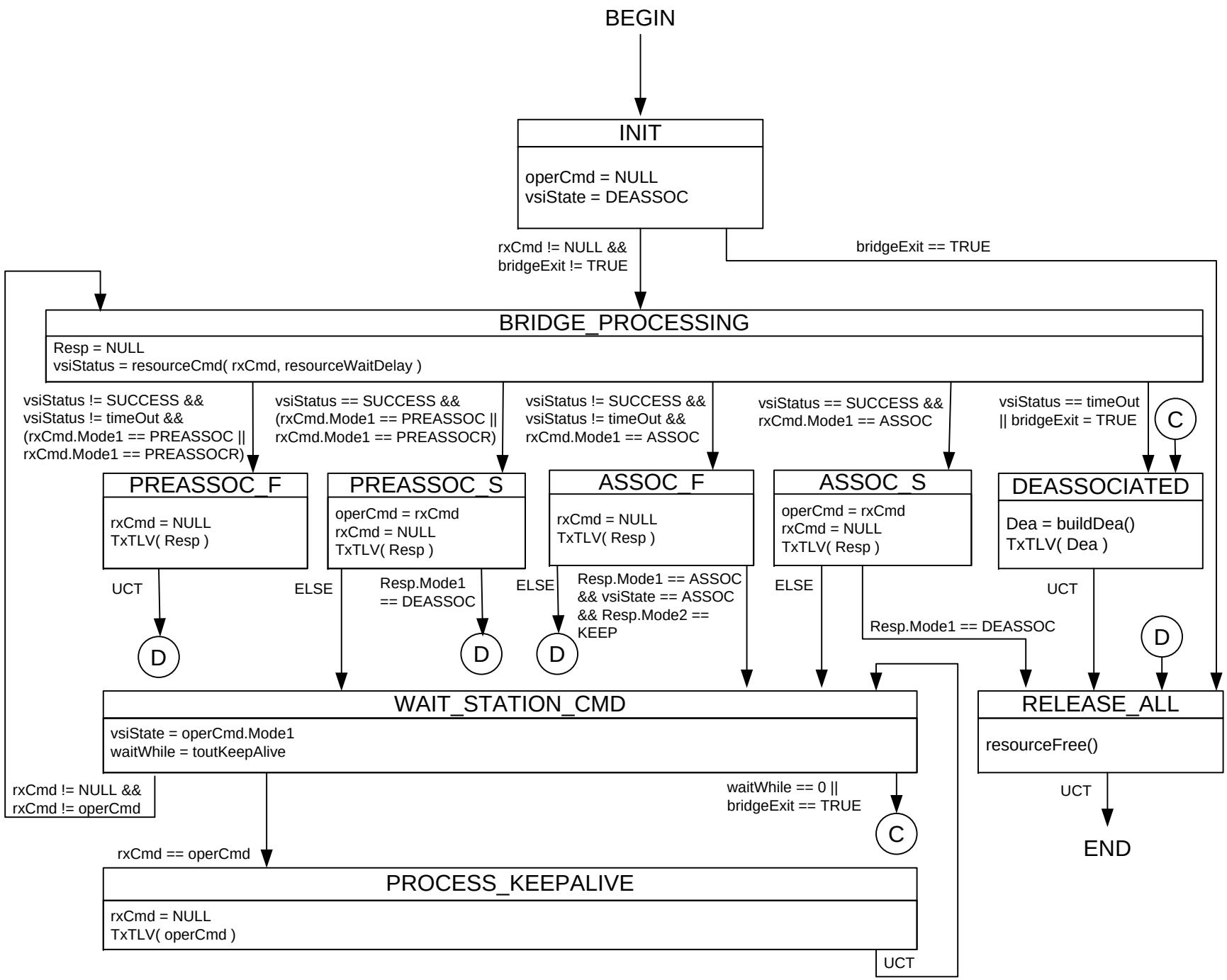

BEGIN
INIT
operCmd = NULL
vsiState = DEASSOC
newCmd == TRUE
A
TRANSMIT_DEASSOC
Dea = buildDea()
TxTLV(Dea)
waitWhile = respWaitDelay
rxResp != NULL ||
waitWhile == 0
waitWhile == 0 ||
rxResp.Mode1 == DEASSOC
|| (rxResp.ExceptMode2 ==
sysCmd.ExceptMode2
&& ELSE)
STATION_PROCESSING
rxResp = NULL
TxTLV(sysCmd)
waitWhile = respWaitDelay
rxResp == sysCmd &&
rxResp.mode1 == PREASSOC ||
rxResp.mode1 == PREASSOCR
rxResp == sysCmd &&
rxResp.mode1 == ASSOC
rxResp.ExceptMode2 ==
sysCmd.ExceptMode2
&& rxResp.Mode2 == KEEP
&& rxResp.Mode1 == ASSOC
&& vsiState == ASSOC
ASSOC_NEW
operCmd = sysCmd
UCT
PREASSOC_NEW
operCmd = sysCmd
vsiState = operCmd.Mode1
newCmd = FALSE
ASSOC_COMPLETE
vsiState = operCmd.Mode1
newCmd = FALSE
UCT
UCT
WAIT_SYS_CMD
waitWhile = reinitKeepAlive
newCmd == TRUE
rxResp.Mode1 == DEASSOC
waitWhile == 0
TRANSMIT_KEEPALIVE
rxResp = NULL
TxTLV(operCmd)
waitWhile = respWaitDelay
rxResp == operCmd
rxResp.ExceptMode2 ==
operCmd.ExceptMode2
&& rxResp.Mode1 == ASSOC
&& rxResp.Mode2 == KEEP
A
waitWhile == 0 ||
rxResp.mode1 == DEASSOC ||
(rxResp.ExceptMode2 ==
operCmd.ExceptMode2 && ELSE)

Station


BEGIN
INIT
operCmd = NULL;
vsiState = DEASSOC;
rxCmd != NULL &&
bridgeExit != TRUE
bridgeExit == TRUE
BRIDGE_PROCESSING
Resp = NULL;
resourceResult = NULL;
resourceCmd(rxCmd, resourceWaitDelay);
resourceResult == SUCCESS
resourceResult == KEEP
resourceResult == DEASSOCIATE
resourceResult == TIMEOUT
|| bridgeExit == TRUE
A
SUCCESS
operCmd = Resp;
rxCmd = NULL;
TxTLV(Resp);
KEEP
rxCmd = NULL;
TxTLV(Resp);
DEASSOC
rxCmd = NULL;
TxTLV(Resp);
DEASSOCIATED
TxTLV(buildDea());
UCT
UCT
UCT
UCT
WAIT_STATION_CMD
vsiState = operCmd.Mode1;
waitWhile = toutKeepAlive;
RELEASE_ALL
resourceFree();
rxCmd != NULL &&
rxCmd != operCmd
waitWhile == 0 ||
bridgeExit == TRUE
A
UCT
END
rxCmd == operCmd
PROCESS_KEEPALIVE
rxCmd = NULL;
TxTLV(operCmd);
UCT

Bridge



Old Bridge Statemachine