

Interop

		Implementation			
		JOLSRv2			
<b>packetbb</b>					
1)	empty packet				
	+ sequence number				
	+ empty TLV block				
	+ 1 TLV				
	+ second TLV with TLV type extension				
	TLV has value				
	set TLV extended length				
	+ empty IPv4 message				
	+ another message with orig address				
	set hop count				
	set hop limit				
	set sequence number				
	+ message Tlv block				
	+ another message with 1 message TLV				
	+ address block with 1 address				
	only mid with 0.0.0.0				
	only mid with 255.255.255.255				
	only mid with 0.0.0.1				
	only mid with 10.0.0.0				
	only mid with 10.0.0.1				
	head:mid (10.0.0.1, 10.0.0.2)				
	head:mid:tail (10.1.1.2, 10.1.1.2)				
	+ another address block with zero-tail (10.0.0.0, 11.0.0.0)				
	multi-prelen (10.0.0.5/16, 10.0.0.6/24)				

Sheet1

	+ address TLV without index				
	single index				
	multi index				
	multivalue				
	set extended length of TLV				
	+empty IPv6 message				
	set originator address				
	+ address block with 1 address				
	only mid (10::1)				
	head:mid (10::1, 10::2)				
	head:mid:tail (10::2, 10::11:2)				
	+ address block with zero-tail (10::, 11::)				
	multi-prelen (10::5/64, 10::6/48)				
	combine IPv4 and Ipv6 message, send it over Ipv6 datagram				
	send it over Ipv4 datagram packet				
	Does the implementation allow for only partial parsing (packet header + msg header)? No real test here.. just ask people				
2)	corrupt message handling (random transmission error of 5% probability)				

**NHDP**

3)	30 neighbors, each 30 two-hop-neighbors (using the emulator, all of the neighbors selected the node to be tested as MPR)				
4)	260 neighbors (address block overflow test)				
2)	corrupt message handling (random transmission error, same as with packetbb standalone)				
5)	corrupt message handling (wrong semantics, i.e. missing TLVs)				

Sheet1

6)	message interval test (is HELLO_INTERVAL / HELLO_MIN_INTERVAL correctly implemented?)				
	message interval / parameter changes (can the implementation change these parameters while running? No real test here, just ask implementor)				
7)	hop limit/count test (are messages discarded that have a hoplimit of 0...)				
	address/ interface addition/removal (can the implementation do this while running? Test can be to add eth0 (to existing wlan0) and to see whether it receives messages not destined to it but rather to wlan0)				
	sequence number wraparound (0 > 65535)				
	link quality (no test here, just ask implementor)				
8)	HELLO message with multiple interfaces				

**OLSRv2**

9)	willingness / MPR selector test (is MPR selecting done correctly with WILL_ALWAYS, WILL_NEVER nodes?)				
10)	INCOMPLETE TC testing				
11)	ANSN wrap around is ANSN wrapped around correctly?)				
12)	message interval test (same as for NHDP, but with TC)				
13)	routing set calculation for small topology (maybe 20 nodes)				
	routing set calculation for big topology (> 100 nodes)				