









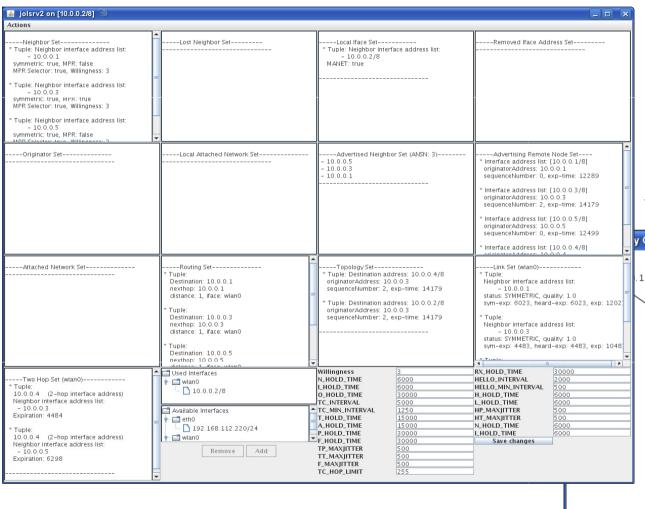
Overview

- jOLSRv2 is a Java implementation of the MANET routing protocol OLSRv2 based on:
 - draft-ietf-manet-packetbb-13
 - draft-ietf-manet-nhdp-07
 - draft-ietf-manet-olsrv2-08alpha
- Independent Java Projects:
 - platform independent
 - libraries, easy API, extensible
 - complete JavaDoc documentation
- RMIServer and corresponding graphical client

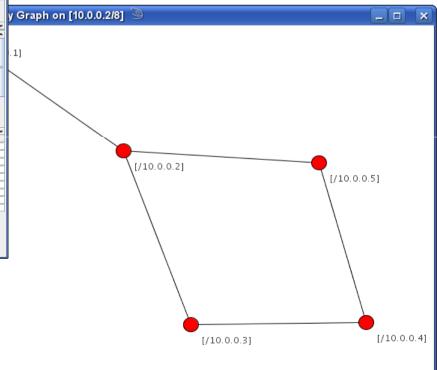




Example of the graphical client



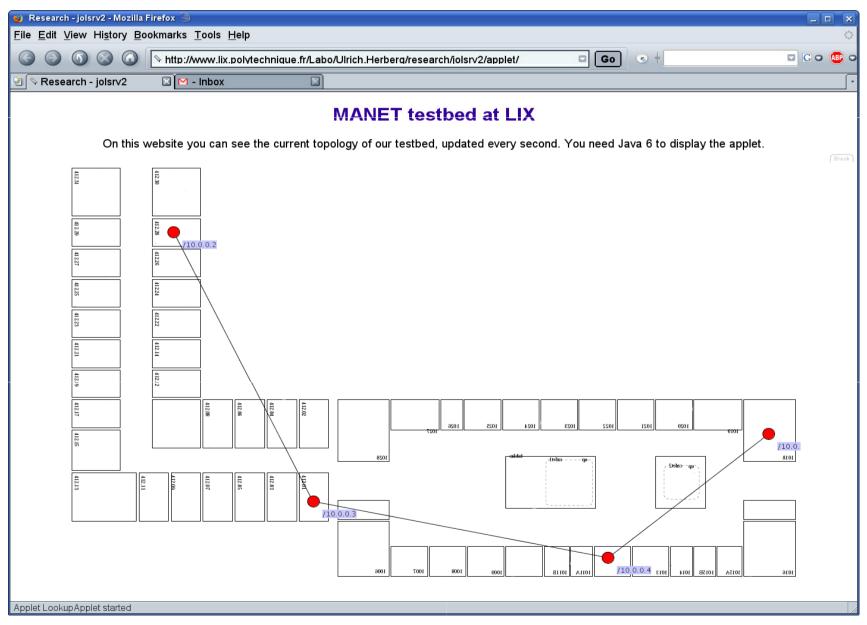
- remote connection to OLSR server via RMI (over TCP)
- display of all sets
- add/remove interfaces and addresses, change parameters
- map of the topology from the point of view of the node connected to







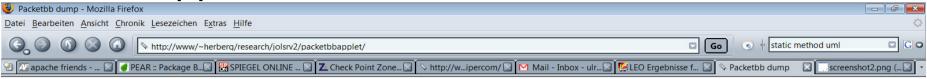
TopologyApplet







Packetbb Applet



Packetbb-13alpha12 test dump

On this website you can parse hex dumps to packetbb packets. You can download an example file here. You need Java 5 or 6 to display the applet and you have to trust the signed applet, otherwise you cannot load dump files from local files. You still can manually enter dumps in the left text area. The parser adheres to the draft-ietf-manet-packetbb-13 version.

See this page if you want to create a packet via a GUI











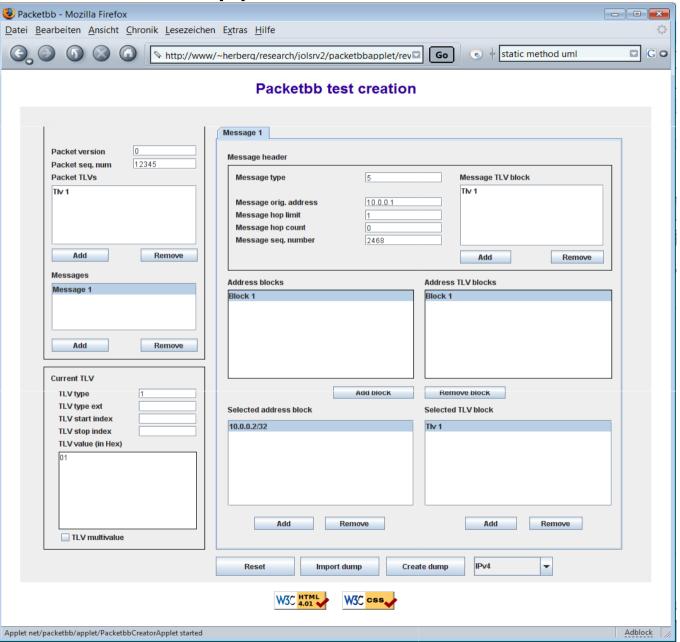
Packetbb Applet

- It takes hex dumps of packetbb packets and displays a humanreadable output
- Enables for easy interoperability and correctness tests of packetbb implementations
- Tested with Chris Dearlove's packetbb-11 implementation





Packetbb Creator Applet







Packetbb Creator Applet

- This applet allows for creating a packetbb packet including messages, TLVs, etc. by a simple GUI
- Outputs a hex dump of the packet





jOLSRv2-on-NS2

- NS2 is a discrete-event network simulator allowing for MANET simulations
- It is written in C++ and OTCL
- Problem: jOLSRv2 is written in JAVA
- Solution: Wrapper library called AgentJ
 - http://cs.itd.nrl.navy.mil/work/agentj/index.php