

ABSTRACT**METHOD FOR TRANSMITTING MULTIMEDIA DATA IN AD HOC
COMMUNICATION NETWORKS**

Method for transmitting multimedia data in an ad hoc network comprising at least the following steps

The packet is received on the radio interface, and if the node is not its destination, is copied into a local buffer Q while awaiting the verification of the packet, the packet is also uploaded to the top layers for on the one hand verification of its possible corruption and on the other hand optional storage in a local stack P of long duration with additional information about the data fragment.

In the case where the transmission on the last hop before the current node has corrupted the packet, it is verified that the headers are intact so as to be able to route the packet appropriately, after having verified whether the stack P is present and whether it contains an intact version of the packet, in which case it is the intact payload which will be substituted for the erroneous payload in the buffer Q. If the stack P is not present or does not contain the packet, then the method will nevertheless propagate the packet when only the payload has been corrupted since a robust multimedia decoder might be able to use this packet correctly.

Figure 5A to be published



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