

A B S T R A C T

A METHOD OF HANDLING COLLISIONS IN A SYSTEM FOR
INTERCHANGING DATA WITHOUT CONTACT

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The method handles collisions in a data interchange system between portable objects or "badges" and at least one data transceiver terminal suitable for co-operating with a plurality of badges that are simultaneously present in the field of action of the terminal. The method comprises the following successive steps:

10 a) the terminal transmits, to said plurality of badges, general call messages, each including a collision probability modulation parameter;

15 b) each badge conditionally transmits, to the terminal, a general call response message with a probability of less than 100% as a function of the collision probability modulation parameter, each general call response message containing an identifier specific to the badge;

20 c) on the terminal receiving a general call response message, and in the absence of any collision between said message and a message transmitted by another badge, a specific data communication link is established between the terminal and the badge and data interchange is continued, returning to step a) for a new iteration; and

25 d) otherwise, the method returns to step a) for a new iteration, optionally modifying the dynamic range of the probability modulation parameter.

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Translation of the title and the abstract as they were when originally filed by the Applicant.

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