

OsmoBTS - Feature #1576

consider using hLayer2 as a pointer storage

02/23/2016 03:38 PM - laforge

Status:	New	Start date:	02/23/2016
Priority:	Low	Due date:	
Assignee:	Osmocom Developers	% Done:	0%
Category:	osmo-bts-sysmo		
Target version:			
Spec Reference:			
Description			
This would speed up the llif_hLayer_to_lchan lookup. Not sure if it's worth the extra risk.			
Related issues:			
Related to OsmoBTS - Feature #1755: osmo-bts-sysmo L1: unify hLayer3 handling		New	06/16/2016

History

#1 - 06/13/2016 01:17 PM - laforge

- Assignee changed from laforge to neels

#2 - 06/22/2016 10:22 PM - laforge

this is probably obsolete as we now use hLayer3?

#3 - 07/11/2016 02:06 PM - neels

There seems to be a bit of a mix-up.

For example, in osmo-bts-sysmo/oim.c, this:

```
struct gsm_lchan *
llif_hLayer_to_lchan(struct gsm_bts_trx *trx, uint32_t hLayer2)
```

is always called with an hLayer3 argument instead, e.g.:

```
lchan = llif_hLayer_to_lchan(trx, cc->hLayer3);
```

However, this is not related to the addition of hLayer3 in <https://gerrit.osmocom.org/264> and we should take another look at how much of this is going on in parallel (see [#1755](#)).

This issue mentions efficiency ("speed up"), which so far has not been part of my considerations.

My conclusion is that we would need to spend some time to look at and discuss this before rejecting this issue.

#4 - 07/11/2016 02:06 PM - neels

- Related to Feature #1755: osmo-bts-sysmo L1: unify hLayer3 handling added

#5 - 08/30/2016 12:07 PM - neels

- Related to Feature #1712: 3G Voice added

#6 - 08/30/2016 12:08 PM - neels

- Related to deleted (Feature #1712: 3G Voice)

#7 - 02/02/2017 04:11 PM - neels

- Assignee changed from neels to Osmocom Developers