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Subject: : Amigabounty

Topic: : wireless networking

wireless networking

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A topic on aw.net has me posting about this here. I'd suggested a bounty for a wireless networking framework a while back, and as people are talking about this elsewhere, I think it would be nice to see some discussion (same for all those other idle bounty proposals) to work on improving the proposal itself.

As wireless networking isn't a small thing, and this isn't going to be just porting something, this will need design work, some redefinition of Sana-II networking API for Amiga, GUI thought for user interface in scanning for and selecting access points for connection/disconnection, we need advice on a decent encryption API so we can more easily add in new encryption methods via libraries or plugins or whatever, and other features that may not be in B/G/N at home so we can add WiMax, Radius, etc. whenever we are able to do such things.

Would this need any work in the host TCP stack as well, such as Roadshow, or can a wireless framework live cleanly (without hacks) outside of that? (and thus be compatible with Miami and others as well).

What would a robust and open encryption plugin/librari API look like, so that we could have separate plugins/libraries for WEP, WPA, WPA2 (if separate from WPA1), others that I don't know to name here, and hopefully any future encryption methods that come later?

What other features need APIs? Radius? If not now, how do we make something open to enhancements like that later on in clean ways?

Anyone know anything about cell phone network stuff co comment on how that may fit into things, for uses such as cell phone tethering, cellular networking cards, SIM card data involved, etc.

What else can anyone think of?

I'd like to see some technical discussion rather than "great idea, me too" stuff.