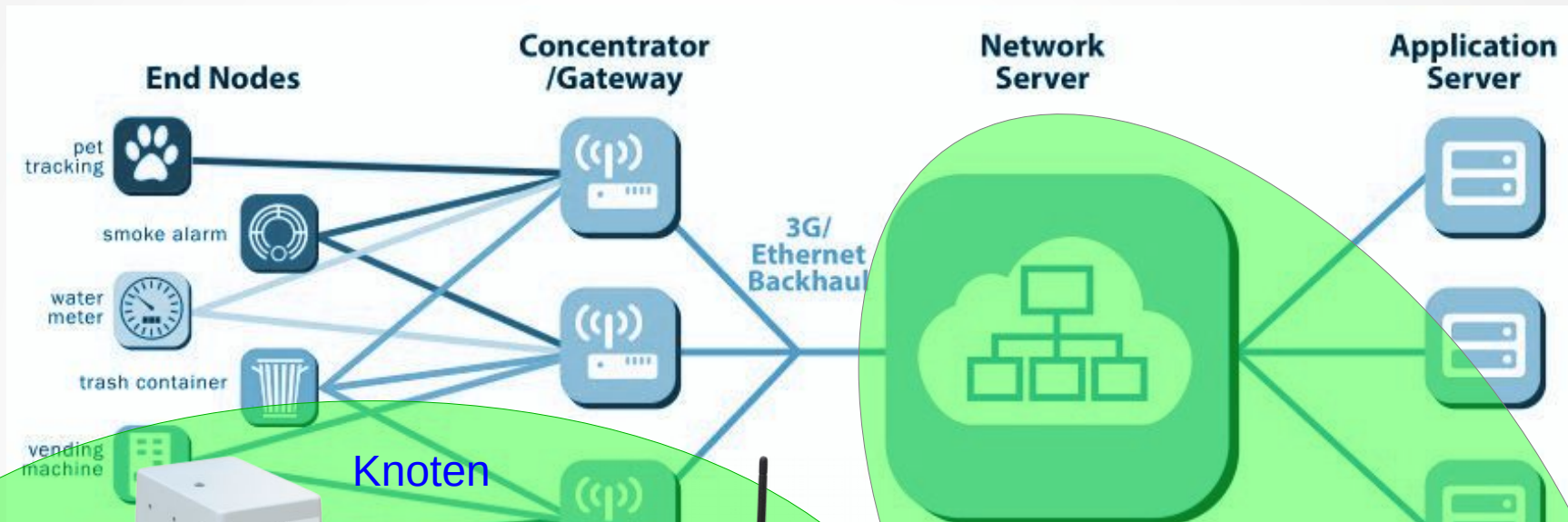


Ihre Idee



Knoten

Netzwerklösungen



Gateway In/Outdoor

```

// ** CAN Message aus Buffer lesen **
unsigned char can_send_msg(can_Message *msg)
{
    unsigned char can_write_ok;

    //Objekt frei zum senden?
    can_write_ok = 1;
    CANPULSE = myTsMessageObject << 4;
    if(myTsMessageObject < 8)
    {
        if(CANREQ & (0x01 << myTsMessageObject))
        {
            can_write_ok = 0;
        }
        else
    }
}
    
```



Applikationen



Eigene Entwicklung