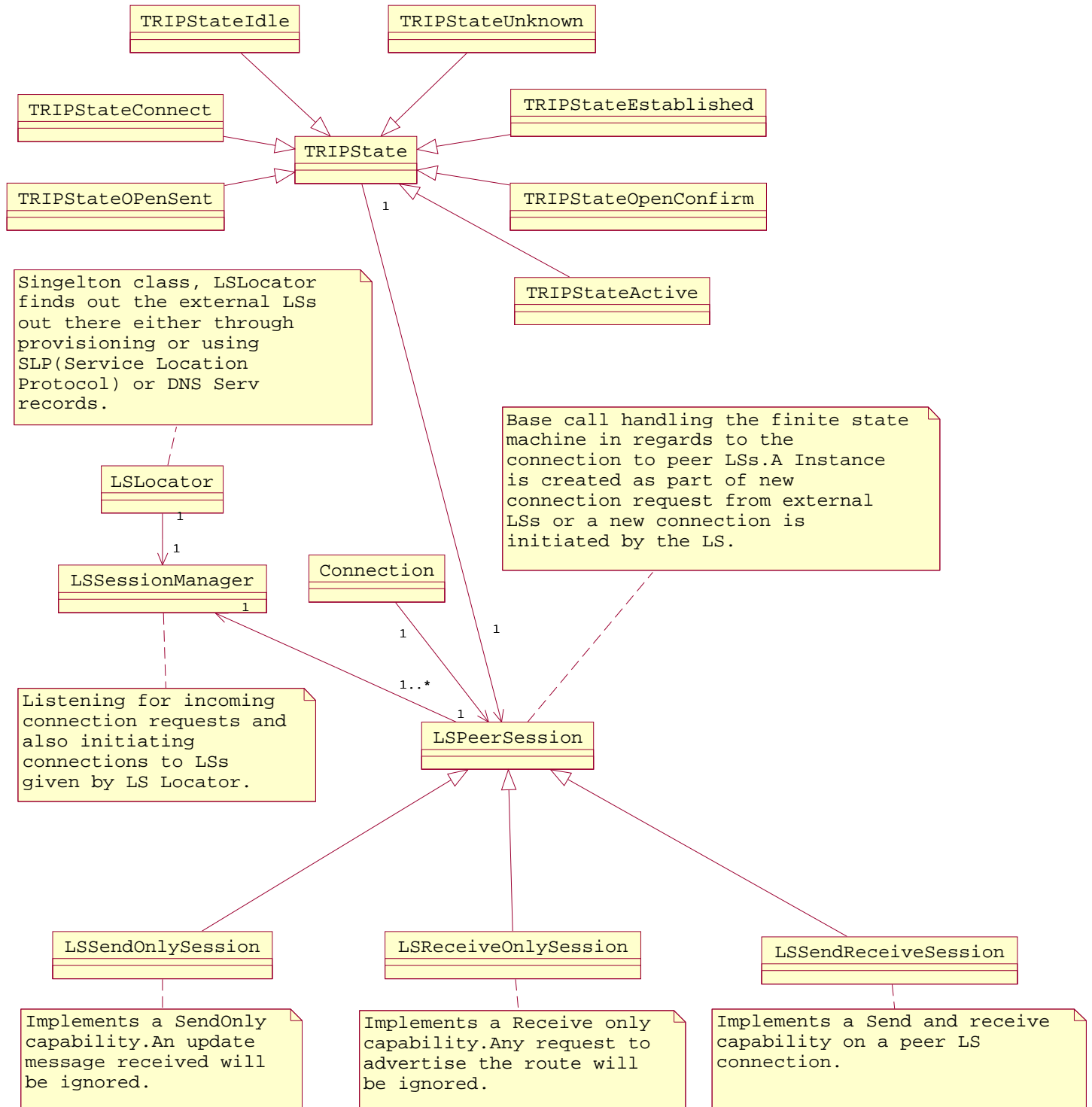
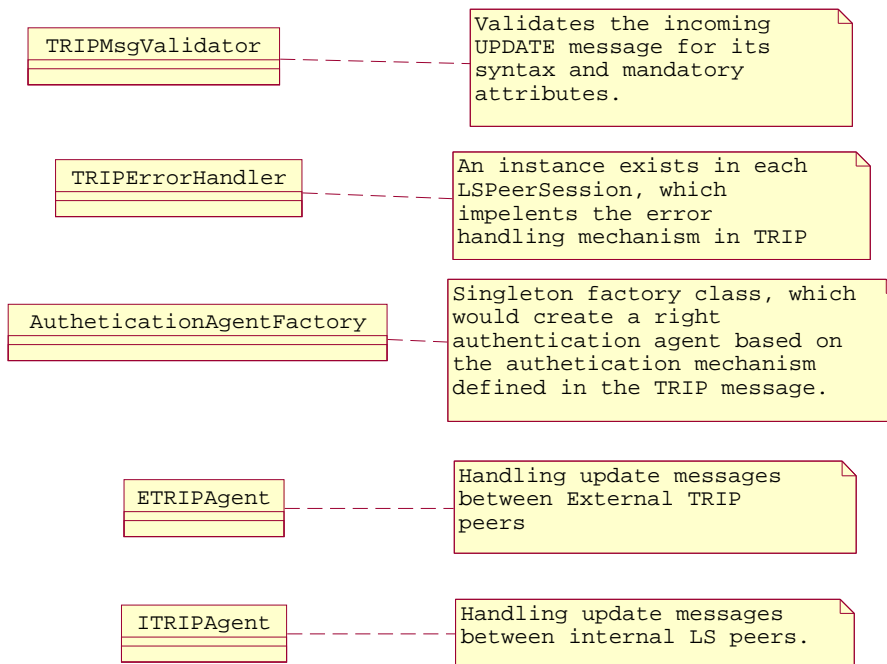


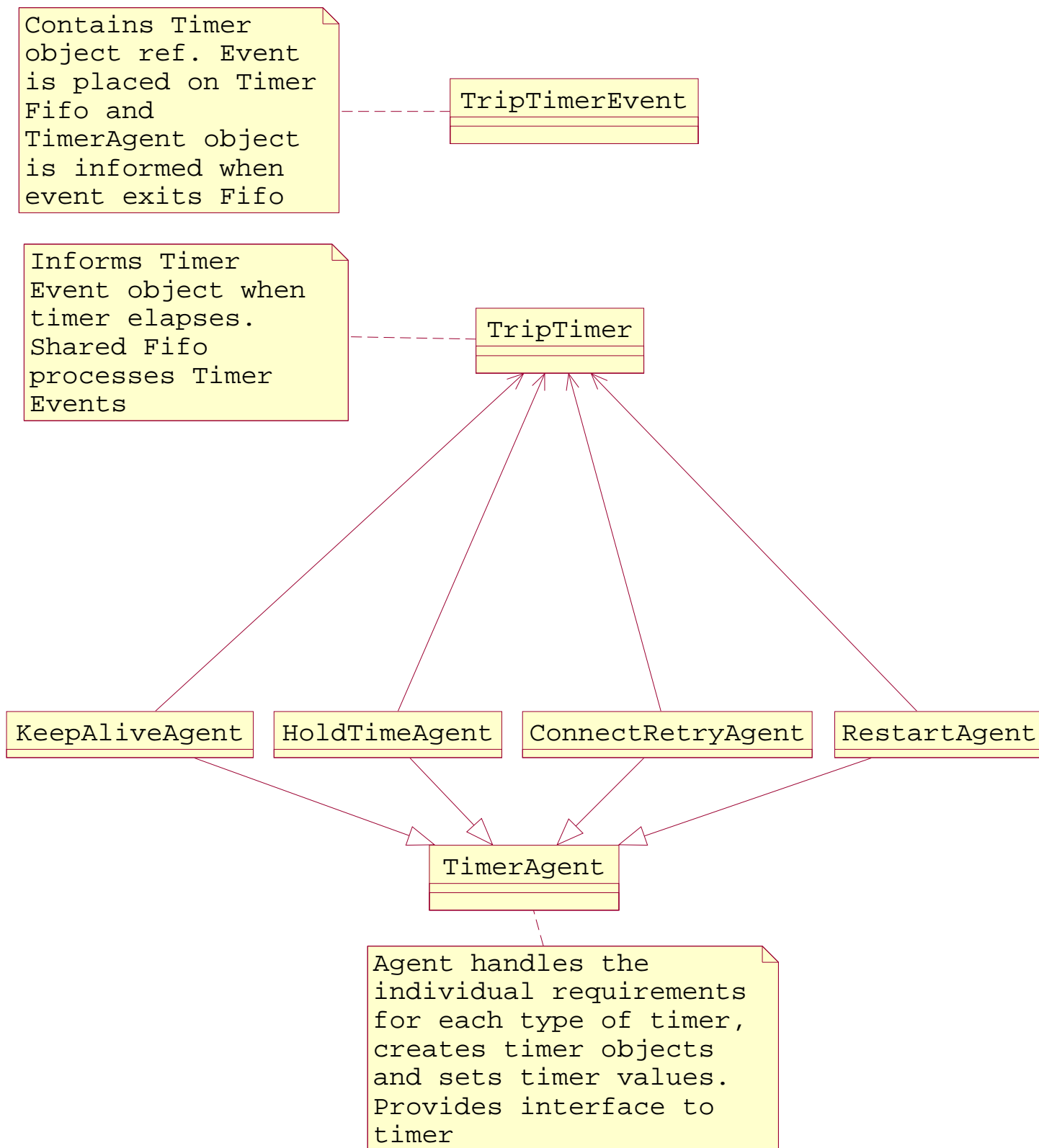
TRIP core - Implements the TRIP message format, encoding and decoding of TRIP messages.

LSFunctions - PartI - TRIP Finite State Machine.  
Work in progress





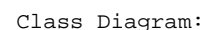
LSFunctions- Part II - Set of objects implementing  
LSPeer sessions, interface to the Decision Proxy,  
Msg Validation and Error Handling.



TRIPRouteInterface

Singleton class which interfaces with the route database to provide route information.

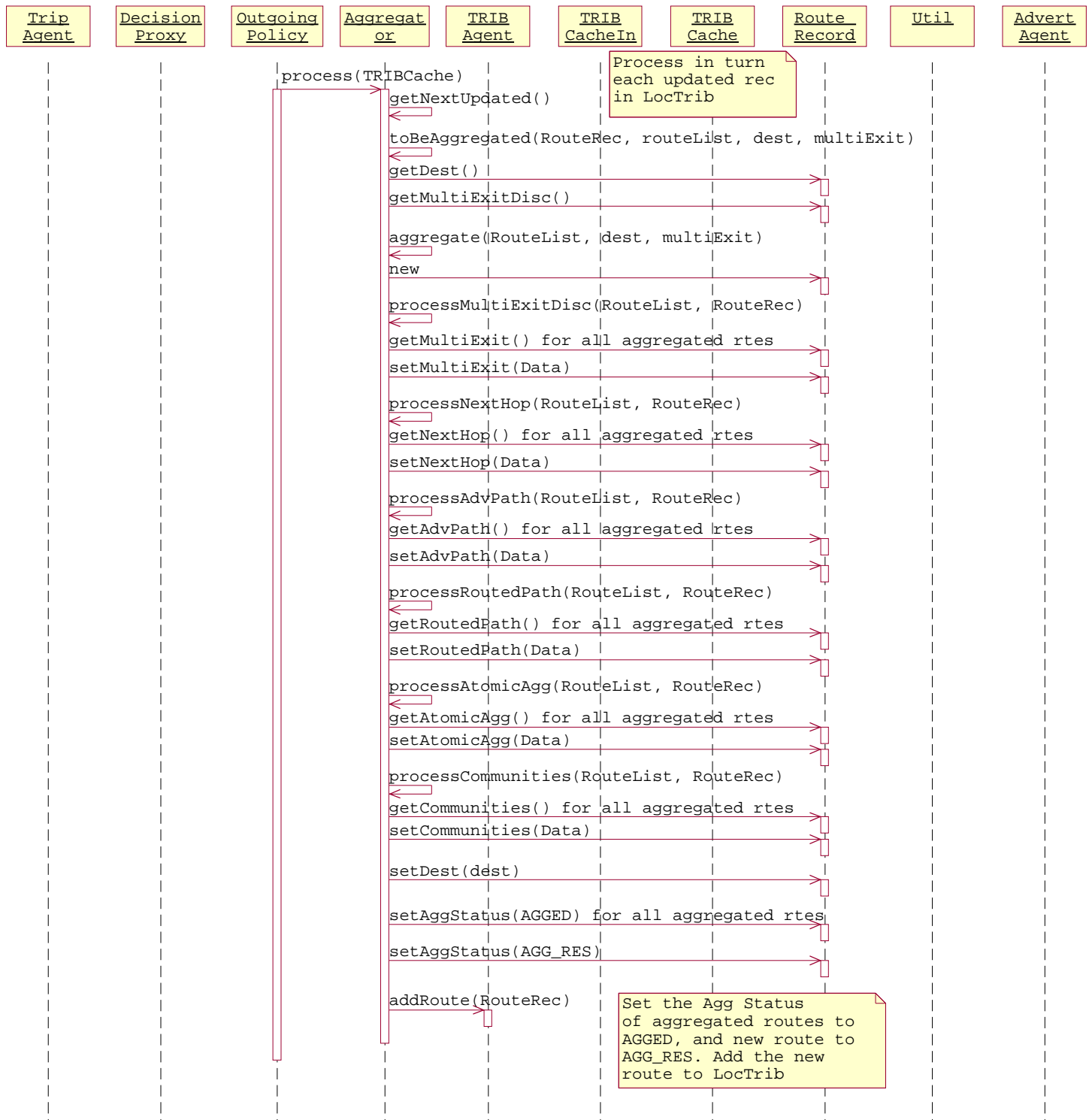
API used by proxies to get the route information. It also uses to register/notification mechanism to notify proxies if route information changes. (Only with file-based route database as proxies may cache the route information). With other databases the API would talk to the route database directory to query the route information in real-time and so don't have to support register/notification.



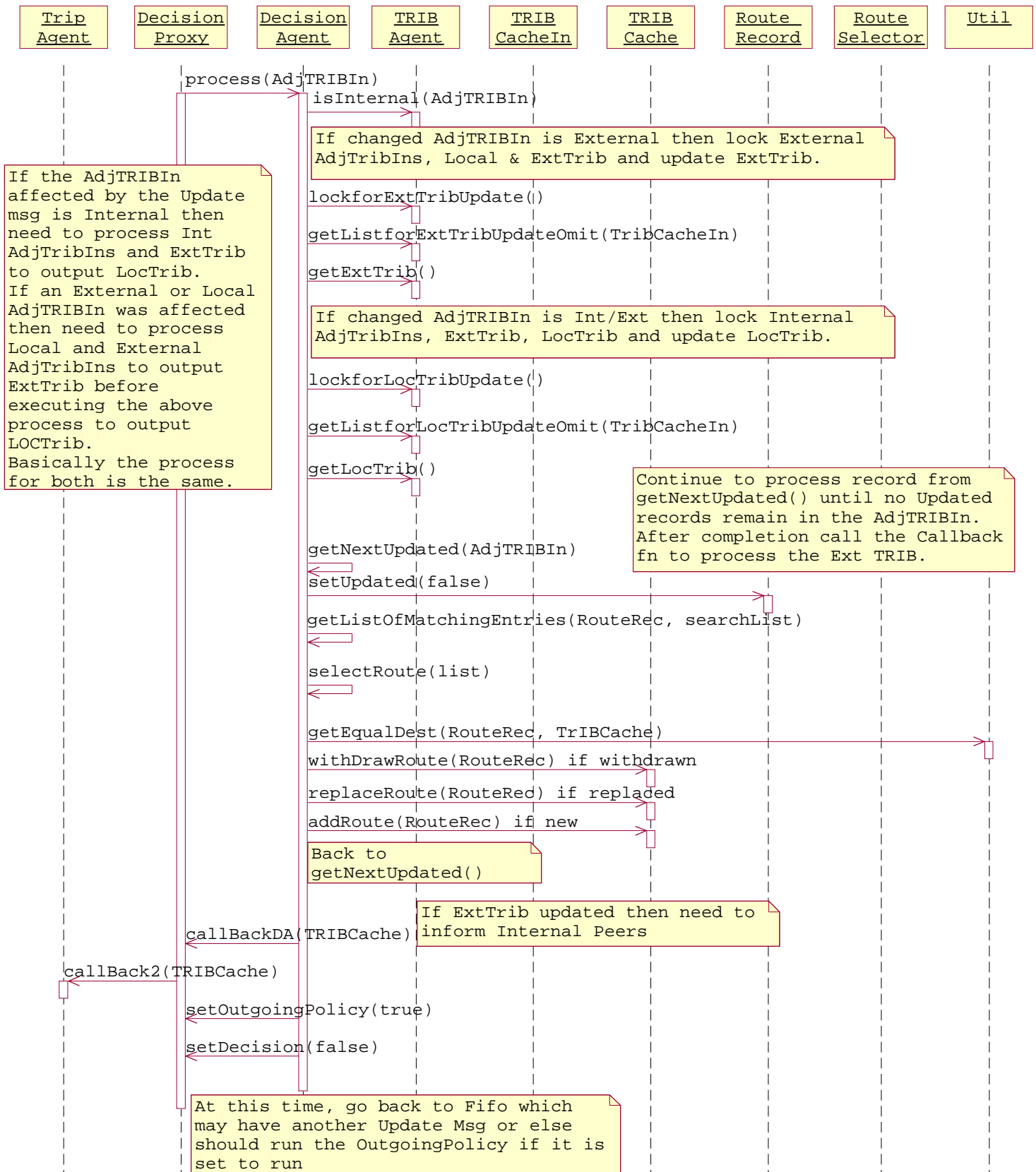
TRIPRouteInterface

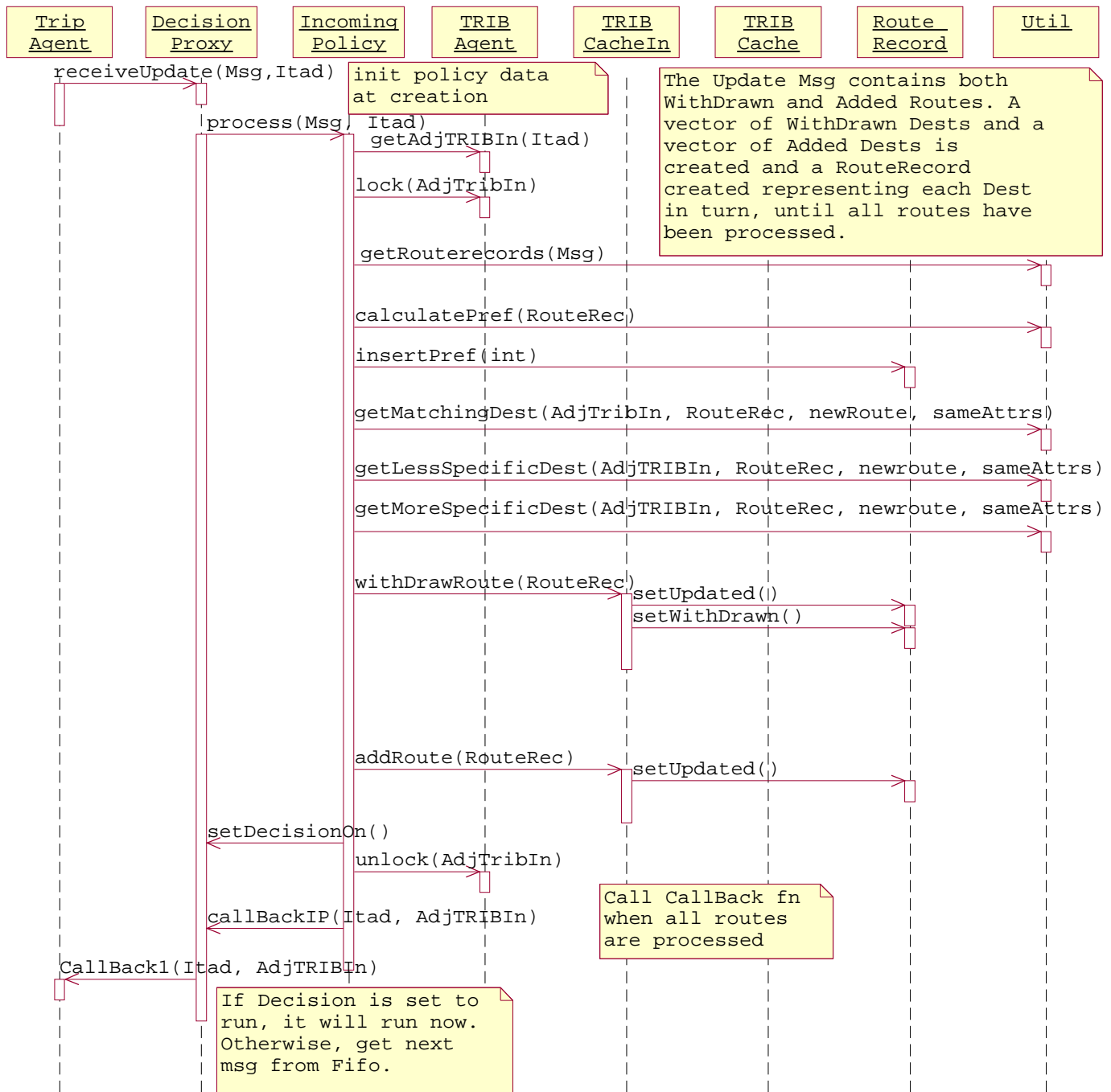
Singleton class which interfaces with the route database to provide route information.

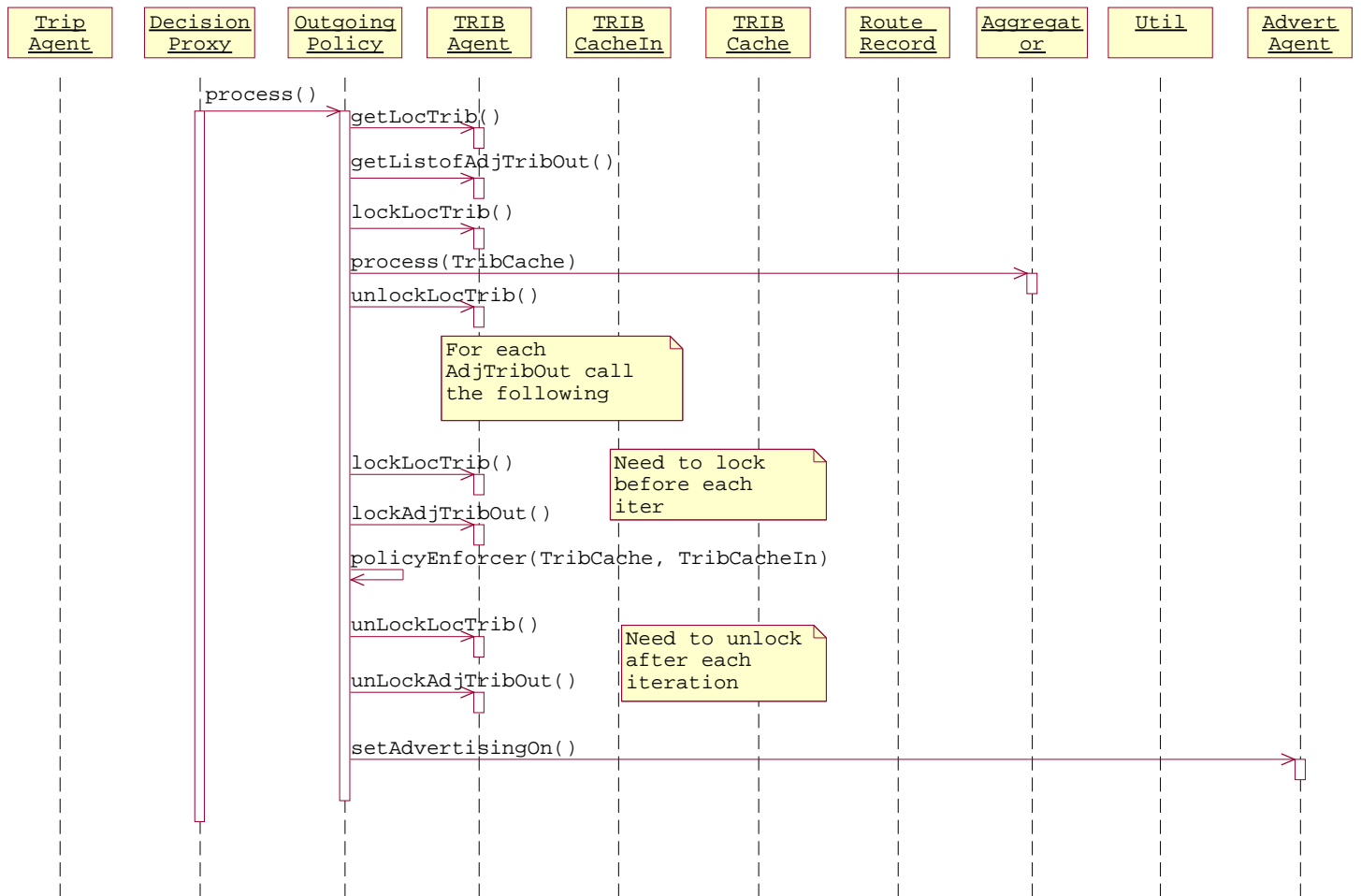
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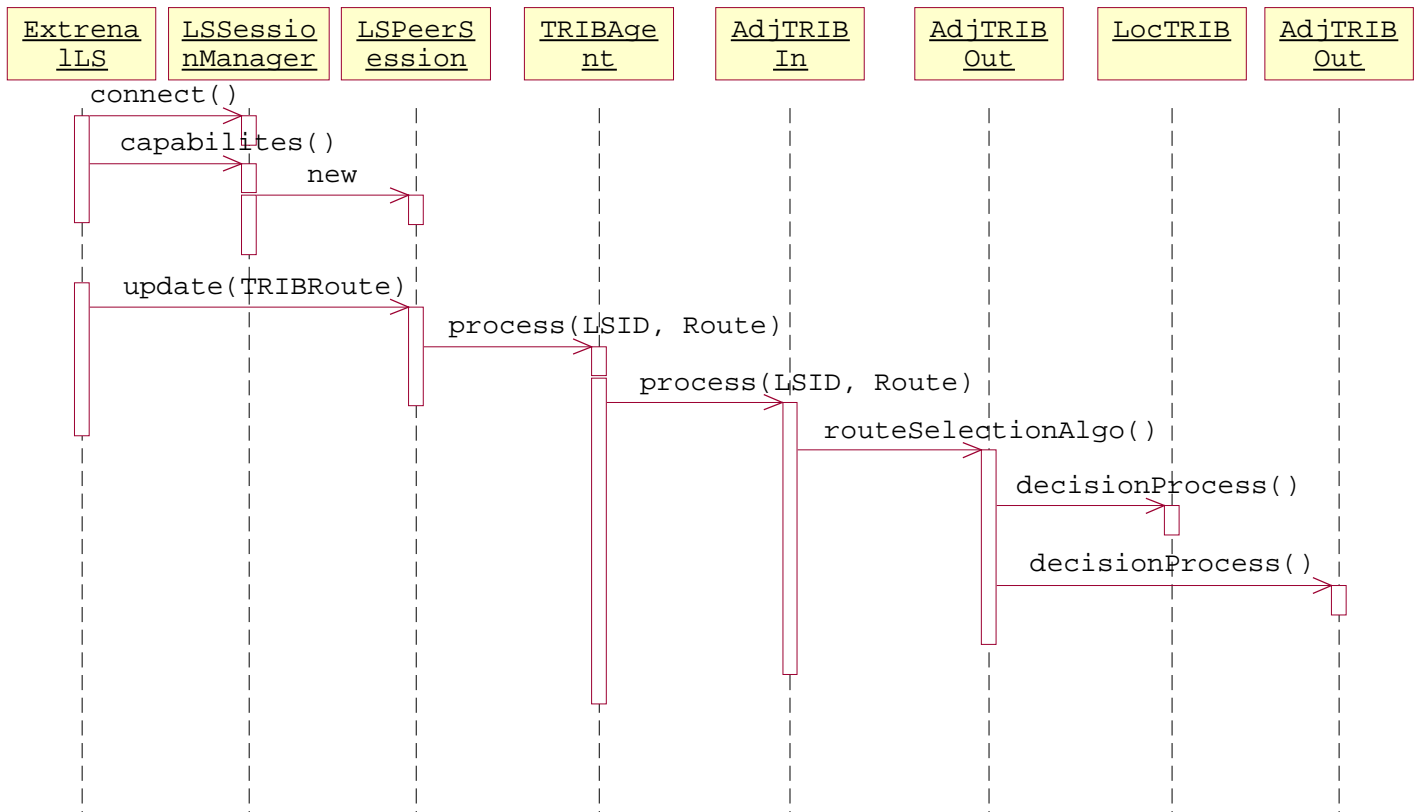


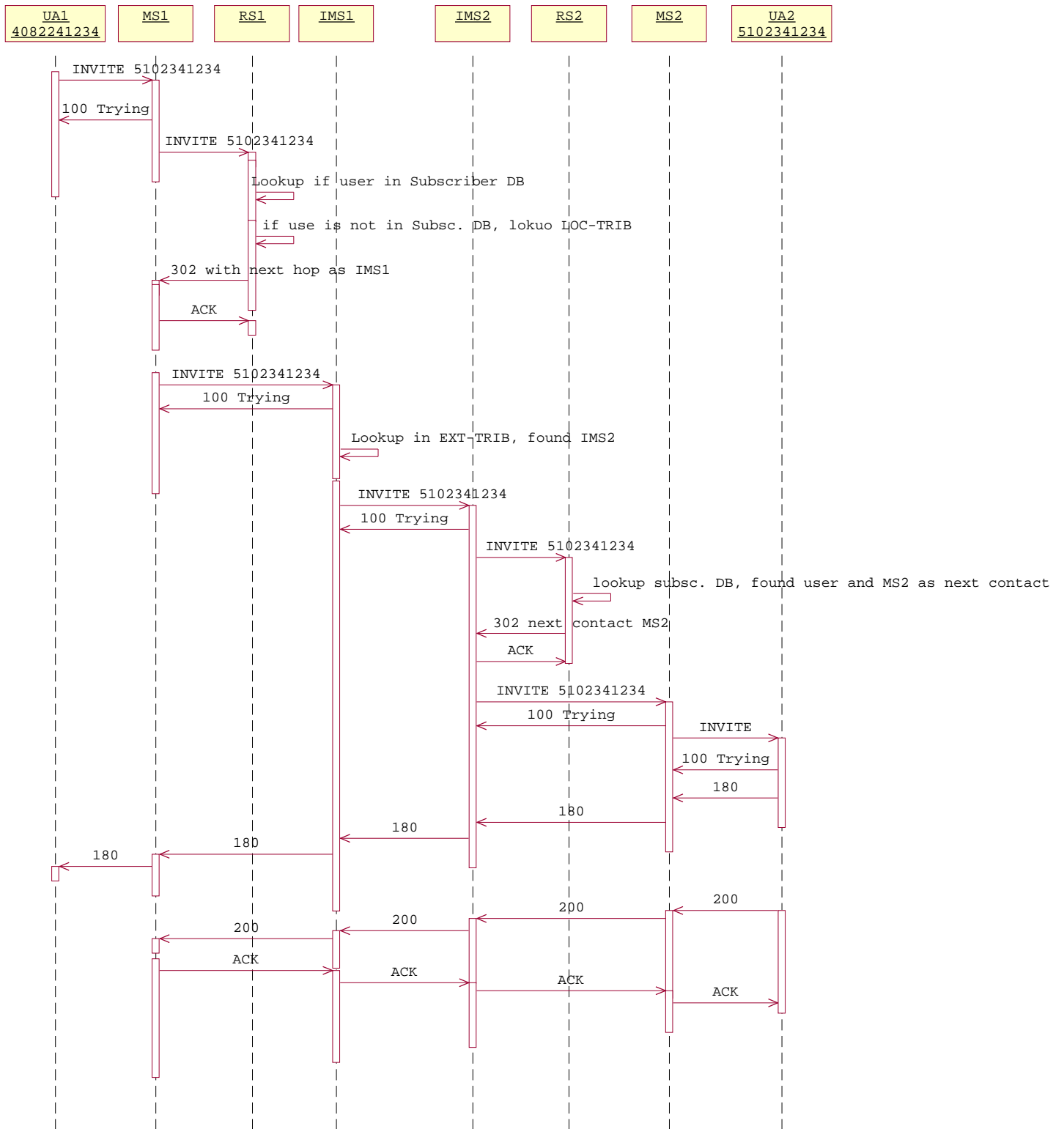


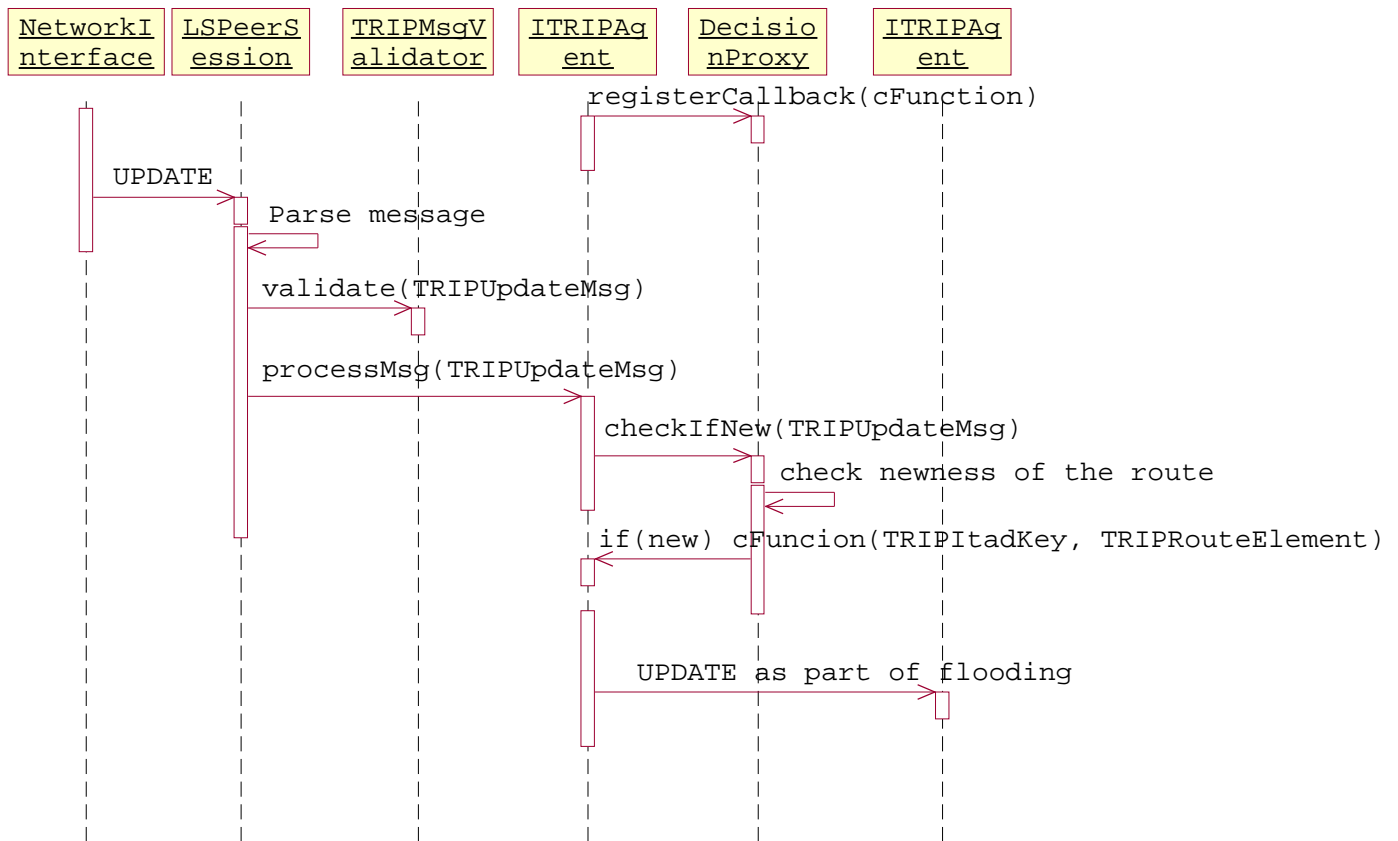




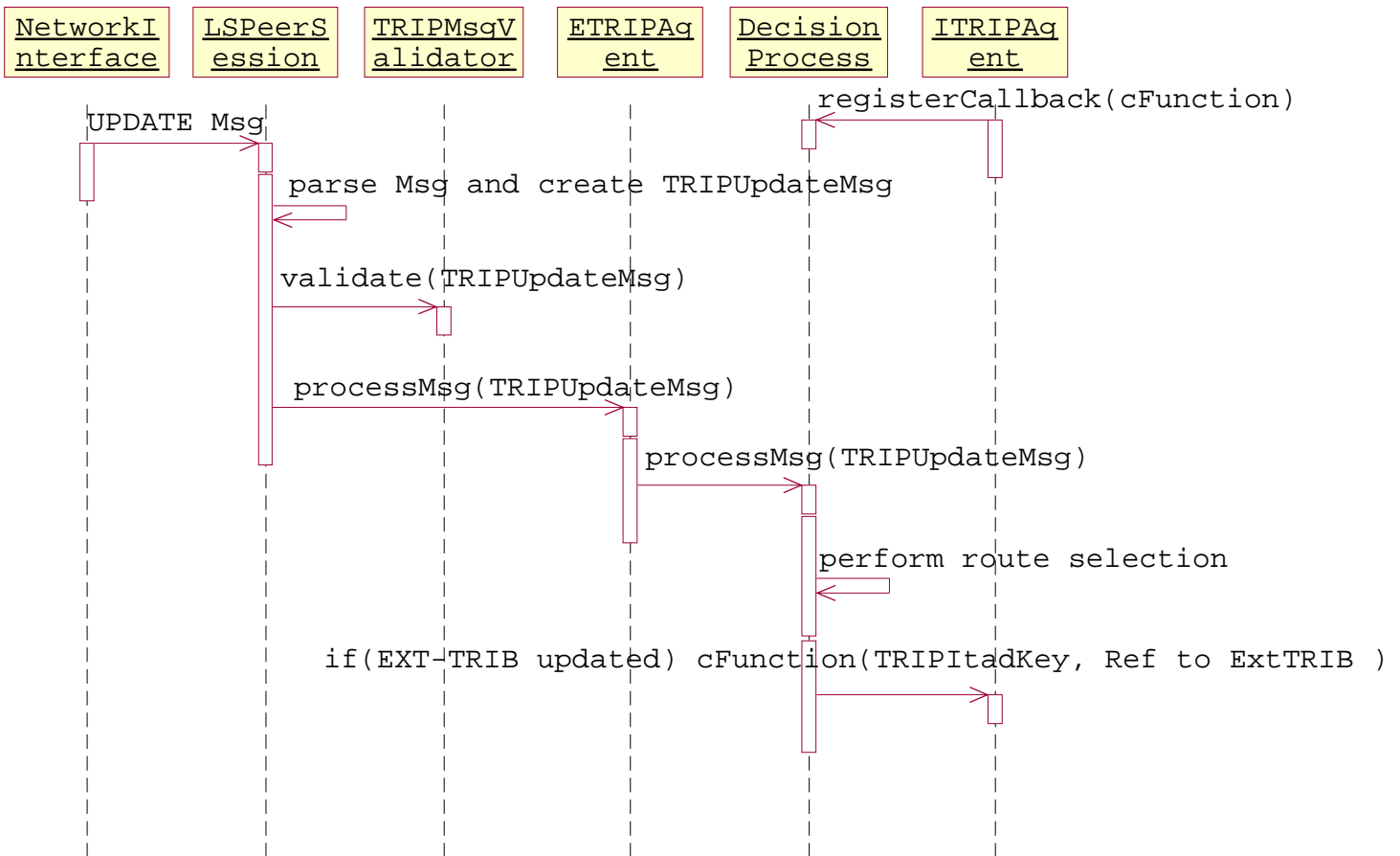




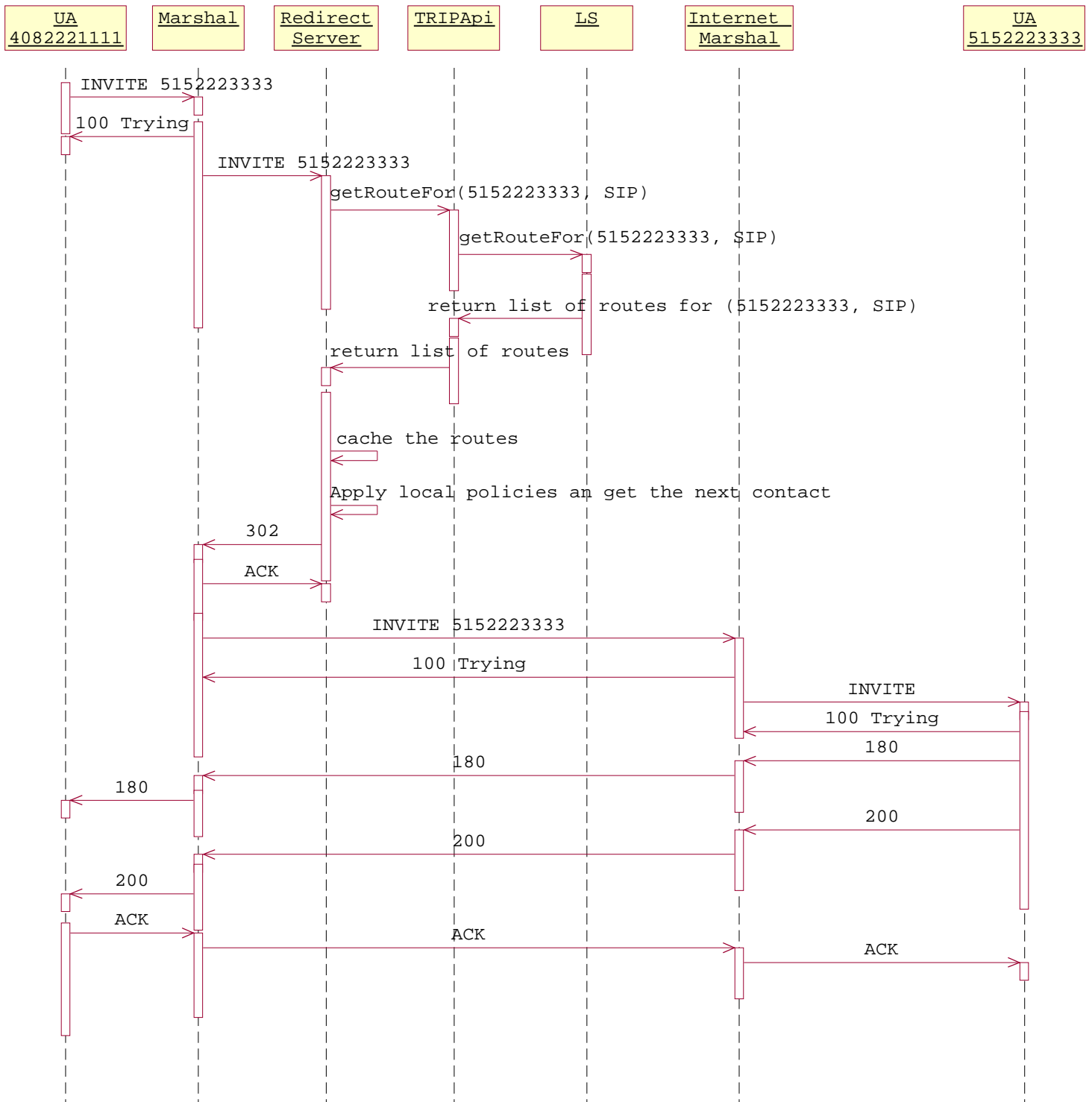




Interaction diagram for an Update message arrives from an Internal LS, processes and put into a TRIB.



Sequence diagram for an Update message received from an external peer, processed and put into TRIB



Sequence diagram for a call from UA, which uses RS and LSApi to get the nexthop from the TRIB Database.