

Lightning talk 3 (technical challenge discussion) and Contingency Plan group assignments due on April 5.

Make sure website is up to date with design docs, status reports, etc. This will be important for evaluations and IRP.

Rpi-clone – make a bootable clone of currently-mounted disk (not just a backup)  
([github.com/billw2/rpi-clone](https://github.com/billw2/rpi-clone))

→ Uses rsync so you don't have to copy tons of files. Really Nice!!! Also handles different-sized cards nicely

We may want to do this instead of using etckeeper, because using Git with /etc is hard anyway. but Dr. Daniels endorses etckeeper as well. Something to consider.

Ryan – might be able to use both. May want to copy configurations of /etc between them.

We have 3 Pis with accessories, a camera case, but the camera has not arrived yet.

We need to talk about Pi sharing. One person will need one for web development, someone else will need at least 2 for networking.

Dr. Daniels has a story: Put a bunch of computers in one box (multi-million dollar project). A bus was supposed to connect them, but it maxes out at 64 Kbps. Crap. But, it was possible to jam ethernet interfaces and poke enough coax into the box to connect the computers to get a 10-Mbps ethernet connection.

Bluetooth LE has been a problem.

We need to get moving with prototyping. The video bandwidth question is the one that scares Dr. D the most. We should probably use this for our Lightning Talk 3.

Also – interference. One packet collides with another. That may not be an issue, depending on how low-level we get.

Dr. D leaves meeting

Use a Spring Boot app to provide microservices to handle incoming data and serve it to the web app.

For Lightning Talk 3 – Use the interface between a socket program and the backend (Spring Boot) of the web app, or syncing nodes to the network.

Also, Grayson decided that we would have a button to pair each node with the network master node.

Ross – look into attaching a button (for pairing) to the nodes for pairing. This could help with multiple network conflicts

If you hold the button for 5 seconds – looks for mesh networks to connect to. Popup comes up on UI to confirm connecting to node. If declined, the node will ask the next network available. Maybe this is complicated..