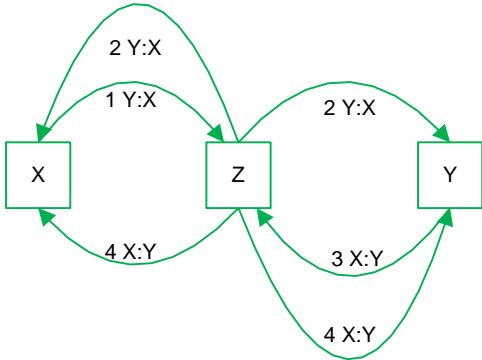
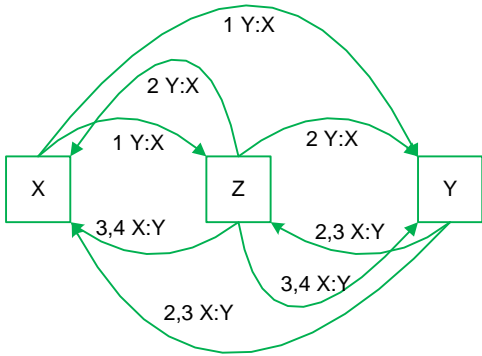


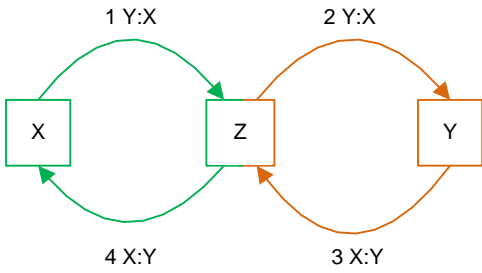
Case 1: Two nodes, RX=TX



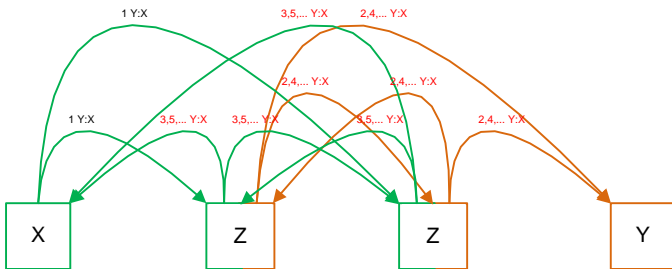
Case 2a: Two nodes with a repeater,  
RX=TX  
Nodes Cannot Hear One Another  
No Collisions



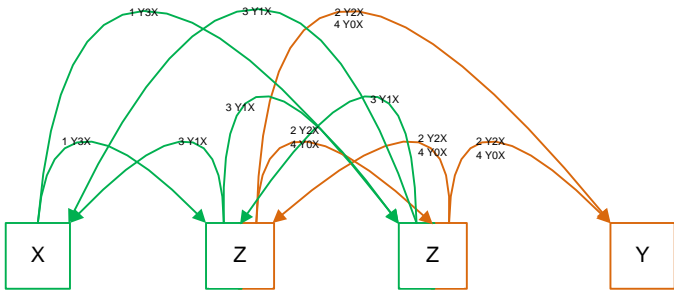
Case 2b: Two nodes with a repeater,  
RX=TX  
Nodes Can Hear One Another  
Collisions on Y2, Z3, X3



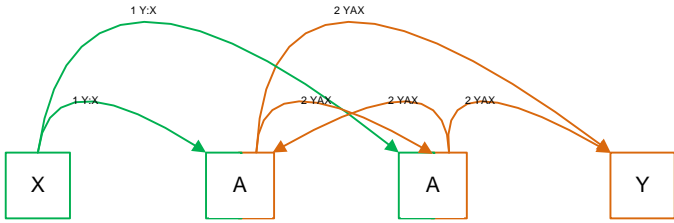
Case 3: Two nodes with a cross  
channel repeater, RX=TX, Two  
Channels



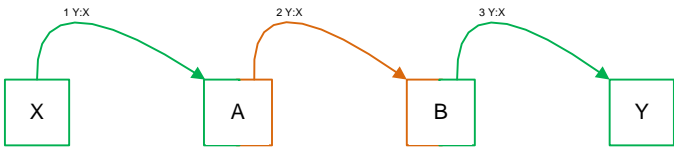
Case 4: Two nodes with two cross  
channel repeaters, RX=TX, Two  
Channels



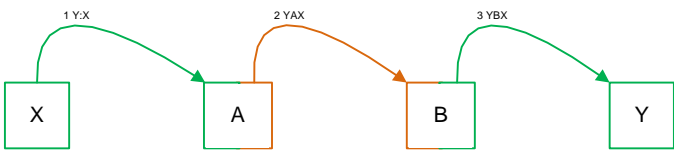
Case 4b: Two nodes with two cross channel repeaters, RX=TX, Two Channels. Limit 3 hops.



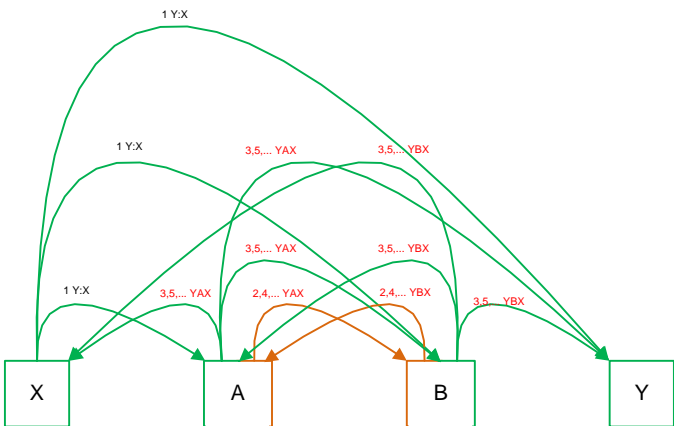
Case 4b: Two nodes with two cross channel repeaters, RX=TX, Two Channels. Repeated Network ID. (Never repeat own marked network)



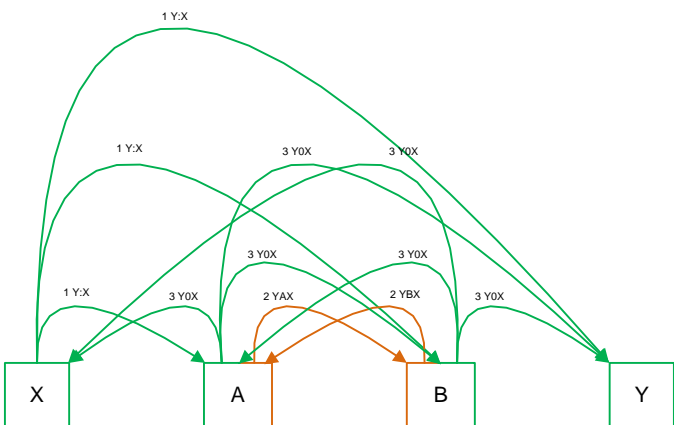
Case 5a: Two nodes with two cross channel translators, RX=TX, Same Channel  
Green out of range



Case 5b: Two nodes with two cross channel translators, RX=TX, Same Channel. Repeated Network ID  
Green out of range



Case 5c: Two nodes with two cross channel translators, RX=TX, Same Channel. Repeated Network ID  
Green not out of range



Case 5d: Two nodes with two cross channel translators, RX=TX, Same Channel. Repeated Network ID Once  
Green not out of range

