

```

1  // *** Sende Daten über AX25 Socket ***
2  void ax25_send_data(uint8_t* send_data,int data_len,int wait_time)
3  {
4      uint8_t* payload;
5      payload=(uint8_t*) malloc(data_len);           // Anpassung an
6      geforderten Speicherbedarf
7      int i;
8      for(i=0;i<data_len;i++)                       // Laden der Daten in
9      Payload
10     {
11         payload[i]=*(send_data+i);
12         printf("%d ",*(send_data+i));
13     }
14     printf("\n");
15     printf("AX25: Sende Daten... \n");
16     sendto(ax25_Socket, payload, data_len, 0, (struct sockaddr *)&dest, dlen); //
17     Senden der Rohdaten als Bitmuster
18     usleep(wait_time);
19     printf("AX25: Daten gesendet \n");
20     free(payload);
21 }

```