

Loss-of-comms questions for every vehicle vendor

Your access points decide how long a drop lasts; the vehicle decides what the drop costs.

Send these for every vehicle type

1. On losing the fleet manager, does it continue, stop at the next decision point, stop, or power down?
2. Does that change while loaded, docking, at a door or lift, or inside an enclosed area?
3. List every timer: its default, its range, and who can change it.
4. How far can it travel on the route it already holds, and who sets that distance?
5. Does any stop, interlock, or safety data reach it over Wi-Fi? With what timeout?
6. Which stop does it use on loss of comms? Is it the same one it uses for an obstacle?
7. How does the fleet detect the loss, how long does that take, and what holds its path meanwhile?
8. Does it run its own Wi-Fi watchdog or forced reconnect? Can a fault elsewhere trigger it?
9. When the link returns, does it resume, or need a reset, a restart, or a person? Where?
10. What does it log about a drop, with what timestamps, on which clock?
11. What is the longest gap it tolerates, worst case, without starting any response?
12. Which infrastructure settings does the vendor require or forbid?

Why the numbers matter

- ☐ Timers differ by orders of magnitude: a 10 s keepalive action, a 40 ms safety limit.
- ☐ MQTT 3.1.1 waits 1.5 times the keep alive before the broker drops a vehicle.
- ☐ Ask for every answer in writing, with the software version it applies to.