

Implementing Unique NYSP Signaling in the VMDE-200

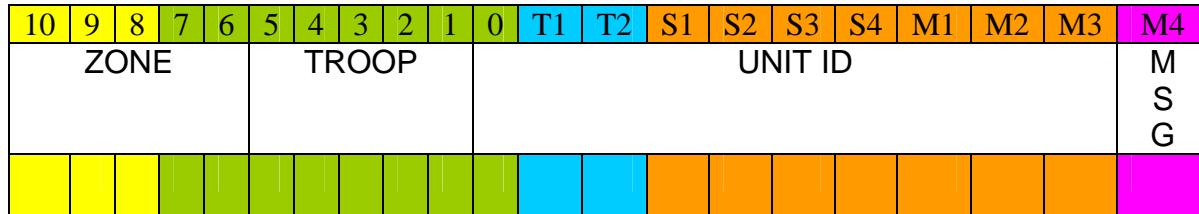


Figure 1

| 0x0D | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | HEX |
|------|----|----|----|----|----|----|----|----|-----|
| 0d | | | | | | | | | |
| 0x0E | T1 | T2 | 0 | 0 | 0 | 10 | 9 | 8 | |
| 0e | | | 0 | 0 | 0 | | | | |
| 0x0F | S1 | S2 | S3 | S4 | M1 | M2 | M3 | M4 | |
| 0f | | | | | | | | | |

Figure 2

| Alpha definitions from bit patterns | | | | | |
|-------------------------------------|-------|---|-------|---|-------|
| 0 | 00000 | B | 01011 | M | 10110 |
| 1 | 00001 | C | 01100 | N | 10111 |
| 2 | 00010 | D | 01101 | V | 11000 |
| 3 | 00011 | E | 01110 | P | 11001 |
| 4 | 00100 | F | 01111 | Q | 11010 |
| 5 | 00101 | G | 10000 | R | 11011 |
| 6 | 00110 | H | 10001 | S | 11100 |
| 7 | 00111 | I | 10010 | T | 11101 |
| 8 | 01000 | J | 10011 | X | 11110 |
| 9 | 01001 | K | 10100 | Z | 11111 |
| A | 01010 | L | 10101 | | |

Table 1

Using the template in Figure 1, enter the desired zone and troop in binary per table 1. Then convert the desired decimal unit ID into binary and enter that – right justified – into the template. The MSG slot of Figure 1 should be a 0 (zero) for PTT ANI and a 1 (one) for Emergency.

Move the information from Figure 1 into Figure 2 maintaining the associated locations that are color coded and labeled (7 to 7, T1 to T1, M2 to M2, etc).

Take the binary value that is in Figure 2 register 0xD and convert it into Hex. Do the same for registers 0xE and 0xF. If the resultant value is only one digit, add a zero to the left of the single digit (e.g. 00001111 becomes F becomes 0F).

Start the CE-73 software and enter the desired parameters except ID. Now press <shift> <F9> and a table will appear:

| | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0a | 0b | 0c | 0d | 0e | 0f |
|--------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 00000h | 00 | 00 | 00 | 05 | 1e | 00 | 05 | 0a | 3c | 01 | 2d | 20 | 01 | 0f | 87 | 01 |
| 00010h | 0f | 87 | 09 | 0f | 87 | 07 | 0f | 87 | 0f | 00 | 00 | 12 | 34 | 80 | 01 | 12 |
| 00020h | 34 | 80 | 00 | 02 | 02 | 05 | 11 | 23 | 40 | 00 | 05 | 71 | 23 | 40 | 00 | 05 |
| 00030h | 71 | 23 | 40 | 00 | 55 | 05 | 05 | 05 | 0a | 00 | 00 | 00 | 00 | 00 | 00 | |

Insert the hex information 0x0D, 0x0E and 0x0F into the yellow highlighted cells labeled 0d, 0e, 0f in row 00000h. [To edit the current information, double click on the cell and type over the highlighted information] Then insert the hex information 0x0D into 03 row 00010h (cells are blue highlighted), 0x0E into 04 row 00010h. Add one to the value 0x0F and enter it into 05 row 00010h (e.g. if the value for 0x0F is 22, enter 23 into position 05 row 00010h). Close the window and then program the board using the “download” button.