

Table A-6a Transfer Frame Structure

SYNC. MARKER		CHANNEL ACCESS SLOT										SYNC. MARKER			
Sync Marker "1ACFFCID" h (32)*1		Channel Access Slot (4064)													
Transfer Frame Header (48)		Packet Data (3488)				CLCW(16)								Reed Solomon Check Symbol	
Ver. No.	VCDU ID (14)		Virtual ch. Unit Count	Signaling Field (8)	Packet Header	User Data Field	Spare	RF Lock	CMD Dec. Lock	CMD Dec. Error	CMD Dec. Bit rate	Receiver Select	CMD Retransmit Request	Frame No.	Reed Solomon Check Symbol
	Space -craft ID (8)	Virtual ch. ID (6)	Replay Spare Flag	*2 *3											
01	TBD	000001:REAL DATA 000010:REP. DATA 111111:FILL DATA	000000h ~ FFFFFFh	00h	(32)	(3456)	0	(1)	(1)	(1)	(1)	(1)	(1)	(8)	(512)

NOTE *1 : (X) A number of bit in the section.
 *2 : SBR-A SQ 1=ON,0=OFF
 *3 : SBR-B SQ 1=ON,0=OFF

Table A-6b Packet Data Structure

Packet Header (32)*1		User Data Field (3456)					
Spare Packet ID	Time Code*2	Secondary header (24) *3		Application Data			
(2)	(6)	Data Type ID*4 (8)		Packet Sequence Control (14)			
		Sequence Flags (2)		Packet Sequence Control (14)			
		Generated by User					
User Data Field (432bytes=3456bits)							
Data 1			Data 432				
Bit0	Bit1	Bit2	Bit3	Bit4	Bit5	Bit6	Bit7
MSB							LSB
RD7	RD6	RD5	RD4	RD3	RD2	RD1	RD0 ← PIM Signal ID

NOTE *1: (X) A number of bit in the section.

*2: MSB=524288sec, LSB=31.25msec

*3: Each User can use the secondary header, if necessary. Use or No use is decided as each packet ID.

Table A-7 Data type ID Structure in Secondary Header

	PACKET ID	B0 MSB	B1	B2	B3	B4	B5	B6	B7 LSB
GENERAL	N/A	1:To need compare with program on the system ground support equipment. 0:Except above data	spare			Definition by each subsystems			
PACKET NAME	PACKET ID	B0 MSB	B1	B2	B3	B4	B5	B6	B7 LSB
RAMDMP	07	1	0			PIM ID			
AOCSDMP	08	0	0			AOCS Identification ID			