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DIGITAL MESSAGE TRANSFER DEVICE SUBSYSTEMS



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MIL-STD-188-220D w/ Change 1

FOREWORD

This military standard (MIL-STD) is approved for use by all Departments and Agencies of the Department of Defense (DoD). It applies to all inter- and intra-Department of Defense (DoD) Digital Message Transfer Devices (DMTDs) and Command, Control, Communications, Computers and Intelligence (C⁴I) systems that exchange information with DMTDs.

This standard contains technical parameters for the data communications protocols that support DMTD interoperability. It provides mandatory system standards for planning, engineering, procuring, and using DMTDs in tactical digital communications systems. This standard specifies the lower layer (Physical through Intranet) protocol for interoperability of C⁴I systems over combat net radio (CNR) on the battlefield. This standard provides the information required to pass digital data via CNR on the battlefield.

The Preparing Activity (PA) for this standard is USA CECOM LCMC, ATTN: AMSEL-SE-CD (Chairman, CNRWG), Fort Monmouth, NJ 07703. The custodians for the document are identified in the Defense Standardization Program, "Standardization Directory (SD1)" under Standardization Area Telecommunications Systems Standards (TCSS).

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MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
FOREWORD	ii
1 SCOPE	1
1.1 Purpose.	1
1.2 Scope.	1
1.3 Application guidance.	1
1.4 Version interoperability.	1
1.5 Clarification of examples.	1
2 APPLICABLE DOCUMENTS	2
2.1 General.	2
2.2 Government documents.	2
2.2.1 Specifications, standards, and handbooks.	2
2.2.2 Other Government documents, drawings, and publications.	2
2.3 Non-Government publications.	3
2.3.1 International Organization for Standardization (ISO).	3
2.3.2 International Telecommunications Union (ITU).	3
2.3.3 Internet Engineering Task Force (IETF) standards.	3
2.3.4 Other.	4
2.4 Order of precedence.	4
3 DEFINITIONS	5
3.1 Definitions of terms.	5
3.2 Abbreviations and acronyms.	8
4 GENERAL REQUIREMENTS	14
4.1 Digital message transfer device (DTMD).	14
4.2 Interoperability.	14
4.3 Framework.	15
4.4 DMTD capabilities.	16
4.5 System standards and design.	17
5 DETAILED REQUIREMENTS	18
5.1 Physical layer.	18
5.1.1 Transmission channel interfaces.	18
5.2 Physical-layer protocol.	18
5.2.1 Physical-layer Protocol Data Unit (PDU).	18
5.2.1.1 Communications security preamble and postamble.	19
5.2.1.2 Phasing.	19
5.2.1.3 Transmission synchronization field.	19
5.2.1.4 Data field.	24

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
5.2.1.5 Bit synchronization field.....	25
5.2.2 Network Access Control (NAC) related indications.....	25
5.2.3 Physical-layer to upper-layer interactions.....	25
5.3 Data Link layer.....	27
5.3.1 Transmission Header.....	27
5.3.1.1 Selection bits.....	27
5.3.1.2 MIL-STD-188-220 Version.....	28
5.3.1.3 Transmission Queue field.....	28
5.3.2 Network access control.....	30
5.3.2.1 Scheduler.....	31
5.3.3 Types of operation.....	31
5.3.3.1 Type 1 operation.....	31
5.3.3.2 Type 2 operation.....	31
5.3.3.3 Type 3 operation.....	32
5.3.3.4 Type 4 operation.....	32
5.3.3.5 Station class.....	32
5.3.4 Data Link frame.....	32
5.3.4.1 Types of frames.....	32
5.3.4.2 Data Link frame structure.....	32
5.3.4.3 Data Link PDU construction.....	50
5.3.5 Operational parameters.....	51
5.3.5.1 Type 1 operational parameters.....	51
5.3.5.2 Type 2 operational parameters.....	51
5.3.5.3 Type 3 operational parameters.....	53
5.3.5.4 Type 4 operational parameters.....	54
5.3.6 Commands and responses.....	54
5.3.6.1 Type 1 operation commands and indications.....	55
5.3.6.2 Type 2 operation commands and responses.....	56
5.3.6.3 Type 3 operation commands and responses.....	62
5.3.6.4 Type 4 operation commands and responses.....	63
5.3.7 Description of procedures by type.....	65
5.3.7.1 Description of Type 1 procedures.....	65
5.3.7.2 Description of Type 2 procedures.....	67
5.3.7.3 Description of Type 3 procedures.....	77
5.3.7.4 Description of Type 4 procedures.....	79
5.3.8 Data Link initialization.....	81
5.3.8.1 List of Data Link parameters.....	82
5.3.9 Frame transfer.....	85
5.3.9.1 PDU transmission.....	85
5.3.9.2 Data Link concatenation.....	86
5.3.9.3 Physical Layer (PL) concatenation.....	86

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
5.3.9.4 PDU transmissions.	88
5.3.10 Flow control.	88
5.3.10.1 Type 1 flow control.	88
5.3.10.2 Type 2 flow control.	88
5.3.10.3 Type 3 flow control.	88
5.3.10.4 Type 4 flow control.	88
5.3.11 Acknowledgment and response.	89
5.3.11.1 Acknowledgment.	89
5.3.11.2 Quiet Mode.	89
5.3.11.3 Immediate retransmission.	90
5.3.12 Invalid frame.	90
5.3.13 Retransmission.	90
5.3.14 Error Detection and Correction (EDC).	91
5.3.14.1 Forward-Error-Correction (FEC) coding.	91
5.3.14.2 Forward-Error-Correction preprocessing.	91
5.3.14.3 Time-Dispersive Coding (TDC).	91
5.3.15 Data scrambling.	93
5.3.16 Data Link Layer interactions.	96
5.4 Network Layer.	100
5.4.1 Intranet Protocol.	100
5.4.1.1 Intranet Header.	100
5.4.1.2 Topology Update.	110
5.4.1.3 Topology Update Request message.	113
5.4.1.4 Forwarding of group multicast packets.	113
5.4.1.5 Intranet Layer (IL) interactions.	116
5.4.2 Subnetwork Dependent Convergence Function (SND CF).	119
5.4.2.1 Determine Destination function.	120
5.4.2.2 Address Mapping function.	120
5.4.2.3 Type of Service function.	121
5.4.2.4 Intranet send request.	121
5.4.3 Implementation directions.	121
5.5 Lower layer protocol network settings.	121
5.5.1 Reason for table.	121
5.5.2 Table description.	122
5.5.2.1 Table map.	122
5.5.3 Table use.	123
5.5.4 Changing from OPS parameters.	123
5.5.5 Custom OPS.	123
5.5.6 Requirements prior to new OPS code insertions.	123
5.5.6.1 Values.	125

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
6 NOTES.....	133
6.1 Subject term (key word) listing.....	133
6.2 Issue of the DoD index of specifications and standards.....	133
6.3 Interoperability considerations.....	133
6.3.1 Transmission channel.....	134
6.3.2 Physical interface.....	134
6.3.2.1 SINCGARS System Improvement Program (SIP) Receiver/Transmitter (R/T) interface.....	134
6.3.2.2 SINCGARS Integrated COMSEC (ICOM) R/T interface.....	136
6.3.2.3 HAVEQUICK II R/T interface.....	137
6.3.2.4 COMSEC interoperability.....	137
6.3.3 Data Link Layer.....	138
6.3.3.1 Frequency of Access Ranking (FOAR).....	138
6.3.3.2 Generation of unique six octet Data Link Layer address for IPv6.....	139
6.3.4 Intranet Layer.....	140
6.3.4.1 Allocation of memory required for reassembly.....	142
6.3.4.2 Deallocation of memory used for reassembly.....	142
6.3.5 CNR Management process using XNP.....	142
6.3.6 Interoperation with Internet Protocols.....	142
6.4 Changes from previous issue.....	143
APPENDIX A ABBREVIATIONS AND ACRONYMS	144
A.1 General.....	144
A.1.1 Scope.....	144
APPENDIX B DOD STANDARDIZED PROFILE IMPLEMENTATION	
CONFORMANCE STATEMENTS (DSPICS) REQUIREMENTS LIST (DPRL).....	145
B.1 General.....	145
B.1.1 Scope.....	146
B.1.2 Application.....	146
B.2 Applicable documents.....	147
B.3 Notation.....	147
B.4 Implementation requirements.....	148
B.5 Detailed requirements.....	148
ANNEX A.....	149
A.1 MIL-STD-188-220D Profile Protocol Stack.....	149
A.2 Implementation Identification.....	149
A.2.1 Protocol Summary.....	149
A.3 CNR Requirements List.....	150
A.3.1 Basic Requirements.....	150

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
A.4	Physical Layer DPRL.....150
A.4.1	Transmission Channel Interfaces.....150
A.4.2	Physical Layer Protocol.....151
A.5	Data Link Layer DPRL.....156
A.5.1	Transmission Header.....157
A.5.2	Net Access Control (NAC).....159
A.5.3	Types of Procedures.....160
A.5.4	Data Link Frame.....161
A.5.5	Operational Parameters.....174
A.5.6	Commands and Responses.....179
A.5.7	Description of Procedures by Type.....193
A.5.8	Data Link Initialization.....224
A.5.9	Frame Transfer.....231
A.5.10	Flow Control.....233
A.5.11	Acknowledgment and Response.....233
A.5.12	Invalid Frame.....235
A.5.13	Retransmission.....236
A.5.14	Error Detection and Correction.....236
A.5.15	Data Scrambling.....239
A.5.16	Data Link Layer Interactions.....240
A.6	Network Layer DPRL.....241
A.6.1	Intranet Protocol.....241
A.6.2	Subnetwork Dependent Convergence Function (SND CF).....259
A.6.3	Standard network settings.....260
A.7	Appendixes.....260
A.7.1	This paragraph was intentionally left blank for paragraph conformity.....261
A.7.2	Network Access Control Algorithm (NAC).....261
A.7.3	Communications Security Standards.....280
A.7.4	CNR Management Processes using XNP.....284
A.7.5	Golay Coding Algorithm.....306
A.7.6	Packet Construction and Bit Ordering.....307
A.7.7	Intranet Topology Update.....308
A.7.8	Source Directed Relay.....309
A.7.9	Robust Communications Protocol.....311
A.7.10	Bose-Chaudhuri-Hocquenghem (15, 7) Coding Algorithm.....321
A.7.11	Transmission Channel Interfaces.....321
APPENDIX C NETWORK ACCESS CONTROL ALGORITHM327
C.1	General.....327
C.1.1	Scope.....327
C.1.2	Application.....327

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
C.2	Applicable documents.327
C.3	Network Timing Model.....327
C.3.1	Network Timing Model definitions.....327
C.3.2	Network Timing Model parameters.328
C.3.2.1	Equipment Preamble Time (EPRE).....328
C.3.2.2	Phasing Transmission Time (PHASING).330
C.3.2.3	Data Transmission Time (DATA).....330
C.3.2.4	Coupled Acknowledgment Transmission Time (S).330
C.3.2.5	Equipment Lag Time (ELAG).....331
C.3.2.6	Turnaround Time (TURN).331
C.3.2.7	DTE ACK Preparation Time (DTEACK).332
C.3.2.8	DTE Processing Time (DTEPROC).....332
C.3.2.9	DTE Turnaround Time (DTETURN).....333
C.3.2.10	Tolerance Time (TOL).333
C.3.2.11	Maximum Transmit Time (MTT).333
C.4	Network Access Control.333
C.4.1	Network Busy Sensing function.....333
C.4.1.1	Data Network Busy Sensing.....333
C.4.1.2	Voice Network Busy Sensing.....334
C.4.1.3	Network Busy Detect Time.....334
C.4.2	Response Hold Delay.334
C.4.3	Timeout Period.335
C.4.4	Network Access Delay (NAD).337
C.4.4.1	Random - Network Access Delay (R-NAD).339
C.4.4.2	Prioritized - Network Access Delay (P-NAD).339
C.4.4.3	Hybrid - Network Access Delay (H-NAD).339
C.4.4.4	Radio Embedded - Network Access Delay (RE-NAD).341
C.4.4.5	Deterministic Adaptable Priority - Network Access Delay (DAP-NAD).....348
C.4.4.6	Data and Voice - Network Access Delay (DAV-NAD).....358
C.4.5	Voice/data network sharing.....364
APPENDIX D COMMUNICATIONS SECURITY STANDARDS366	
D.1	General.366
D.1.1	Scope.366
D.1.2	Application.366
D.1.3	Interoperability.366
D.2	Applicable Documents.366
D.3	Definitions.366
D.4	General requirements.366
D.5	Detailed requirements.....367
D.5.1	Traditional COMSEC transmission frame.367

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
D.5.1.1 COMSEC preamble field.	367
D.5.1.2 Phasing.	368
D.5.1.3 Transmission synchronization field.....	369
D.5.1.4 Data field.	369
D.5.1.5 COMSEC postamble field.....	369
D.5.1.6 COMSEC algorithm.	369
D.5.1.7 COMSEC modes of operation.....	369
D.5.2 Embedded COMSEC transmission frame.....	369
D.5.2.1 Phasing.	370
D.5.2.2 Frame Synchronization subfield.....	370
D.5.2.3 Robust Frame Format subfield.	370
D.5.2.4 Message Indicator field.	370
D.5.2.5 Transmission Word Count subfield.....	370
D.5.2.6 Data Field.	370
D.5.2.7 COMSEC Postamble field.....	370
D.5.2.8 COMSEC algorithm.	370
D.5.2.9 COMSEC modes of operation.....	371
APPENDIX E CNR MANAGEMENT PROCESSES USING XNP	372
E.1 General.	372
E.1.1 Scope.	372
E.1.2 Application.	372
E.1.3 Clarification of examples	372
E.2 Applicable documents.	372
E.3 Network configuration.	373
E.3.1 Network Control Station.	373
E.3.1.1 NCS mode.	373
E.3.2 Dynamic and Static stations.	374
E.3.3 IPv4/v6 address assignment and resolution.	374
E.3.4 Multicast address assignment.....	375
E.4 Exchange Network Parameters (XNP) messages.....	375
E.4.1 XNP message structure.	375
E.4.1.1 Forwarding.	376
E.4.1.2 Message and data block structure.....	377
E.4.2 XNP message formats.	380
E.4.2.1 Join Request.	380
E.4.2.2 Join Accept.....	382
E.4.2.3 Join Reject.....	384
E.4.2.4 Hello message.....	386
E.4.2.5 Goodbye message.....	387
E.4.2.6 Parameter Update Request message.....	387

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
E.4.2.7	Parameter Update message.....388
E.4.2.8	Status Notification message.390
E.4.2.9	NCS Handover Request.....393
E.4.2.10	NCS Handover Accept/Reject.....394
E.4.3	XNP data block formats.394
E.4.3.1	Block 2, Optional Services.....394
E.4.3.2	Block 3, Basic NAD Configuration parameters.....396
E.4.3.3	Block 4, Type 3 parameters.....399
E.4.3.4	Block 5, Number of NAD Priorities.....399
E.4.3.5	Block 6, H-NAD parameters.400
E.4.3.6	Block 7, RE-NAD parameters.....401
E.4.3.7	Block 8, Wait time.....402
E.4.3.8	Block 9, Type 2 parameters.....403
E.4.3.9	Block 10, Type 4 parameters.....404
E.4.3.10	Block 11, NAD ranking.....405
E.4.3.11	Block 12, Intranet parameters.406
E.4.3.12	Block 13, Error.408
E.4.3.13	Block 14, Address designation parameters.409
E.4.3.14	Block 15, Digital Signature.....411
E.4.3.15	Block 16, Link Address Extension.....411
E.4.3.16	Block 17, XNP Parameters.....412
E.4.3.17	Block 18, Robust parameters.....413
E.4.3.18	Block 19, IPv6 top level/site level address.414
E.4.3.19	Block 20, Predefined OPS.....414
E.4.3.20	Block 21, S/R basic.416
E.5	XNP message exchange.417
E.5.1	Data Link addressing.....417
E.5.2	Poll/Final bit.418
E.5.3	Network Access.....418
E.6	Network joining procedures.418
E.6.1	Basic joining.....418
E.6.2	Basic join using unicast addressing.....420
E.6.3	Join and election of a NCS.....421
E.6.4	Basic Leaving.422
E.6.5	Leaving without sending Goodbye.....423
E.7	Example Messages424
E.7.1	Join Request Message424
E.7.2	Join Accept message.426
APPENDIX F GOLAY CODING ALGORITHM434	
F.1	General.434

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
F.1.1	Scope.434
F.1.2	Application.434
F.2	Applicable documents.434
F.3	Forward Error Correction.434
F.4	Golay code.434
F.4.1	Half-rate Golay code.434
F.4.2	Golay code implementation.434
F.4.2.1	Hardware implementation.435
F.4.2.2	Hardware decoding.435
F.4.2.3	Software implementation.437
APPENDIX G PACKET CONSTRUCTION AND BIT ORDERING440
G.1	General.440
G.1.1	Scope.440
G.1.2	Application.440
G.1.3	Clarification of examples440
G.2	Applicable documents.440
G.3	PDU construction.440
G.3.1	VMF message data exchange.442
G.3.1.1	Example of VMF message data construction.443
G.3.2	Application Layer data exchange.446
G.3.2.1	Example of Application Layer PDU.447
G.3.3	Transport Layer data exchange.454
G.3.3.1	An example of Segmentation / Reassembly (S/R) Data Segment construction.454
G.3.3.2	An example of UDP header construction.458
G.3.4	Network Layer data exchange.461
G.3.4.1	Example of Internet Layer header.462
G.3.4.2	Example of Intranet Layer header.464
G.3.5	This paragraph was intentionally deleted and left blank for paragraph conformity.466
G.3.6	Data Link Layer data exchange.466
G.3.6.1	Example of Data Link Layer PDU.468
G.3.7	Physical Layer data exchange.476
G.3.7.1	Physical Layer processing example.476
APPENDIX H INTRANET TOPOLOGY UPDATE478
H.1	General.478
H.1.1	Scope.478
H.1.2	Application.478
H.2	Applicable documents.478
H.3	Problem overview.478

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
H.3.1 Routing trees.....	479
H.4 Topology Updates.	479
H.4.1 Exchanging routing trees.....	479
H.4.2 Topology tables.	480
H.4.3 Sparse routing trees.	481
H.4.4 Rules for exchanging Topology Updates.	482
H.4.4.1 Topology Update triggers.....	483
H.4.4.2 Sending Topology Update messages.....	484
H.4.4.3 Sending Topology Update ID indication PDUs.	484
H.4.5 Non-relayers.	484
H.4.6 Quiet nodes.....	484
H.4.7 Topology Update Request messages.....	484
APPENDIX I SOURCE DIRECTED RELAY	486
I.1 General.	486
I.1.1 Scope.	486
I.1.2 Application.	486
I.1.3 Clarification of examples	486
I.2 Applicable documents.	486
I.3 Problem overview.....	486
I.4 Procedure.....	486
I.4.1 Forward routing	486
I.4.2 End-to-End intranet acknowledgments.	487
I.5 Examples.	487
I.5.1 Example 1.....	489
I.5.2 Example 2.....	490
I.5.3 Example 3.....	492
I.5.4 Relay processing.....	493
I.5.4.1 Relay processing at node C.	495
I.5.4.2 Relay processing at node F.....	495
APPENDIX J ROBUST COMMUNICATIONS PROTOCOL	498
J.1 General.	498
J.1.1 Scope.	498
J.1.2 Application.	498
J.2 Applicable documents.	498
J.3 Introduction.	498
J.3.1 Physical protocol components.....	498
J.3.2 Optional rate 1/3 convolutional coding.....	499
J.3.3 Optional data scrambling.....	500
J.3.4 Optional robust multi-dwell.	501

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
J.3.4.1 Multi-dwell packet format.....	501
J.3.4.2 Multi-dwell SOP field.	502
J.3.4.3 Multi-dwell segment count field.	502
J.3.4.4 Multi-dwell data segments.	503
J.3.4.5 Multi-dwell hop detection.	503
J.3.4.6 Multi-dwell transmit processing.....	503
J.3.4.7 Multi-dwell receive processing.	505
J.3.4.8 Multi-dwell majority logic overhead choice.	505
J.3.4.9 Multi-dwell overhead.	506
J.3.5 Robust Communications Protocol network timing.	506
J.3.5.1 Net Busy Sensing.	507
J.3.5.2 Response hold delay.	507
J.3.5.3 Timeout Period (TP).	512
J.3.5.4 NAD.	512
J.3.6 Application guidance for the HAVEQUICK II link.	512
J.3.6.1 Frequency hop synchronization.....	512
J.3.7 Summary.....	512
J.4 PDU construction.	513
J.4.1 Robust PDU header.	513
J.4.2 User Data.	513
J.4.3 Multi-dwell flag set.	513
J.4.4 Multi-dwell flag not set.	523
 APPENDIX K BOSE - CHAUDHURI - HOCQUENGHEM (15,7) CODING ALGORITHM.....	
K.1 General.	529
K.1.1 Scope.	529
K.1.2 Application.	529
K.2 Applicable documents.	529
K.3 BCH (15,7) code.....	529
K.3.1 Hardware encoding.....	529
K.3.2 Hardware/Software decoding.	534
K.3.3 Software encoding.	535
 APPENDIX L TRANSMISSION CHANNEL INTERFACES.....	
L.1 General.	538
L.1.1 Scope.	538
L.1.2 Application.	538
L.2 Applicable documents.	538
L.3 Definitions.	538
L.4 Detailed requirements.....	538

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>PARAGRAPH</u>	<u>PAGE</u>
L.4.1	Transmission Channel Interfaces.538
L.4.1.1	Non-Return-to-Zero (NRZ) interface.539
L.4.1.2	Frequency-Shift Keying (FSK) interface for voice frequency channels.539
L.4.1.3	Frequency-Shift Keying (FSK) interface for single-channel radio.540
L.4.1.4	Conditioned Diphas (CDP) interface.540
L.4.1.5	Differential Phase-Shift Keying (DPSK) interface for voice frequency channels.540
L.4.1.6	Packet mode interface.541
L.4.1.7	Amplitude Shift Keying (ASK) interface.541

<u>TABLE</u>	<u>PAGE</u>
TABLE I.	Robust frame format.22
TABLE II.	Multi-dwell transmission format.22
TABLE III.	Convolutional coding constraint length codes.23
TABLE IV.	Type 1 PDU formats.40
TABLE V.	Type 2 PDU formats.42
TABLE VI.	Type 3 PDU Formats.44
TABLE VII.	Type 4 PDU formats.45
TABLE VIII.	Intranet sublayer to Data Link Layer precedence mapping.98
TABLE IX.	Mapping intranet TOS field to data link TOS.100
TABLE X.	Intranet message types.104
TABLE XI.	Relay Types.108
TABLE XII.	Topology Link Quality values.112
TABLE XIII.	Hop Length values.113
TABLE XIV.	Standard Network Settings.126
TABLE XV.	SINCGARS ICOM receive states.137
TABLE C-I.	Calculation of the Load Factor.343
TABLE C-II.	Calculation of the Load Factor -- example 1.345
TABLE C-III.	Calculation of the Load Factor -- example 2.346
TABLE C-IV.	FSN Increment Numbers for DAV-NAD.359
TABLE E-I.	XNP messages.378
TABLE E-II.	XNP data blocks.379
TABLE E-III.	Terminator block.380
TABLE E-IV.	Join Request message.381
TABLE E-V.	Blocks included in the Join Request in OPS mode.382
TABLE E-VI.	Blocks included in the Join Request in Explicit mode.382
TABLE E-VII.	Join accept message.383
TABLE E-VIII.	Blocks Returned in the Join Accept in OPS mode.384

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>TABLE</u>	<u>PAGE</u>
TABLE E-IX.	Blocks Returned in the Join Accept in Explicit Mode.....384
TABLE E-X.	Join reject message.385
TABLE E-XI.	Blocks Returned in the Reject in OPS mode385
TABLE E-XII.	Blocks Returned in the Join Reject in Explicit mode386
TABLE E-XIII.	Hello message.386
TABLE E-XIV.	Goodbye message.387
TABLE E-XV.	Parameter update request message.388
TABLE E-XVI.	Parameter update message.389
TABLE E-XVII.	Blocks sent in the Parameter Update message in OPS mode390
TABLE E-XVIII.	Blocks sent in the Parameter Update message in Explicit mode390
TABLE E-XIX.	Status notification message.....392
TABLE E-XX.	Blocks sent in the Status notification message in OPS mode.....392
TABLE E-XXI.	Blocks sent in the Status notification message in Explicit mode393
TABLE E-XXII.	NCS Handover Request message.....393
TABLE E-XXIII.	NCS Accept/Reject message.....394
TABLE E-XXIV.	Optional Services.....395
TABLE E- XXV.	Basic NAD Configuration parameters397
TABLE E- XXVI.	Type 3 parameters.....399
TABLE E- XXVII.	Number of NAD Priorities.....400
TABLE E- XXVIII.	H-NAD parameters.401
TABLE E-XXIX.	RE-NAD parameters.402
TABLE E-XXX.	Wait time.....403
TABLE E-XXXI.	Type 2 parameters.....404
TABLE E-XXXII.	Type 4 parameters.....405
TABLE E-XXXIII.	NAD ranking.....406
TABLE E-XXXIV.	Intranet parameters.407
TABLE E-XXXV.	Error.409
TABLE E-XXXVI.	Address designation parameters.410
TABLE E-XXXVII.	Digital Signature.....411
TABLE E-XXXVIII.	Link Address Extension.....412
TABLE E-XXXIX.	XNP Parameters.....413
TABLE E-XL.	Robust parameters.....414
TABLE E-XLI.	IPv6 Top level/site level address414
TABLE E-XLII.	Predefined OPS.....416
TABLE E-XLIII.	S/R basic417
TABLE E-XLIV.	XNP Join Request message.426
TABLE E-XLV.	XNP Join Accept message.428
TABLE G-I.	Example of K15.99 VMF message like data construction.445
TABLE G-II.	Example construction of the Application Header.....448
TABLE G-III.	Example of a unit name as originator.453

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>TABLE</u>	<u>PAGE</u>
TABLE G-IV. Example construction of S/R Data Segment.....	457
TABLE G-V. Octet representation of S/R header.....	458
TABLE G-VI. Example construction of UDP header.....	460
TABLE G-VII. Octet representation of UDP header.....	460
TABLE G-VIII. Example construction of IP header.....	463
TABLE G-IX. Example construction of Intranet header (minimum).....	465
TABLE G-X. Example construction of Data Link frame header.....	469
TABLE G-XI. Example construction of Data Link frame trailer.....	469
TABLE G-XII. Octets comprising Data Link frame.....	470
TABLE G-XIII. Example construction of Data Link transmission header.....	474
TABLE H-I. Topology table for node A.....	480
TABLE H-II. Sparse routing tree for node A.....	481
TABLE H-III. Final routing tree for node A.....	482
TABLE I-I. Sample node addresses.....	489
TABLE I-II. Paths used in example 3.....	492
TABLE J-I. Convolutional coding generator polynomials (octal).....	499
TABLE J-II. Maximum supported BER.....	505
TABLE J-III. Multi-dwell overhead.....	506
TABLE J-IV. Multi-dwell acknowledgment times for Hop_All assumption.....	508
TABLE J-V. Robust Protocol example with multi-dwell flag set.....	514
TABLE J-VI. Robust Protocol example with multi-dwell flag not set.....	524
TABLE L-I. Characteristic frequencies of FSK interface for voice frequency channels.....	539
TABLE L-II. Characteristic frequencies of FSK interface for single-channel radio.....	540
 <u>FIGURE</u>	 <u>PAGE</u>
FIGURE 1. Standard interface for DMTD subsystems.....	14
FIGURE 2. DMTD functional reference model.....	15
FIGURE 3. Basic structure of DMTD protocol data units at the standard interface.....	16
FIGURE 4. Transmission frame structure.....	19
FIGURE 5. Transmission synchronization field.....	20
FIGURE 6. Frame synchronization subfield.....	21
FIGURE 7. Robust frame synchronization subfield.....	22
FIGURE 8. Packet mode transmission synchronization field.....	24
FIGURE 9. Transmission header.....	27
FIGURE 10. MIL-STD-188-220 Version.....	28

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>FIGURE</u>	<u>PAGE</u>
FIGURE 11.	Transmission queue field formats.....29
FIGURE 12.	Data Link frame structure and placement.....33
FIGURE 13.	Extended address field format.37
FIGURE 14.	Address allocation.....38
FIGURE 15.	Data link PDU control field formats.....47
FIGURE 16.	Type 1 operation control-field bit assignments.55
FIGURE 17.	Information-transfer-format control field bits.57
FIGURE 18.	Supervisory-format control field bits.....58
FIGURE 19.	Unnumbered-format control field bits.59
FIGURE 20.	FRMR information field format.....62
FIGURE 21.	Type 3 operation control-field bit assignments.62
FIGURE 22.	Type 4 DIA PDU control field bit assignments.....64
FIGURE 23.	Type 4 S PDU control field bit assignments.....65
FIGURE 24.	Data Link concatenation.87
FIGURE 25.	Physical Layer concatenation.87
FIGURE 26.	Transmitter's 16 x 24 matrix before interleaving.93
FIGURE 27.	Transmitter's 24 x 16 matrix after interleaving.....93
FIGURE 28.	Required CCITT V.36 scrambling/descrambling operation.94
FIGURE 29.	Example implementation of CCITT V.36.95
FIGURE 30.	Intranet Header.102
FIGURE 31.	Destination/Relay status byte.....108
FIGURE 32.	Topology update data structure.....111
FIGURE 33.	Node status byte.....112
FIGURE 34.	TABLE XIV map.....123
FIGURE C-1.	Network Timing Model.329
FIGURE C-2.	Turnaround Time (TURN) calculation.332
FIGURE C-3.	Example of FSN and NP operation.....350
FIGURE C-4.	DAP-NAD example key.352
FIGURE C-5.	DAP-NAD example.....353
FIGURE C-6.	DAV-NAD example key.....360
FIGURE C-7.	DAV-NAD example.361
FIGURE D-1.	Traditional COMSEC transmission frame structure.....367
FIGURE D-2.	COMSEC frame synchronization pattern for Phi encoding.368
FIGURE D-3.	Embedded COMSEC transmission frame structure.370
FIGURE E-1.	XNP message format.375
FIGURE E-2.	Example 4-octet XNP data field.376
FIGURE E-3.	Forwarding header.376
FIGURE E-4.	Message and Block structure.377

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>FIGURE</u>	<u>PAGE</u>
FIGURE E-5.	UI frame containing XNP message.....417
FIGURE E-6.	Joining concept.420
FIGURE E-7.	Joining a network.420
FIGURE E-8.	Joining a fully connected network.420
FIGURE E-9.	Joining a disconnected network.420
FIGURE F-1.	Shift register encoding for the (23,12) Golay code.435
FIGURE F-2.	Kasami error-trapping decoder for the (24,12) Golay code.....436
FIGURE F-3.	Generator matrix G.438
FIGURE F-4.	Matrix T.439
FIGURE G-1.	PDU construction.....441
FIGURE G-2.	VMF message services interaction with other communication layers. 442
FIGURE G-3.	Exchange of message data between communication layers.443
FIGURE G-4.	Serial representation of PDU.445
FIGURE G-5.	Application Layer interaction with other communication layers.446
FIGURE G-6.	Exchange of application layer PDU between communication layers...447
FIGURE G-7.	Application Header (octets).452
FIGURE G-8.	Transport layer interaction with other communication layers.454
FIGURE G-9.	Exchange of transport layer PDU between communication layers.455
FIGURE G-10.	S/R Data Segment455
FIGURE G-11.	Octet representation of S/R Data Segment.456
FIGURE G-12.	Serial representation of S/R Data Segment.....458
FIGURE G-13.	UDP header.458
FIGURE G-14.	Octet representation of UDP header.459
FIGURE G-15.	Serial representation of UDP header.460
FIGURE G-16.	Network layer interaction with other communication layers.....461
FIGURE G-17.	Exchange of network layer PDU between communication layers.....462
FIGURE G-18.	P header.....462
FIGURE G-19.	Octet representation of IP header.....464
FIGURE G-20.	Intranet header.465
FIGURE G-21.	Serial representation of network layer PDU.466
FIGURE G-22.	Data link layer interaction with other communication layers.....467
FIGURE G-23.	Exchange of data link layer PDU between communication layers.....468
FIGURE G-24.	Data Link Layer PDU.468
FIGURE G-25.	Serial representation of Data Link Layer PDU.....472
FIGURE G-26.	Data before zero bit insertion in transmission order.....473
FIGURE G-27.	Serial representation of Physical Layer transmission unit.....476
FIGURE H-1.	Sample intranet.478
FIGURE H-2.	Link diagram of sample network.479

MIL-STD-188-220D w/ Change 1

CONTENTS

<u>FIGURE</u>		<u>PAGE</u>
FIGURE H-3.	Routing tree for nodes A and C.	479
FIGURE H-4.	Concatenated routing tree for node A.	480
FIGURE H-5.	Sparse routing tree for node A.	481
FIGURE H-6.	Final routing tree for node A.	482
FIGURE I-1.	Link diagram of a sample network.	488
FIGURE I-2.	Final routing tree for node A.	488
FIGURE I-3.	Example 1 Intranet Header.	490
FIGURE I-4.	Example 2 Intranet header.	491
FIGURE I-5.	Example 3 Intranet Header created by node A (originator).	494
FIGURE I-6.	Example 3 Intranet Header for node C (relay node).	496
FIGURE I-7.	Example 3 Intranet Header created by node F (relay and destination nodes).	497
FIGURE J-1.	Convolutional encoder with inverted G2 K=3.	499
FIGURE J-2.	Rate 1/3 convolutional coding performance for constraint lengths 3, 5, and 7.	500
FIGURE J-3.	Data scrambler structure.	501
FIGURE J-4.	Multi-dwell packet.	502
FIGURE J-5.	Multi-dwell 64-bit SOP pattern.	502
FIGURE J-6.	Multi-dwell 32-bit SOP pattern.	502
FIGURE J-7.	Two transmission examples.	504
FIGURE J-8.	HAVEQUICK II external crypto acknowledgment transmission.	510
FIGURE J-9.	Link data rate as a function of message size.	511
FIGURE J-10.	Robust PDU Construction.	526
FIGURE J-11.	Robust PDU Construction (Top Part).	527
FIGURE J-12.	Robust PDU Construction (Bottom Part).	528
FIGURE K-1.	Shift register encoder for the BCH (15,7) code.	530
FIGURE K-2.	Encoding example.	531
FIGURE K-3.	Robust Frame format encoding example.	532
FIGURE K-4.	BCH (15,7) majority logic decoding.	534
FIGURE K-5.	BCH (15,7) parity check matrix.	535
FIGURE K-6.	BCH (15,7) generator matrix.	535
<u>PARAGRAPH</u>		<u>PAGE</u>
CONCLUDING MATERIAL		543

MIL-STD-188-220D w/ Change 1

1 SCOPE

1.1 Purpose.

This document promulgates the minimum essential technical parameters in the form of mandatory system standards and optional design objectives for interoperability and compatibility among DMTDs, and between DMTDs and applicable C⁴I systems. These technical parameters are based on the data communications protocol standards specified herein to ensure interoperability.

1.2 Scope.

This document identifies the procedures, protocols, and parameters to be applied in specifications for DMTDs and C⁴I systems that exchange information with DMTDs. This document addresses the communications protocols and procedures for the exchange of information among DMTDs, among C⁴I systems, and between DMTDs and C⁴I systems participating in inter- and intra-Service tactical networks.

1.3 Application guidance.

This document applies to the design and development of new equipment and systems, and to the retrofit of existing equipment and systems.

1.4 Version interoperability.

MIL-STD-188-220D w/CHANGE 1 is backwards compatible with MIL-STD-188-220D mandatory requirements, except for the version field values. Some optional requirements may not be fully interoperable. MIL-STD-188-220D is not fully interoperable with MIL-STD-188-220C, as they can not be used on the same network simultaneously in all cases. This is due to MIL-STD-188-220D supporting IPv6, Intranet Fragmentation, Six Octets Link Layer Addressing, the MIL-STD-188-220 Version subfield replacing the Topology Update ID in the Transmission Information field subfield, as well as some other implementation details. Systems requiring interoperability between multiple versions of the standard must require their supplier to implement as a dual stack.

1.5 Clarification of examples.

Throughout this standard, many examples are provided as guidance only. In the event that an example is inconsistent with the text and DSPICS of the standard, the text description/DSPICS takes precedence over the example. Should a user detect any inconsistent examples, they should notify the CNRWG so that the example can be updated for a future release of the standard. It should also be noted that while all examples should be accurate in relation to the feature they are explaining, some of the examples provided may not reflect changes made to unrelated sections of the standard (e.g. examples to illustrate the use of XNP reflect the current version of XNP, but may not reflect the current version of the Intranet Header).

MIL-STD-188-220D w/ Change 1

2 APPLICABLE DOCUMENTS

2.1 General.

The documents listed in this section are specified in sections 3, 4, and 5 of this standard. This section does not include documents cited in other sections of this standard or recommended for additional information as examples. While every effort has been made to ensure the completeness of this list, document users are cautioned that they must meet all specified requirements documents cited in sections 3, 4, and 5 of this standard, whether or not they are listed.

2.2 Government documents.

2.2.1 Specifications, standards, and handbooks.

The following specifications, standards, and handbooks form a part of this document to the extent specified herein. Unless otherwise specified, the issues of these documents are those listed in the current issue of the DoD Index of Specifications and Standards (DoDISS) and supplement thereto, cited in the solicitation (see 6.2).

DEPARTMENT OF DEFENSE STANDARDS

FEDERAL

FED-STD-1037

Glossary of Telecommunication Terms

MILITARY

MIL-STD-2045-47001

DoD Interface Standard, Connectionless
Data Transfer -- Application Layer Standard

[Unless otherwise indicated, copies of federal and MIL-STDs are available from the Standardization Document Order Desk, 700 Robbins Avenue, Building 4D, Philadelphia, PA 19111-5094.] Department of Defense Standards documents are available at the ASSIST website: <http://assist.daps.dla.mil>.

2.2.2 Other Government documents, drawings, and publications.

The following other Government documents, drawings, and publications form a part of this document to the extent specified herein. Unless otherwise specified, the issues are those cited in the solicitation.

JIEO Specification 9120A

Technical Interface Specification for UHF
SATURN/HAVEQUICK Waveforms (U)

MIL-STD-188-220D w/ Change 1

Standard Change Catalogs (SCCs) and Interface Change Proposals (ICPs) based on this document, approved or otherwise, shall not be implemented in or by any platform or system. Approved SCC/ICPs shall be incorporated in the next release of this document.

2.3 Non-Government publications.

The following documents form a part of this document to the extent specified herein. Unless otherwise specified, the issues of the documents that are DoD- adopted are those listed in the issue of the DoDISS cited in the solicitation. Unless otherwise specified, the issues of documents not listed in the DoDISS are the issues of the documents cited in the solicitation (see 6.2).

2.3.1 International Organization for Standardization (ISO).

ISO 3309	Information Processing Systems -- Data Communication -- High-level Data Link Control Procedures -- Frame Structure
ISO 7498-1	Information Processing Systems -- Open Systems Interconnection - - Basic Reference Model
ISO 8802-2	Information Processing Systems -- Local Area Networks -- Part 2: Logical Link Control

[ISO standards are available from the American National Standards Institute, Inc., 25 West 43rd Street, Fourth Floor, New York, NY 10036.] The ISO website is <http://www.iso.org>

2.3.2 International Telecommunications Union (ITU).

Formerly known as International Telephone and Telegraph Consultative Committee (CCITT)

CCITT V.33	14,400 Bits Per Second Modem Standardized for Use on Point-to-Point 4-wire Leased Telephone-Type Circuits.
CCITT V.36	Modems for Synchronous Data Transmission Using 60-108 KHz Group Band Circuits.

[ITU-T/CCITT standards are available from Omnicom, 115 Park Street, South East, Vienna, VA 22180]

The ITU website is <http://www.itu.int>

2.3.3 Internet Engineering Task Force (IETF) standards.

RFC 768	User Datagram Protocol (UDP)
RFC 793	Transmission Control Protocol (TCP)

MIL-STD-188-220D w/ Change 1

RFC 826	An Ethernet Address Resolution Protocol (ARP) -- or -- Converting Network Protocol Addresses to 48-bit Ethernet Addresses for Transmission on Ethernet Hardware
RFC 791	Internet Protocol DARPA Internet Program Protocol Specification
RFC 1770	IPv4 Option for Sender Directed Multi-Destination Delivery
RFC 2328	OSPF Version 2
RFC 2460	Internet Protocol Version 6 (IPv6)
RFC 2461	Neighbor Discovery for IP Version 6 (IPv6)
RFC 2463	Internet Control Message Protocol (ICMPv6) for the Internet Protocol Version 6 (IPv6) Specification
RFC 2474	Definition of the Differentiated Services Field (DS Field) in the IPv4 and IPv6 Headers
RFC 2475	An Architecture for Differentiated Services

RFCs can be obtained at the IETF website: <http://www.ietf.org/rfc.html>.

2.3.4 Other.

Parameters and parameter values for the data link and the Network Timing Model, described in APPENDIX C, are provided in a separate document entitled "MIL-STD-188-220 Parameter Table". It is important, to insure interoperability, that all systems participating in a network use the same parameter values. These parameters and values should be utilized by all systems. Project Managers and implementers should note that the MIL-STD-188-220 Parameter Table is likely to change more frequently than the parent document. As these values should be used by all systems, it is advisable that systems are built in such a way that they can be easily updated. The actual parameter values will determine the efficiency and effectiveness of the network. A bad choice of parameter values can degrade the network performance and can lead to a breakdown of the network precluding interoperability. The parameters and parameter values are available via the CNR Implementation Working Group World Wide Web page: <https://www.us.army.mil/suite/page/495338>.

2.4 Order of precedence.

In the event of a conflict between the text of this document and the references cited herein, the text of this document takes precedence. Nothing in this document, however, supersedes applicable laws and regulations unless a specific exemption has been obtained.

MIL-STD-188-220D w/ Change 1

3 DEFINITIONS

3.1 Definitions of terms.

This section defines the terms and definitions used in this military standard.

Acknowledge	The act of notifying a unit transmitting data that the data has been received as a valid data.
Are	“Are” is used to introduce background information provided to enhance understanding of requirements. “Are” is not a directive.
Bit	A binary digit. In the binary system of numbering, each digit can only have one of two values (0 or 1). (Derived from ACP 167E)
Compatibility	The capability of two or more items or components of equipment or materiel to exist or function in the same system or environment without mutual interference. (Joint Pub 1-02)
Data Element	A basic unit (class) of information having a unique meaning and subcategories (data items) of distinct units or values. Examples of data elements are military personnel grade, sex, race, geographic location, and military unit. (Joint Pub 1-02) The VMF data element is the Data Use Identifier (DUI).
Data Item	A subunit of descriptive information or value classified under a data element. For example, the data element "military personnel grade" contains data items such as sergeant, captain, and colonel. (Joint Pub 1-02).
Disused	A DI value that was previously named but is no longer valid. A DISUSED value cannot be renamed without determining if coordinated implementation is required.
Illegal	A term used to describe a bit code that is not a permissible entry into the tactical data system(s) supporting interface. (For example, a 9-bit DUI called HEADING that has legal values of 0-359 that represents degrees has illegal values of 360-511.)
No Statement	A data item that indicates that no information on this DUI is being transmitted. (This does not necessarily indicate that the originator does not have the information.) The procedure to transmit a no statement value is to set the presence indicator to zero. Receipt of a presence indicator set to zero shall be interpreted as no statement.
Reserved	A data item that indicates it cannot be used because it is intended for a planned future use.
To Be Determined	This indicates that the data item design is incomplete. (DI names and bit codes will be specified at a later time.)
Undefined	A term used to describe a bit code that has no currently assigned value but may have a value assigned in the future. (This occurs in logically coded items in which all the DIs in the field do not have assigned values.)

MIL-STD-188-220D w/ Change 1

Unknown	A data item that indicates that other values available for this field have not been determined by the originator.
Data Link	The means of connecting one location to another for the purpose of transmitting and receiving data. (Joint Pub 1-02)
Default Condition	The state automatically assumed by a terminal's hardware or software in the absence of an input directing otherwise.
Digital Message Transfer Device (DMTD)	A portable data terminal device with limited message generation and processing capability. DMTDs are used for remote access to automated C4I systems and to other DMTDs. The environment encompasses point-to-point, point-to-multipoint, relay and broadcast transfer of information over data communications links. (MIL-STD-188-220)
Directive	(1) A military communication in which policy is established or a specific action is ordered. (Joint Pub 1-02) (2) A plan issued with a view to putting it in effect when so directed, or in the event that a stated contingency arises. (Joint Pub 1-02) (3) Broadly speaking, any communication that initiates or governs action, conduct, or procedure. (Joint Pub 1-02)
Global Multicast	Global multicast addressing, used when broadcasting messages to all systems on a broadcast subnetwork.
Group Multicast	Group multicast addressing, used when broadcasting messages to multiple (but not all) stations on a broadcast subnetwork.
Interoperability	(1) The ability of systems, units or forces to provide services to and accept services from other systems, units or forces and to use the services so exchanged to enable them to operate effectively together. (Joint Pub 1-02) (2) The condition achieved among communications-electronics systems or items of communications-electronics equipment when information or services can be exchanged directly and satisfactorily between them and/or their users. The degree of interoperability should be defined when referring to specific cases. (Joint Pub 1-02) (3) The ability to exchange data in a prescribed manner and the processing of such data to extract intelligible information which can be used to control/coordinate operations.
Is	"Is" is used to introduce background information provided to enhance understanding of requirements. "Is" is not a directive.
Joint	Connotes activities, operations, organization, etc., in which elements of more than one Service of the same nation participate. (Joint Pub 1-02)
Link 16	A secure, jam-resistant, nodeless data link which utilizes the Joint Tactical Information Distribution System, and the protocols, conventions and fixed word message formats defined by the MIL-STD-6016.

MIL-STD-188-220D w/ Change 1

Mandatory Field	A field which shall contain data with each transmission of the message.
May	The word “may” in the text expresses a permissible practice or action, not a mandatory requirement.
Message	Any thought or idea expressed briefly in a plain, coded, or secret language, prepared in a form suitable for transmission by any means of communications. (Joint Pub 1-02)
Message Standard	A set of protocols consisting of rules, procedures, formats, data element definitions, or other conventions for information exchange and related interactions agreed upon between cooperating systems to ensure interoperability.
Minimum Implementation	The statement of minimum data exchange requirements that must be implemented by Service/Agency systems participating on a Variable Message Format (VMF) Interface to ensure the continued flow of information.
Multicast	Multicast is the delivery of information to a group of destinations simultaneously using the most efficient strategy to deliver the messages over each link of the network only once, creating copies only when the links to the destinations split.
Must	The word “must” in the text is used in legislative or regulatory requirements with which both the customer and the vendor shall comply.
Network	In information technology, a network is a series of points or nodes interconnected by communication paths. Networks can interconnect with other networks and contain subnetworks.
Operator	“Operator” is the person entering and receiving tactical information within a TDS, as appropriate to the capability to which a particular requirement applies. No attempt is made to specify the operator position or title expected to carry out specified actions or use specified capabilities, because these vary among systems and platforms.
Optional Field	A field which is not designated as a mandatory field. An optional field shall be preceded by an FPI or be nested within a group which includes a GPI.
Receipt/Compliance	The acknowledgment of a message and/or an indication of intent to respond to a message, either by machine acknowledgment or operator action.
Shall	“Shall” is directive, indicating a mandatory capability or requirement that must be implemented, and that is testable.
Should	The word “should” in the text expresses a recommendation or advice on implementing such a requirement, not a mandatory requirement.
Subnetwork	A subnetwork is a separately identifiable part of a larger network that typically represents a certain limited number of host computers, the hosts in a building or geographic area, or the hosts on an individual

MIL-STD-188-220D w/ Change 1

	local area network.
Tactical Data Link (TDL)	A JCS approved standardized communications link suitable for transmission of digital information. A TDL is characterized by its standardized message formats and transmission characteristics.
Testable	The ability to be verified with one of the standard verification methods (i.e., Inspection, Analysis, Demonstration, or Test).
Will	“Will” is used to introduce background information provided to enhance understanding of requirements. “Will” is not a directive.

3.2 Abbreviations and acronyms.

Abbreviations and acronyms used in this MIL-STD are defined below. In addition, those listed in the current edition of FED-STD-1037 have been included for the convenience of the reader.

ABM	Asynchronous Balanced Mode
ACK	Acknowledgment
ADM	Asynchronous Disconnected Mode
ADMC_N	Analog Data Mode Control_Not
ARP	Address Resolution Protocol
ASD	Adverse State Detector
ASIP	Advanced System Improvement Program
ASK	Amplitude Shift Keying
B	Network Busy Sensing Time
BCH	Bose-Chaudhuri-Hocquenghem
BER	Bit Error Rate
bps	bit(s) per second
C/R	command/response
C/S/A	Combatant Command/Service/Agency
C ⁴ I	Command, Control, Communications, Computers, and Intelligence
CCITT	International Telephone and Telegraph Consultative Committee
CDP	Conditioned Diphas
CECOM	Communications-Electronics Command
CIDR	Classless Inter-Domain Routing
CNR	Combat Net Radio
CNRWG	Combat Net Radio Working Group
COMSEC	Communications Security
CSMA	Carrier Sense Multiple Access
DAP-NAD	Deterministic Adaptive Prioritized - Network Access Delay
DARPA	Defense Advanced Research Projects Agency
DATA	Data Transmission Time
DAV-NAD	Data and Voice - Network Access Delay
dB	decibel

MIL-STD-188-220D w/ Change 1

DC	Direct Current
DCE	Data Circuit-terminating Equipment
DDCO	Digital Data Clock Out
Dec	Decimal
DES	Destination
DHCP	Dynamic Host Configuration Protocol
DI	Data Item
DIA	Decoupled Information Acknowledgment
DISC	Disconnect
DL	Data Link Layer
DM	Disconnect Mode
DMTD	Digital Message Transfer Device
DNS	Domain Name System
DoD	Department Of Defense
DoDISS	Department Of Defense Index Of Specifications and Standards
DPRL	DSPICS Requirements List
DPSK	Differential Phase-Shift Keying
DPTT	Delayed Push-to-Talk
DRA	Data Rate Adapter
DRNR	Decoupled Receive Not Ready
DRR	Decoupled Receive Ready
DS	Differentiated Services
DSPICS	DoD Standard Profile Implementation Conformance Statements
DTE	Data Terminal Equipment
DTEACK	DTE ACK preparation time
DTEPROC	DTE Processing time
DTETURN	DTE Turnaround time
DTR	Delay, Throughput, and Reliability
ECP	Emergency Command Precedence
EDC	Error Detection and Correction
EDM	Enhanced Data Mode
ELAG	Equipment Lag time
EPRE	Equipment Preamble time
ETE	End-to-End
EUI	Extended Unique Identifier
FCS	Frame Check Sequence
FEC	Forward Error Correction
FED-STD	Federal Standard
FH	Frequency Hopping
FIFO	First-In First-Out
FLOAD	Load Factor
FOAR	Frequency of Access Ranking
FPI	Field Presence Indicator

MIL-STD-188-220D w/ Change 1

FRMR	Frame Reject
FSK	Frequency-Shift Keying
FSN	First Station Number
FSNIN	First Station Number Increment Number
GPI	Group Presence Indicator
GRI	Group Repeat Indicator
H-NAD	Hybrid - Network Access Delay
HDLC	High-level Data Link Control
Hex	Hexadecimal
HF	High Frequency
HLEN	Header Length
HRT	Hop Recovery Time
Hz	Hertz
I PDU	Information frame PDU
IAB	Internet Architecture Board
ICD	Interface Control Document
ICMP	Internet Control Message Protocol
ICOM	Integrated COMSEC
ICP	Interface Change Proposal
IEEE	Institute of Electrical and Electronic Engineers
IGMP	Internet Group Multicast Protocol
IHL	Internet Header Length
IL	Intranet Layer
INAD	Initial condition state Network Access Delay
IP	Internet Protocol
ip	Intranet Protocol
IPv4	Internet Protocol Version 4
IPv6	Internet Protocol Version 6
IS	Initial/Subsequent Factor
ISO	International Organization for Standardization
ITU	International Telecommunications Union
JIEO	Joint Information Engineering Organization
JRT	Join Response Timer
JRTTL	Join Request Time To Live
kbps	kilobit(s) per second
KG	Key Generator
KHz	Kilohertz
LCMC	Life Cycle Management Command
LOS	Line-of-Sight
LSB	Least Significant Bit
MDLTU	Maximum Data Link Transmission Unit
MI	Message Indicator
MIL-STD	Military Standard

MIL-STD-188-220D w/ Change 1

MLD	Multicast Listener Discovery
MP	Message Precedence
MSB	Most Significant Bit
MTT	Maximum Transmit Time
MTU	Maximum Transmission Unit
N(R)	Receive sequence number
N(S)	Send sequence number
NA	Not Applicable
NAC	Network Access Control
NAD	Network Access Delay
NATO	North Atlantic Treaty Organization
NBDT	Network Busy Detect Time
NBT	Net Busy Timeout
NCS	Network Control Station
net	network
NETCON	Network Control
NIC	Network Information Center
NP	Network Precedence
NR	Not a Relayer
NRZ	Non-Return-to-Zero
NS	Number of Stations
OPS	Operational Parameter Sets
OSI	Open Systems Interconnection
OSPF	Open Shortest Path First
OTAR	Over-The-Air rekeying
OUI	Organizational Unique Identifier
P/F	Poll/Final
P-NAD	Priority - Network Access Delay
PDU	Protocol Data Unit
PHB	Per Hop Behavior
PHASING	PHASING transmission time
PL	Physical Layer
PN	Pseudo-Noise
PSK	Phase-Shift Keying
PTT	Push to Talk
R-NAD	Random Network Access Delay
RAND	Pseudorandom Number
RCP	Robust Communications Protocol
RE-NAD	Radio Embedded - Network Access Delay
REJ	Reject
REL	Relay
RF	Radio Frequency
RFC	Request For Comments

MIL-STD-188-220D w/ Change 1

RHD	Response Hold Delay
RNR	Receive Not Ready
RPF	Reverse Path Forwarding
RR	Receive Ready
RSET	Reset
RTURN	Receiver Turnaround Time
R/T	Receiver/Transmitter
S	Coupled Acknowledgment transmission time
S/N	Signal-to-Noise ratio
S/R	Segmentation and Reassembly
S PDU	Supervisory frame PDU
SABME	Set Asynchronous Balanced Mode Extended
SALT	Smallest Actual Lag Time
SATCOM	Satellite Communications
SC	Single Channel
SCC	Standard Change Catalog
SDM	Standard Data Mode
SINCGARS	Single Channel Ground and Airborne Radio System
SIP	System Improvement Program
SN	Station Number
SNDCF	Subnetwork Dependent Convergence Function
SOM	Start Of Message
SOP	Start Of Packet
SP	Station Precedence
SREJ	Selective Reject
subnet	subnetwork
TBD	To Be Determined
Tc	Continuous Scheduler Interval Timer
TCP	Transmission Control Protocol
TCSS	Telecommunications System Standards
TDC	Time-Dispersive Coding
TOD	Time of Day
TOL	Tolerance time
TOS	Type Of Service
TP	Timeout Period
TRANSEC	Transmission Security
TTTL	TEST Time To Live
TTURN	Transmitter Turnaround time
TURN	Turnaround time
TWC	Transmission Word Count
U PDU	Unnumbered frame PDU
UA	Unnumbered Acknowledgment
UDP	User Datagram Protocol

MIL-STD-188-220D w/ Change 1

UI	Unnumbered Information
URN	Unit Reference Number
URNR	Unnumbered Receive Not Ready
URR	Unnumbered Receive Ready
V(R)	Receive-state Variable
V(S)	Send-state Variable
VMF	Variable Message Format
XNP	Exchange Network Parameters

MIL-STD-188-220D w/ Change 1

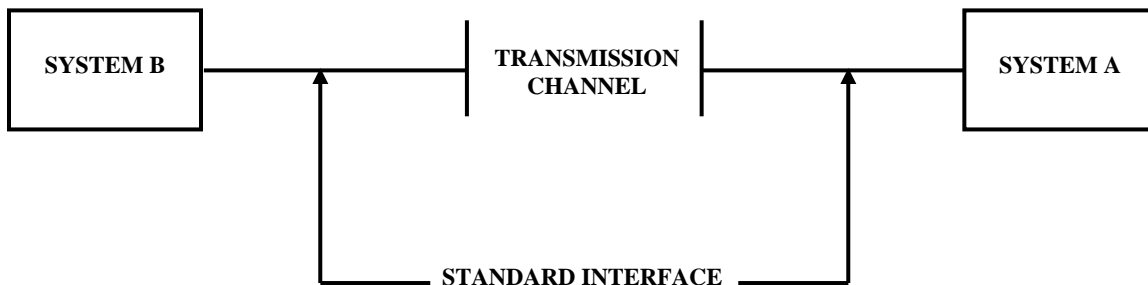
4 GENERAL REQUIREMENTS

4.1 Digital message transfer device (DTMD).

A DMTD is a portable data terminal device with limited message generation and processing capability. DMTDs are used for remote access to automated C⁴I systems and to other DMTDs. The environment encompasses point-to-point, point-to-multipoint, relay and broadcast transfer of information over data communications links.

4.2 Interoperability.

Interoperability of DMTDs and associated C⁴I systems shall be achieved by implementing the standard interface for DMTD subsystems (see FIGURE 1) specified in this document. This standard defines the layered protocols for the transmission of single or multiple segment messages over broadcast radio subnetworks and point-to-point links. It provides the minimum essential data communications parameters and protocol stack required to communicate with other data terminal devices. These communications parameters and protocols will facilitate functional interoperability among DMTDs, and between DMTDs and applicable C⁴I systems within the layered framework described below. Electrical and mechanical design parameters are design-dependent and are outside the scope of this document. Interoperability considerations for terminal designers and systems engineers are addressed in 6.3 and APPENDIX B.



NOTES:

1. System A and System B (where either system, or both, can be a DMTD or a C⁴I system) may include modems, line drivers, error control algorithms, encryption devices, control units, and other devices as required to comply with this standard.
2. The transmission channel may include single and multichannel transmission equipment.

FIGURE 1. Standard interface for DMTD subsystems.

MIL-STD-188-220D w/ Change 1

4.3 Framework.

The communications and procedural protocols used in DMTD equipment shall support the layers of the functional reference model depicted in FIGURE 2. The DMTD functional reference model in FIGURE 2 is based on the ISO 7498 OSI seven-layer model and is for reference only. FIGURE 2 contains the framework that is used in this document for defining the protocols required to exchange information among DMTD subsystems, and between DMTD subsystems and applicable C⁴I systems. FIGURE 3 illustrates a representative time epoch of the basic frame structure supported by the DMTD subsystem. This standard describes the protocols at the following OSI layers:

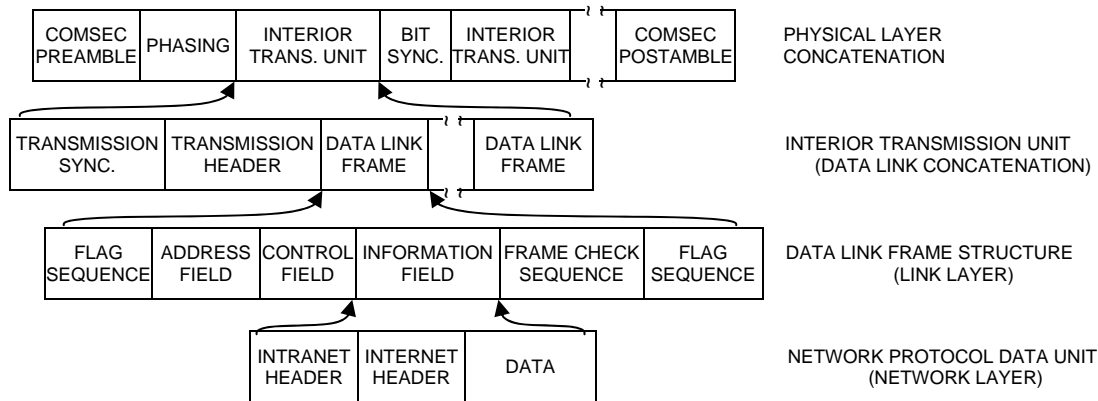
- a. Physical Layer
- b. Data Link Layer
 - 1. Network Access Control
 - 2. Link Level Control
- c. Network Layer (Intranet Layer)

Application Layer *
Presentation Layer *
Session Layer *
Transport Layer *
Network Layer
Data Link Layer
Physical Layer

* NOTE: These layers are not defined in this standard.

FIGURE 2. DMTD functional reference model

MIL-STD-188-220D w/ Change 1



NOTES: Phasing if required, is applied before the first Interior Transmission Unit.

Bit Synchronization is applied between physically concatenated Interior Transmission Units.

The Network Protocol Data Unit may include an Internet header in addition to the required Intranet header.

This standard does not specify requirements for the Internet header.

FIGURE 3. Basic structure of DMTD protocol data units at the standard interface.

4.4 DMTD capabilities.

The waveform and the protocols necessary to ensure End-to-End (ETE) interoperability at the interface may support the following capabilities:

- a. Transmission in a half-duplex mode over radio, wireline, and satellite links.
- b. Link encryption.
- c. Point-to-point, multipoint, relay or broadcast connectivity between stations.
- d. Asynchronous Balanced Mode (ABM) of operation between two or more stations.
- e. Network access control for network access management and collision avoidance.
- f. Transport of any application data over the link.
- g. User data exchange using single or multiple frame packets.
- h. Addressing conventions that support unicast and multicast (One-hop stations, all stations, or special groups [e.g., all commanders]) station addressing, as well as routing and relay.

MIL-STD-188-220D w/ Change 1

- i. Error control, for maintaining data integrity over the link, including Frame Check Sequence, Forward Error Correction, and Time-Dispersal Coding.
- j. Data scrambling to combat radio Direct Current (DC) bias.
- k. Data link frame acknowledgment, intranet frame acknowledgment and ETE, segment acknowledgment at the transport layer.
- l. Intranet relay at the network layer.
- m. Topology update capability for the intranet.

4.5 System standards and design.

The parameters and other requirements specified in this document are mandatory system standards if the word *shall* is used in connection with the parameter value or requirement under consideration. Non-mandatory design objectives are indicated in parentheses after a standardized parameter value or by the words *should*, *can* or *may* in connection with the parameter value or requirement under consideration. APPENDIX B also indicates whether specific parameters or other requirements are mandatory or optional. All users of this document shall take into consideration all parts of the document before making decisions to define, procure or implement systems. In the event that there is an apparent conflict between the main volume and APPENDIX B, then one of the following actions shall be taken:

- a. The “mandatory” option shall be selected over the “optional” one.
- b. The matter shall be referred to the Combat Network Radio Working Group (CNRWG) for adjudication.

This document contains numerous essential technical parameters in the form of mandatory and optional design objectives in which, in some situations, the parent capability is optional but the value is mandatory if the optional capability is elected. Even though the child value is mandatory, it does not mean the parent capability is mandatory.

Example: The Synchronous capability is a mandatory requirement that all systems must implement. The Asynchronous capability is an optional requirement, but if elected then the Frame Synchronization field is mandatory. The fact that the Frame Synchronization field is mandatory if the Asynchronous process is selected does not mean that the Asynchronous process is a mandatory requirement.

Unless stated otherwise, the following convention is used in the figures of MIL-STD-188-220: Least Significant Bit (LSB) is always shown to the RIGHT, and Most Significant Bit (MSB) is always shown to the LEFT.

MIL-STD-188-220D w/ Change 1

5 DETAILED REQUIREMENTS

5.1 Physical layer.

The physical layer (PL) shall provide the control functions required to activate, maintain, and deactivate the connections between communications systems. This standard does not address the electrical or mechanical functions normally associated with PL protocols.

5.1.1 Transmission channel interfaces.

Transmission channel interfaces should be implemented as dictated by the communication device (e.g., radio) to which the system will be connected. The transmission channel interfaces, specified in APPENDIX L, define the transmission envelope characteristics (signal waveform, transmission rates, and operating mode) authorized at the standard interface between a DMTD and the transmission channel. The transmission channel may consist of wireline, satellite, or radio links. The specific details of the physical interface for connecting DMTDs to the equipment that implements the transmission channel are beyond the scope of this document. The actual physical connections will depend on the interface characteristics required by the particular transmission equipment. These unique physical interface characteristics may be defined in the equipment specifications or in technical interface specifications. Therefore, the requirements for the electrical features (such as data, clock, and control) and mechanical features (such as connectors, pin assignments, and cable) of the connection between the DMTD and the associated transmission channel equipment are left to the equipment designer.

5.2 Physical-layer protocol.

5.2.1 Physical-layer Protocol Data Unit (PDU).

The transmission frame shall be the basic PDU of the PL and shall be as shown in FIGURE 4. FIGURE 4a presents the transmission frame structure for traditional communication security (COMSEC) (backward-compatible mode). Traditional COMSEC is used in this document to denote systems with the COMSEC equipment placed external to the C4I system. FIGURE 4b presents the transmission frame structure with COMSEC embedded in the C4I system (embedded mode). FIGURE 4c presents the transmission frame structure without COMSEC. This standard defines the following modes of transmission:

- a. Synchronous Mode
- b. Asynchronous Mode
- c. Packet Mode

DMTD subsystems or applicable C4I systems shall support the Synchronous Mode of transmission as a minimum for joint interoperability purposes. DMTD subsystems or applicable C4I systems may support the Asynchronous Mode of transmission and/or Packet Mode of transmission. Note that the Synchronous mode includes both Standard Data Mode (SDM) and Enhanced Data Mode (EDM). For EDM, available in some radios, FEC and TDC are provided by the radio. SDM typically requires FEC and TDC to be applied by the Data Terminal Equipment (DTE).

MIL-STD-188-220D w/ Change 1

Notes:

Synchronous mode is used with Data Circuit-terminating Equipment (DCE) that present a clock and data interface. Packet mode is used with DCEs that require no frame synchronization. Asynchronous mode is used with DCEs that present modulated data without a clock.

COMSEC PREAMBLE	PHASING	TRANSMISSION SYNCHRONIZATION	DATA FIELD	COMSEC POSTAMBLE
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Figure 4a. Transmission frame structure with external COMSEC.

PHASING	TRANSMISSION SYNCHRONIZATION WITH COMSEC MESSAGE INDICATOR	DATA FIELD	COMSEC POSTAMBLE
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Figure 4b. Transmission frame structure with embedded COMSEC.

PHASING	TRANSMISSION SYNCHRONIZATION	DATA FIELD
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Figure 4c. Transmission frame structure with no COMSEC.

FIGURE 4. Transmission frame structure.

5.2.1.1 Communications security preamble and postamble.

These fields are present when link encryption is used. The COMSEC preamble field shall be used to achieve cryptographic synchronization over the link. The COMSEC postamble field shall be used to provide an end-of-transmission flag to the COMSEC equipment at the receiving station. These fields and the COMSEC synchronization process are described in APPENDIX D (D.5.1.1 and D.5.1.5, respectively).

5.2.1.2 Phasing.

Phasing shall be a string of alternating ones and zeros, beginning with a one, sent by the DTE. For Synchronous mode interfaces, the length of this field may be 0. For Packet Mode interfaces, the length of this field shall be 0. Phasing is optional for Synchronous mode. Phasing shall be used with Asynchronous mode. Phasing is described in C.3.2.2.

5.2.1.3 Transmission synchronization field.

The structure of the transmission synchronization field is dependent on the mode of transmission. The structures for Asynchronous and Synchronous modes are shown in FIGURE 5.

FIGURE 5a presents the transmission synchronization field with either external or no COMSEC. FIGURE 5b presents the transmission synchronization field with embedded COMSEC. The structure for the Packet Mode is described in 5.2.1.3.3. The Asynchronous and Synchronous modes include both Standard Frame Synchronization (SFS) and Robust Frame

MIL-STD-188-220D w/ Change 1

Synchronization (RFS). The SFS shall be used to achieve synchronization when implementing the mandatory Synchronous Mode of Transmission and the optional Asynchronous Mode of Transmission. The RFS is used only when implementing the Robust Communication Protocol (RCP) described in APPENDIX J for both the Asynchronous and Synchronous modes. The RCP, available in some radios, is optional for both the Asynchronous and Synchronous modes.

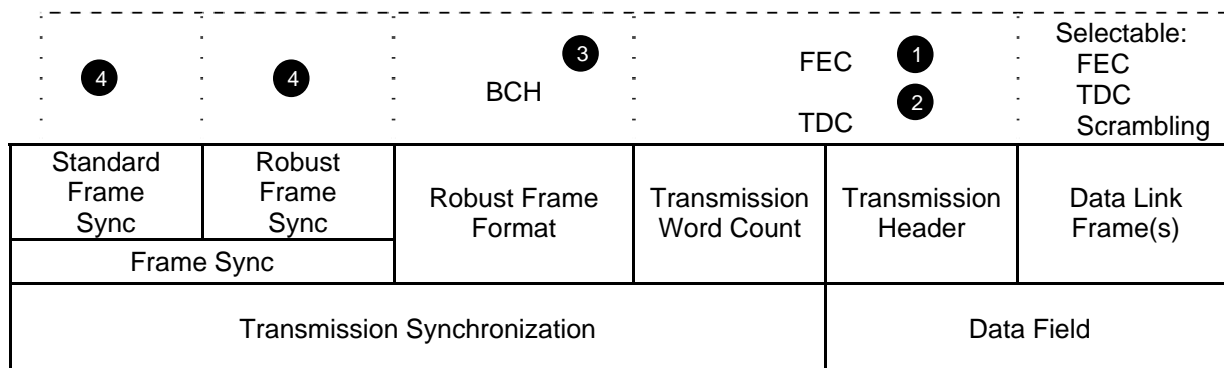


Figure 5a. With external COMSEC or No COMSEC.

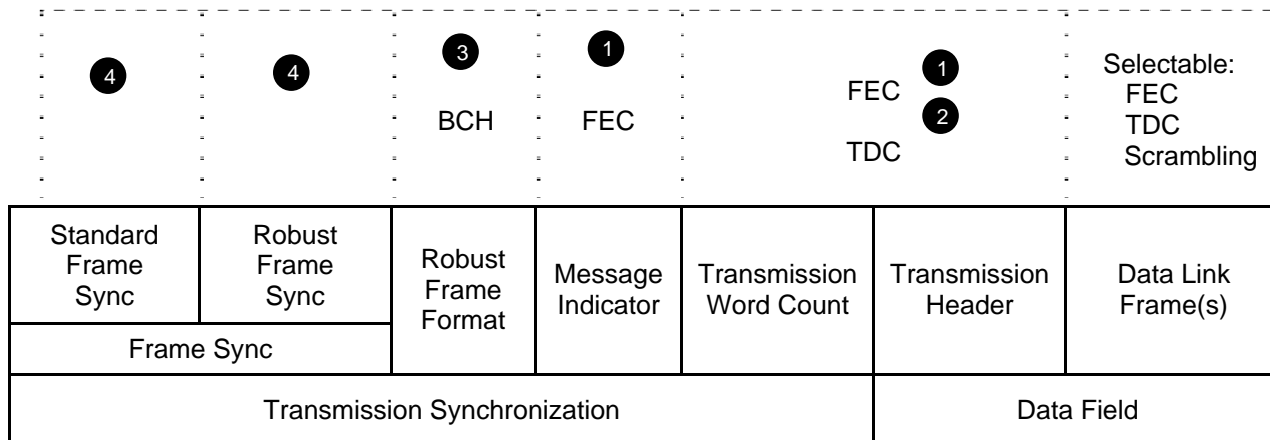


Figure 5b. With Embedded COMSEC.

Notes:

- ❶ Golay FEC is applied to the Transmission Word Count, message Indicator and Transmission Header fields in Asynchronous and Synchronous Modes. (The Transmission Header is the leading portion of the Data Field as described in 5.3.1.)
- ❷ TDC is applied to the Transmission Word Count and Transmission Header fields in Asynchronous and Synchronous Modes. (The Transmission header is the leading portion of the Data Field as described in 5.3.1.)
- ❸ The Robust Frame Format (RFF) subfield is used only when implementing the RCP described in APPENDIX J. BCH is applied to the RFF in Asynchronous and Synchronous Modes.
- ❹ The Standard Frame Synchronization and Robust Frame Synchronization are mutually exclusive.

FIGURE 5. Transmission synchronization field.

MIL-STD-188-220D w/ Change 1

(Synchronous and Asynchronous Mode)

5.2.1.3.1 Synchronous mode transmission synchronization field.

The Synchronous Mode Transmission Synchronization field shall be composed of the following:

- a. Frame Synchronization
 - Standard Frame Synchronization
 - Robust Frame Synchronization
- b. Robust Frame Format (RCP only)
- c. Message Indicator (MI) (embedded COMSEC only)
- d. Transmission Word Count

5.2.1.3.1.1 Frame synchronization subfield.

This subfield shall consist of the fixed 64-bit synchronization pattern shown in FIGURE 6 for Standard Frame Synchronization or FIGURE 7 for Robust Frame Synchronization. The receiver shall correlate for the frame synchronization pattern. A pattern shall be detected if 13 or fewer bits are in error with non-inverted or inverted data. If the correlation detects an inverted synchronization pattern, all received data shall be inverted before any other receive processing is performed. If the Synchronization Pattern for Standard Frame Synchronization subfield shown in FIGURE 6 is detected, the receiver shall assume the processing of optional Robust Communication Protocol (RCP) is not requested for this transmission.

MSB	LSB
1001101110110101011110100000100101101001010011110100111100100110	

FIGURE 6. Synchronization pattern for standard frame synchronization.

If the robust frame synchronization pattern shown in FIGURE 7 is detected, the receiver shall assume the processing of optional Robust Communication Protocol (RCP) described in 5.2.1.3.4 is requested for this transmission. The Robust Frame Format subfield shall be used to determine what physical level processing is required for data reception. If the robust frame synchronization pattern shown in FIGURE 7 is used, the frame synchronization pattern shown in FIGURE 6 shall not be used.

MIL-STD-188-220D w/ Change 1

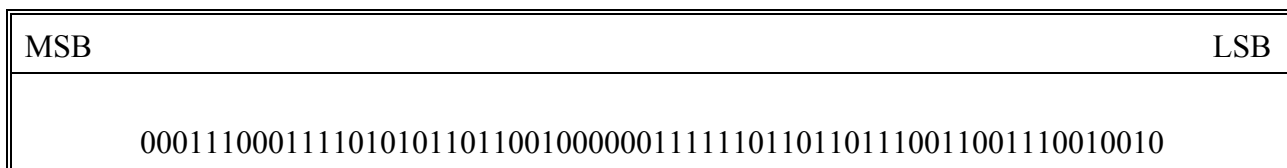


FIGURE 7. Synchronization pattern for robust frame synchronization.

5.2.1.3.1.2 Robust frame format subfield.

The robust frame format subfield shall be used only with the robust frame synchronization subfield shown in FIGURE 7 for RCP processing. The robust frame format subfield is a seven-bit field, which specifies the format of the transmitted frame. Three selectable processes: convolutional coding, data scrambling and packetizing shall be used to construct the transmission frame. The bits are defined in TABLE I and TABLE II. Note that the packetizing scheme is the Multi-Dwell Protocol (MDP) as defined in APPENDIX J. TABLE III is applied only when Multi-Dwell Flag is set to one (1). The robust frame format subfield shall be formatted with multi-dwell majority vote 3 out of 5 Bose-Chaudhuri-Hocquenghem (BCH) (15,7) coding with no scrambling and no convolutional encoding.

TABLE I. Robust frame format.

Bit(s)	Fields
0 (LSB)	Multi-Dwell Flag
1	Scrambling Flag
2, 3, 4	Multi-Dwell Transmission Format
5,6	Convolutional Coding Constraint Length

TABLE II. Multi-dwell transmission format.
 (The Most Significant Bit is shown on the Left)

000	Single BCH(15,7) word 32 Bit SOP, 11 64-bit segments per packet
001	Majority Vote 2 out of 3 BCH(15,7) word 64 Bit SOP, 13 64-bit segments per packet
010	Majority Vote 3 out of 5 BCH(15,7) word 64 Bit SOP, 13 64-bit segments per packet
011	Majority Vote 3 out of 5 BCH(15,7) word 64 Bit SOP, 6 64-bit segments per packet

MIL-STD-188-220D w/ Change 1

TABLE III. Convolutional coding constraint length codes.
 (The Most Significant Bit is shown on the Left)

00	Constraint Length 3
01	Constraint Length 5
10	Constraint Length 7
11	Convolutional Coding Disabled

5.2.1.3.1.3 Message Indicator (MI).

The MI field is contained within the transmission synchronization field only when COMSEC is embedded in the host. The MI field is defined in APPENDIX D (D.5.1.1.3 and D.5.2.4). Golay FEC is applied to the Transmission Word Count (TWC), MI (with embedded COMSEC) and Transmission Header in Asynchronous and Synchronous Modes.

5.2.1.3.1.4 Transmission Word Count (TWC) subfield.

The TWC is a 12-bit value calculated by the transmitting station to inform the receiving station of the number of 16-bit words (after any appropriate FEC encoding, TDC fill or zero bit insertion) contained in the transmission. The TWC calculation shall include the length of the TWC and data field (see 5.2.1.4). The maximum TWC is 4095 ($2^{12}-1$). The value provided by the 12 information bits is binary-encoded. The maximum number of words is dependent on the maximum number of bits allowed in the data field of a transmission frame. It is possible that the number of bits in the data field will not be evenly divisible by 16. In that case, the word count shall be rounded to the next higher integer and a variable number of zeros, 0 to 15, shall be appended after the final link layer frame in order to make the Transmission Unit an integral number of 16-bit words. These zeros shall not be subject to FEC or TDC (see G.3.7.1.3). TDC is applied to the TWC and Transmission Header in Asynchronous and Synchronous Modes. Golay FEC is applied to the TWC, MI (with embedded COMSEC) and Transmission Header in Asynchronous and Synchronous Modes.

5.2.1.3.2 Asynchronous mode Transmission Synchronization field.

The Asynchronous Transmission Synchronization field shall be composed of the following:

- a. Frame Synchronization
 - Standard Frame Synchronization
 - Robust Frame Synchronization
- b. Robust Frame Format (RCP only)
- c. Message Indicator (MI) (embedded COMSEC only)
- d. Word Count

MIL-STD-188-220D w/ Change 1

5.2.1.3.2.1 Frame synchronization subfield.

The Asynchronous Mode Synchronization Pattern for Standard Frame Synchronization subfield is the same as the Synchronous Mode Synchronization Pattern for Standard Frame Synchronization subfield defined in 5.2.1.3.1.1 and shown in FIGURE 6.

5.2.1.3.2.2 Robust Frame Synchronization subfield.

The Asynchronous Mode Synchronization Pattern for Robust Frame synchronization subfield is the same as the Synchronous Mode Synchronization Pattern for Robust Frame synchronization subfield defined in 5.2.1.3.1.2 and shown in FIGURE 7.

5.2.1.3.2.3 Message Indicator.

The format of the Asynchronous Mode MI field is the same as for the Synchronous Mode MI field defined in 5.2.1.3.1.3.

5.2.1.3.2.4 Transmission Word Count subfield.

The Asynchronous Mode TWC format is the same as the Synchronous Mode TWC defined in 5.2.1.3.1.4.

5.2.1.3.3 Packet mode transmission synchronization field.

This field consists of at least one HDLC flag corresponding to the flag bit pattern shown in FIGURE 8. When a DTE has data to send to the radio (DCE) it shall transmit flags on the 'T' lead until flags are received from the radio (DCE) on the 'R' lead, then data shall be sent to the radio (DCE) on the 'T' lead. A variable number (at least one) of lead flags shall be transmitted prior to the actual data. On the receive side, the radio (DCE) shall send at least one flag prior to the data it sends to the DTE.

MSB	LSB
01111110	

FIGURE 8. Packet mode transmission synchronization field.

5.2.1.3.4 Robust Communications Protocol (RCP).

The RCP provides the additional processing to aid the transfer of secure and non-secure digital data when combined with the link processing of the MIL-STD-188-220 protocol. The RCP and its sub components are described in detail in APPENDIX J.

5.2.1.4 Data field.

The data field shall contain the string of bits, comprising the Transmission Header and concatenated data link frames, created by the data link layer following the procedures for framing, zero bit insertion, concatenation, FEC, TDC, and scrambling. FEC, TDC and Scrambling are not applied when Packet Mode is used.

MIL-STD-188-220D w/ Change 1

5.2.1.5 Bit synchronization field.

This field shall be used to provide the receiver a signal for re-establishing bit synchronization. Bit synchronization is used only between physically concatenated frames in Asynchronous Mode. The bit synchronization field shall be a 64-bit pattern that consists of alternating ones and zeros, beginning with a one.

5.2.2 Network Access Control (NAC) related indications.

a. The net busy information is conveyed to the upper layer protocol (data link) through a status indication. Upon detection of a net busy, the net busy indicator shall be set. The net busy sensing indicator shall be reset when neither digital data nor voice is detected by the net busy sensing function. APPENDIX C (C.4.1) describes the net busy sensing function.

b. The NAC algorithm described in APPENDIX C needs the transmitter to know when the last bit of data is transmitted, and the receiver to know when the last bit of data is received.

5.2.3 Physical-layer to upper-layer interactions.

At least three primitives are used to pass information for the sending and receiving of data across the upper layer boundary.

a. Requests for transmission of data are sent by the upper layer, using the PL Unitdata Request primitive with the following parameter:

PL-Unitdata Request

Data/Data length

FEC/TDC/Scrambling

No FEC, No TDC, No Scrambling

No FEC, No TDC, Scrambling

FEC, No TDC, No Scrambling

FEC, No TDC, Scrambling

FEC, TDC, No Scrambling

FEC, TDC, Scrambling

Multi-dwell transmission format segment count

6 segments per packet

11 segments per packet

13 segments per packet

PL Scrambling

No PL Scrambling

PL Scrambling

MIL-STD-188-220D w/ Change 1

Convolutional coding constraint length

Constraint length 3

Constraint length 5

Constraint length 7

b. Indication of data received is provided to the upper layer through the Unitdata Indication primitive with the following parameter:

PL-Unitdata Indication

Data/Data length

FEC/TDC/Scrambling

No FEC, No TDC, No Scrambling

No FEC, No TDC, Scrambling

FEC, No TDC, No Scrambling

FEC, No TDC, Scrambling

FEC, TDC, No Scrambling

FEC, TDC, Scrambling

Multi-dwell transmission format segment count

6 segments per packet

11 segments per packet

13 segments per packet

PL Scrambling

No PL Scrambling

PL Scrambling

Convolutional coding constraint length

Constraint length 3

Constraint length 5

Constraint length 7

c. Net activity status information is provided to the upper layer through a Status Indication with the following parameters:

PL-Status Indication

Net activity

net clear

net busy

busy with/data

busy with/voice

Transmission Status

transmit complete/idle

in-process

transmit aborted

MIL-STD-188-220D w/ Change 1

5.3 Data Link layer.

The Data Link layer shall provide the control functions to ensure the transfer of information over established physical paths, to provide framing requirements for data, and to provide for error control. Zero bit insertion is applied to the Transmission Header and Data Link Frame.

5.3.1 Transmission Header.

The Transmission Header is the leading portion of the Data Field transmission (see 5.2.1.4). The Transmission Header consists of a two-octet Transmission Information field, a 32-bit FCS, in accordance with 5.3.4.2.5, and is bounded by Flags in accordance with 5.3.4.2.1. The Transmission Information field contains Selection bits, MIL-STD-188-220 Version and a Transmission Queue field which indicates the transmitting station queue length. The Transmission Header format is shown in FIGURE 9. Golay FEC and TDC are applied to the entire Transmission Header (except when the Packet Mode Interface described in L.4.1.6 is used at the PL), including leading and trailing flags, MI (with embedded COMSEC) and TWC. The TWC, MI and Transmission Header shall have Golay FEC applied when operating in the Asynchronous and Synchronous modes. TDC (7x24) bit interleaving shall be applied in unison with the FEC on the TWC and Transmission Header. The data shall be formatted into a TDC block composed of seven (7) 24-bit Golay (24,12) codewords in a manner analogous to 5.3.14.3. There are 168 FEC-encoded bits with this TDC. The MIL-STD-188-220 Version subfield indicates the lower layer protocol version, refer to 5.3.1.2.

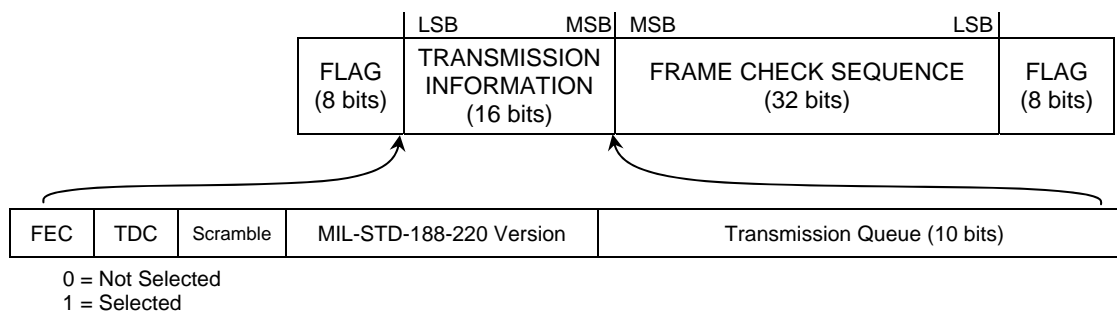


FIGURE 9. Transmission header.

5.3.1.1 Selection bits.

The first three bits of the Transmission Information field selects FEC, TDC and Scrambling, respectively, on or off for the remainder of the PL data field. A zero indicates “off” and a one indicates “on” in these bit positions. Regardless of the setting of these three bits, Golay FEC/TDC is applied and Scrambling is not applied to the entire Transmission Header. Scrambling, if used, shall be applied before any FEC and TDC is applied. FEC, TDC and scrambling are not applied when the Packet Mode Interface described in L.4.1.6 is used at the PL. In addition, FEC/TDC is not applied when the SINCGARS Synchronous mode is selected utilizing the EDM available in the SIP and ASIP radio.

MIL-STD-188-220D w/ Change 1

5.3.1.2 MIL-STD-188-220 Version.

This subfield shall identify the MIL-STD-188-220 Version used to generate this message.

<u>Value</u>	<u>MIL-STD-188-220 Version</u>
0	Reserved
1	MIL-STD-188-220D
2	MIL-STD-188-220D w/CHANGE 1
3-7	Undefined

FIGURE 10. MIL-STD-188-220 Version

MIL-STD-188-220D w/CHANGE 1 compliant systems shall use the value “2” for all transmitted messages. If a station supporting only MIL-STD-188-220D w/CHANGE 1 is connected to a network containing stations supporting a different version (an earlier or later version) of the MIL-STD it is possible that a DL PDU with a MIL-STD-188-220 Version field value other than 2 will be received by the station supporting MIL-STD-188-220D w/CHANGE 1. Received DL PDUs with a MIL-STD-188-220 Version field value that is not equal to 2 shall be discarded by stations that implement only MIL-STD-188-220D w/CHANGE 1 and a DL-Error Indication shall be generated indicating that an unsupported MIL-STD-188-220 Version field value was received.

5.3.1.3 Transmission Queue field.

This field is used to support the Radio Embedded - Network Access Delay (RE-NAD) process and the Deterministic Adaptable Priority - Network Access Delay (DAP-NAD) process and the Data and Voice - Network Access Delay (DAV-NAD) process. The entire field is 10-bits long with the first two bits (‘T’-bits) indicating how the rest of the 8-bits long subfield is interpreted. The format of the transmission queue field is shown in FIGURE 11.

5.3.1.3.1 T-bits.

The two left-most bits in the transmission queue field are the T-bits. The bit sequence interpretations are indicated in FIGURE 11. The transmission queue subfield has a variable format depending on which of the following uses are intended:

MIL-STD-188-220D w/ Change 1

T-bits

LSBMSB

a.

00

The transmission queue subfield does not contain information and is ignored.

b.

01

The transmission queue subfield is used in conjunction with RE-NAD. This subfield contains queue precedence (in bit positions 2-3) and queue length (bit positions 4-7). Bit positions 8 and 9 are spare and ignored.

c.

10

The transmission queue subfield is used in conjunction with DAP-NAD and DAV-NAD. This subfield contains Data Link Precedence (in bit positions 2 and 3) and First Station Number (FSN) (in bit positions 4-9).

d.

11

This bit sequence is INVALID and shall be ignored. Data link frame(s) after this header shall be processed normally.

LSBMSB

T-Bits

0	1	2	3	4	5	6	7	8	9
0	0	Transmission Queue Subfield Ignored							
0	1	Queue Prec.		Queue Length				Spare	
1	0	Data Link Prec.		First Station Number					
1	1	Invalid/Ignored							

FIGURE 11. Transmission queue field formats.

5.3.1.3.2 Queue precedence.

The queue precedence component indicates the highest precedence level of information type frames in the queue.

The precedence levels and bit sequences are:

<u>Precedence</u>	<u>Bit 2</u>	<u>Bit 3</u>	<u>Value</u>
Urgent	0	0	0
Priority	1	0	1
Routine	0	1	2
Reserved	1	1	3

5.3.1.3.3 Queue Length.

The Queue Length component indicates the number of concatenated frame sequences required to transmit all of the highest precedence messages in the transmission queue at the time the transmission was created. This number may be used by receiving station to calculate the average network member's queue length. This average is used in calculation of the continuous scheduler for the Radio Embedded channel access procedure (C.4.4.4).

MIL-STD-188-220D w/ Change 1

5.3.1.3.4 Data Link Precedence.

This subfield consists of two bits and contains a value that indicates the highest precedence of any message that is contained in the physical frame. It shall contain the value 0 if an urgent message is in the frame, 1 if a priority but no urgent message is in the frame and 2 if neither an urgent nor priority message is in the frame. The variable NP in the equations defined in APPENDIX C (C.4.4.5.2) is set equal to the contents of the highest precedence Data Link Precedence field in any (possibly concatenated) physical frame contained in the most recent reception.

The precedence levels and bit sequences for the Data Link Precedence field are:

<u>Precedence</u>	<u>Bit 2</u>	<u>Bit 3</u>	<u>Value</u>
Urgent	0	0	0
Priority	1	0	1
Routine	0	1	2
Undefined	1	1	3

Undefined precedence values shall be handled as routine.

5.3.1.3.5 First Station Number (FSN).

This subfield consists of 6 bits and designates the number of the station that is to have the first net access opportunity at the next net access period (the one immediately following this transmission). The number of the station that has the first net access opportunity is the variable FSN in the equations defined in APPENDIX C (C.4.4.5.2).

Bit coding for FSN is:

<u>1st Station #</u>	<u>Bit: 4--->9</u>
Illegal	000000
1	100000
2	010000
.	..
.	..
.	..
63	111111

5.3.2 Network access control.

The presence of multiple stations on a single communications net requires a method of controlling the transmission opportunities for each station. To minimize conflicts, the net busy sensing function and NAC procedures regulate transmission opportunities for all participants on the net. Random - Network Access Delay (R-NAD), Hybrid - Network Access Delay (H-NAD), Prioritized - Network Access Delay (P-NAD), Radio Embedded - Network Access Delay (RE-NAD), Data and Voice – Network Access Delay (DAV-NAD) and Deterministic Adaptable Priority - Network Access Delay (DAP-NAD) are the authorized NAC procedures at this

MIL-STD-188-220D w/ Change 1

interface. APPENDIX C defines the NAC parameters for R-NAD, H-NAD, P-NAD, DAP-NAD, DAV-NAD, and RE-NAD. As a minimum, DAP-NAD and R-NAD shall be available to regulate transmission opportunities for all participants when the network is operating in Synchronous Mode.

5.3.2.1 Scheduler.

When the net access is embedded in the radio, a scheduler may be implemented in the DTE or communications processor to organize radio access throughout the network. The scheduler is used to provide a random distribution of timing for channel requests. When a station has data to transmit, it shall calculate the scheduler timer as indicated in APPENDIX C (C.4.4.4.1). When this timer expires, the link layer shall first determine that the previous frame concatenation was transmitted by the PL. If the frame concatenation was not transmitted, the link layer shall request its transmission. If a higher precedence individual frame becomes available for transmission, the concatenated frames shall be re-built to include the higher precedence frame. If the previous frame concatenation was transmitted, the link layer shall build a new frame concatenation. This frame concatenation shall then be passed to the PL for transmission. Both randomized and immediate scheduler modes are specified in APPENDIX C (C.4.4.4.1.1, C.4.4.4.1.5, and C.4.4.4.1.6, respectively).

5.3.3 Types of operation.

Four types of operation for data communication between systems are defined to provide basic connectionless and connection mode operations:

- Type 1 - Unacknowledged Connectionless Operation
- Type 2 - Connection-mode Operation
- Type 3 - Acknowledged Connectionless Operation
- Type 4 - Decoupled Acknowledged Connectionless Operation

Types and services 1 through 3 are based on ISO 8802-2. The Type 1 and Type 3 connectionless operations are mandatory for implementation in all systems. The Type 2 connection mode and the Type 4 connectionless mode (decoupled ACK) are optional.

5.3.3.1 Type 1 operation.

For the purpose of this protocol, Type 1 operation will designate the ISO 8802-2 unacknowledged connectionless operation.

5.3.3.2 Type 2 operation.

With Type 2 operation, a data link connection shall be established between two systems prior to any exchange of information bearing PDUs. For efficiency at system startup, connections may be assumed to exist with all other stations in the network; and the system may depend on information transfer phase procedures to resolve error conditions. To guarantee a reliable (i.e., no loss) service, connections should be explicitly established, not assumed to exist. The connection normally shall remain open until a station leaves the net.

MIL-STD-188-220D w/ Change 1

5.3.3.3 Type 3 operation.

For the purpose of this protocol, Type 3 operation will designate the ISO 8802-2 acknowledged connectionless operation.

5.3.3.4 Type 4 operation.

With Type 4 operation, acknowledgments are decoupled from the original Decoupled Information Acknowledgment (DIA) PDU, and DIA PDUs contain a non-modulus identification number assigned by the originator.

5.3.3.5 Station class.

Four station classes define the data link procedures supported by a system:

Station Class A - Supports Types 1 and 3; not Types 2 and 4

Station Class B - Supports Types 1, 2 and 3; not Type 4

Station Class C - Supports Types 1, 3 and 4; not Type 2

Station Class D - Supports Types 1, 2, 3 and 4.

5.3.4 Data Link frame.

The Data Link frame shall be the basic PDU of the link layer. The Transmission Header is not a PDU.

5.3.4.1 Types of frames.

Three types of frames convey data over the Data Link: an unnumbered frame (U PDUs), an information frame (I PDUs) and a supervisory frame (S PDUs).

5.3.4.1.1 Unnumbered frame.

The U PDUs shall be used for Type 1, Type 2, Type 3, and Type 4 operations. They provide connectionless information transfer for Types 1, 3 and 4 operations. U PDUs provide acknowledgment for Type 3, and station identification/status information for Types 1 and 3 operations. They also provide data link control functions for Type 1 through 4 operations.

5.3.4.1.2 Information frame.

The I PDUs are used for information transfer in Type 2 operations only. They convey user data or message traffic across a link. The I PDUs are not used in Type 1, Type 3, or Type 4 operations.

5.3.4.1.3 Supervisory frame.

The S PDUs are used for data link supervisory control functions and to acknowledge received I PDUs in Type 2 operations. Additionally, the Type 4 Decoupled Receive Ready (DRR) response S PDU is used to acknowledge Type 4 DIA PDUs. The S PDUs are not used in Type 1 or Type 3 operations.

5.3.4.2 Data Link frame structure.

The basic elements of the Data Link frame shall be the opening flag sequence, the address field, the control field, the information field, the FCS, and the closing flag sequence. Each Type 1,

MIL-STD-188-220D w/ Change 1

Type 2, Type 3, and Type 4 Data Link frame shall be structured as shown in the Data Link frame portion of FIGURE 12.

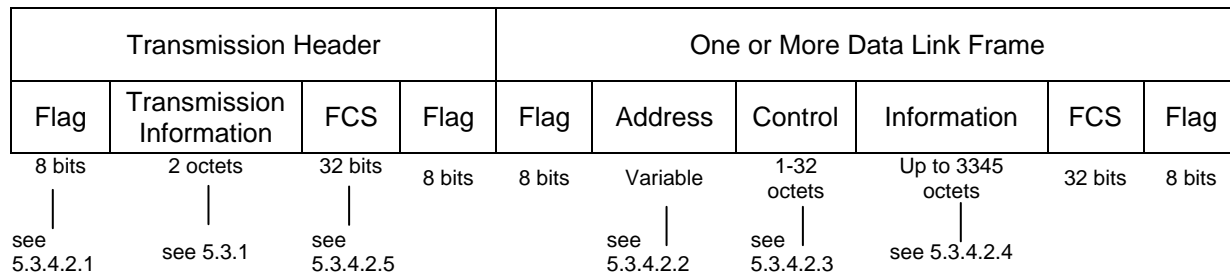


FIGURE 12. Data Link frame structure and placement

5.3.4.2.1 Flag sequence.

All frames shall start and end with the 8-bit flag sequence of one 0 bit, six 1 bits, and one 0 bit (01111110). The flag shall be used for Data Link frame synchronization.

5.3.4.2.2 Address fields.

These fields shall identify the data link layer addresses of the source and destinations. The data link destination address in the data link header is the address of the next hop to reach the final destination which may be different than the Destination/Relay Address field(s) in the intranet header. The intranet address in the intranet header is the data link address of the final destination of the intranet packet, which is indicated by setting the Destination bit to "1" corresponding to the Destination/Relay Address field of the final destination. The syntax of the data link address and intranet address (Destination/Relay Address field or Originator Address field) are the same (i.e. use the same bit field representations). Address types are: unicast, multicast (One-hop multicast, or group multicast), special, or reserved addresses. The size of this field will vary depending on the size of addresses (single octet, four octet, or six octet), used for the transmission:

Single Octet Addressing range (includes source and destination address):	2-17 octets
Four Octet Addressing range (includes source and destination address):	6-85 octets
Six Octet Addressing range (includes source and destination address):	8-119 octets

5.3.4.2.2.1 Address format.

Three Data Link address formats are supported: single octet, four octet, and six octet. Single octet addressing shall be mandatory for any system using IPv4 or N-Layer Pass-Through at the Network Layer for synchronous, asynchronous, and packet modes of operation. Four octet and six octet addressing shall be optional for any system using IPv4 or N-Layer Pass-Through at the Network Layer for synchronous, asynchronous, and packet modes of operation. Six octet addressing shall be mandatory for any system using IPv6 at the Network Layer for synchronous, asynchronous, and packet modes of operation. Any system transmitting messages using IPv6 at the Network Layer shall only use six octets addressing at the Data Link Layer for Addresses. Six Octet Addresses at the Data Link Layer permit the use of ICMPv6 Autoconfiguration

MIL-STD-188-220D w/ Change 1

Neighbor Discovery and Multicast Listener Discovery Protocol (MLD) on IPv6 networks. The size of the address can be determined by evaluation of the first octet of the address: the first octet is either an address extension marker or a single octet address.

5.3.4.2.2.1.1 Single octet addressing.

The source address octet shall consist of a command/response (C/R) designation bit (the LSB) followed by a 7-bit address representing the source. Each destination octet shall consist of an extension bit (the LSB) followed by the 7-bit destination address. The destination address uses a modification of the High-Level Data Link Control (HDLC) extended addressing format. The following octet is another destination address. The destination address field shall be terminated by an octet that has the extension bit set to 1. The format of the address fields shall be as shown in FIGURE 13.

5.3.4.2.2.1.2 Four octets addressing.

The four octets of address space shall be preceded by a single octet 32-bit marker subfield. This field, containing a fixed value of 126, is used to indicate that the next four octets contain the actual link layer address. In the source address field the 32-bit marker subfield shall consist of a command/response (C/R) designation bit (the LSB) followed by a 7-bit value = 126. In the destination address field the 32-bit marker subfield shall consist of an extension bit (the LSB) followed by the 7-bit value = 126. If the destination address field is extended, it shall be indicated by setting the extension bit of the 32-bit marker subfield of a destination address octet to 0. This subsequent address may be formatted in either four octets or a single octet. The destination address field shall be terminated by an octet (either a valid address or the 32-bit marker subfield) that has the extension bit set to 1. The destination address field shall be extendible from 1 address to 16 addresses. Four octets addresses shall be assigned within the address range 0.0.0.0 to 255.255.255.255 in dot notation.

5.3.4.2.2.1.2.1 32-bit marker field.

The 32-bit marker subfield is used to indicate the four octets immediately following it represents a four octet address. This subfield has a value = 126.

5.3.4.2.2.1.3 Six octets addressing.

The six octets of address space shall be preceded by a single octet 48-bit marker subfield. This field, containing a fixed value of 125, is used to indicate that the next six octets contain the actual link layer address. In the source address field the 48-bit marker subfield shall consist of a command/response (C/R) designation bit (the LSB) followed by a 7-bit value = 125. In the destination address field the 48-bit marker subfield shall consist of an extension bit (the LSB) followed by the 7-bit value = 125. If the destination address field is extended, it shall be indicated by setting the extension bit of the 48-bit marker subfield of a destination address octet to 0. This subsequent address may be formatted in either six octets or a single octet. The destination address field shall be terminated by an octet (either a valid address or the 48-bit marker subfield) that has the extension bit set to 1. The destination address field shall be extendible from 1 address to 16 addresses. Six octet addresses shall be assigned within the address range 0 to $2^{48} - 1$ (00-00-00-00-00-00 to FF-FF-FF-FF-FF-FF in hex notation).

MIL-STD-188-220D w/ Change 1

5.3.4.2.2.1.3.1 48-bit marker subfield.

The 48-bit marker subfield is used to indicate the six octets immediately following represent a six octet individual address. This subfield has a value = 125.

5.3.4.2.2.1.3.2 Guaranteed uniqueness of six octet address when using IPv6.

Systems using IPv6 at the Network Layer shall only use six octet addressing and shall ensure that they have a universally unique six octet Data Link Layer address. This universally unique six octet Data Link Layer address shall be static and shall not change while a system is an active participant on an IPv6 network. This condition is critical to allow ICMPv6 Autoconfiguration and Neighbor Discovery to function properly. If a system implementing IPv6 at the Network Layer does not have a static universally unique six octet Data Link Layer address, correct participation on an IPv6 network can not be guaranteed. A recommended strategy for implementing this requirement is provided in section 6.3.3.2.

5.3.4.2.2.2 Multicast address format.

A multicast address is used to send a datagram to multiple stations using a single destination address. When using a multicast address as a destination address, the originator does not need to know the stations that are members of the group. Any node can address a message to a multicast address; however, only members of the multicast group shall receive and pass the payload to the N+1 layer (e.g., IP layer). Assignment of membership to a multicast group may be accomplished via a permanent assignment or, dynamic assignment (includes deletion from group). An example of a permanent assignment would be the One-hop Multicast addresses. A dynamic assignment to a multicast group or removal from multicast group may be loaded via a Communication Plan (COMPLAN), network management, or an automated process (e.g., XNP [APPENDIX E], IGMPv3 for IPv4 [RFC3376], or ICMP/Multicast Listener Discovery Protocol (MLD) for IPv6 [RFC3810]).

5.3.4.2.2.2.1 One-hop multicast address.

One-hop multicast, used when broadcasting messages to all One-hop neighbors in the MIL-STD-188-220 subnetwork, shall be implemented by specifying the bit pattern 1111111 "127" in the data link header as the destination address. If the One-hop multicast is used, it shall be the only multicast destination address in the data link header, but unicast addresses are allowed with the One-hop Multicast address to specify stations which are required to acknowledge the data link frame. All stations shall be capable of receiving and sending this address, and all stations shall process the information contained within the data link frame. Data link acknowledgment of the One-hop Multicast address shall not be allowed, although the TEST response PDU is allowed in the case where a TEST message is received with the One-hop Multicast address in the data link destination field and the poll bit is set to 0. Coupled data link acknowledgment of the One-hop Multicast address using the F-bit shall not be transmitted. An uncoupled TEST response PDU with its F-bit set to zero shall be sent in response to a TEST command PDU addressed to the One-hop address.

MIL-STD-188-220D w/ Change 1

5.3.4.2.2.2.2 Global group multicast address.

When the unique bit pattern 1111111 "127" is specified as the destination address in Destination/Relay Address field in the intranet header it is defined to be the Global group multicast address. The Global group multicast address is used to broadcast a message to all stations in a MIL-STD-188-220 subnetwork.

5.3.4.2.2.2.3 Group multicast address format.

When a station receives a valid Data Link frame with a Group Multicast addresses as a destination address and if the station is a member of the group, the payload shall be passed to the Intranet Layer for processing. When using the IPv4 packets as the payload, a One-hop multicast address, Group Multicast address or unicast address(es) may be used as the link address. When using single, four or six octet addressing the Destination address (e.g., IPv4, IPv6, or URN multicast address) shall be mapped to a Group Multicast address. While the assignment to group multicast addresses is optional, all stations shall be capable of recognizing received group addresses. Some group addresses may be permanent (e.g., Global Group Multicast Address). If a receiving station does not implement group addressing procedures, it shall still process all received addresses, but ignore the group addresses. When group addressing is implemented, a station shall be capable of sending and receiving 1 to 16 destination group addresses in a single intranet packet. Link layer coupled data link acknowledgment of group multicast addresses using the F-bit shall not be allowed. An uncoupled TEST response PDU with its F-bit set to zero shall be sent in response to a TEST command PDU addressed to a group multicast address when the receiving station is a member of the specified group.

5.3.4.2.2.2.4 Special addresses.

Addresses 1, 2 and 3 are labeled special addresses. Addresses 1 and 2 are provided as Network Control Station (NCS [address 2]) and unit entry addresses for units entering a new network (address 1) without knowledge of the route to the NCS or the actual address NCS. When Special address 2 or 1 are specified as the final destination of the intranet packet, which is indicated by setting the Destination bit to "1" corresponding to the Destination/Relay Address field of the final destination, the message should be forwarded the same as a group address as defined in 5.4.1.4 (Forwarding of group multicast packets). Special Address 1 and 2 may be used as a destination Data Link address when the NCS is always within one-hop of all stations in the subnetwork, and in this condition no intranet destination address is required. When Special address 2 or 1 is used as the internet destination address, the one-hop multicast address (127) should be used as the link layer address. Special addresses 2 and 1 are used as described in APPENDIX E (E.5.1). Special address 3 is used for Type 3 transmissions which require an immediate retransmission capability.

5.3.4.2.2.2.5 Reserved address.

Address "0" is labeled a reserved address. A station receiving a value of 0 in the destination address field shall ignore the address and continue processing any remaining addresses. The Reserved address is not valid as a source address.

MIL-STD-188-220D w/ Change 1

5.3.4.2.2.3 Addressing convention.

The following addressing conventions shall be implemented in the 7 address bits of each address octet, 32-bit marker octet, or 48-bit marker octet. Address allocations, as shown in FIGURE 14, are divided among seven address types: unicast, One-hop Multicast, group multicast, 32-bit marker, 48-bit marker, special, and reserved.

NOTE: Data link addresses are assigned by an administrative authority or via NETCON as defined in APPENDIX E.

5.3.4.2.2.3.1 Source and destination.

5.3.4.2.2.3.1.1 Source address.

The source address is either a unicast or special (Net Control or Net Entry) address and is always the first address. Either single octet, four octets, or six octets unicast address formatting may be used. Its legal values range from 1 to 95, excluding 3 for single octet format. In four octets format legal values range from 0 to $2^{32}-1$ (0.0.0.0 – 255.255.255.255 in dot notation). In six octets format legal values range from 0 to $2^{48}-1$ (00-00-00-00-00-00 to FF-FF-FF-FF-FF-FF in hex notation as per RFC 2464). If IPv6 is used at the Network Layer, the Source Address shall be six octets. The first octet of the source address has two parts: the C/R designation bit (bit 1, LSB) and the actual 7-bit address value. The C/R designation bit shall be set to “0” for commands and “1” for responses.

MSB							LSB	
8	7	6	5	4	3	2	1	
X	X	X	X	X	X	X	0/1	SOURCE Octet (1 = response; 0 = command)
X	X	X	X	X	X	X	0	DESTINATION 1 Octet
..							.	
..							.	
..							.	
X	X	X	X	X	X	X	1	DESTINATION M Octet where $M \leq 16$

Note: In four octets addressing the 32-bit marker octet is followed by the actual four octet address. In six octets addressing the 48-bit marker octet is followed by the actual six octet address.

FIGURE 13. Extended address field format.

MIL-STD-188-220D w/ Change 1

MSB							LSB		
1	1	1	1	1	1	1	1	127	Multicast (One-hop or Global) Address
1	1	1	1	1	1	0	X	126	32-bit Marker (4 octet addressing)
1	1	1	1	1	0	1	X	125	48-bit Marker (6 octet addressing)
1	1	X	X	X	X	X	X	96-124	Group Multicast Addresses (Single Octet)
X	X	X	X	X	X	X	X	4-95	Unicast Addresses (Single Octet)
0	0	0	0	0	1	1	X	3	Special (Immediate Retransmission)
0	0	0	0	0	1	0	X	2	Special (Net Control) Address
0	0	0	0	0	0	1	X	1	Special (Net Entry) Address
0	0	0	0	0	0	0	X	0	Reserved Address

FIGURE 14. Address allocation.

5.3.4.2.2.3.1.2 Destination address(es).

In FIGURE 14 Destination 1 through Destination N are labeled destination addresses, which may be unicast, group or multicast (group or One-hop) or special addresses. Each destination address may be formatted as a single octet, four octets, or six octets. The first octet of each destination address (an actual address or the 32-bit or 48-bit marker) has two parts: the extension bit (bit 1, LSB) and the actual 7-bit value. An extension bit set to 0 indicates that 1 or more addresses (of either single octet, four octets, or six octets formats) follow. An extension bit set to 1 indicates the last address of the address string has been reached. Stations shall be capable of sending and receiving 1 to 16 individual destination addresses in a single data link frame. Sending stations shall use any address just once in a data link frame. A receiving station shall receive all addresses, search for its unique unicast address or multicast group for which it is a member, and follow the media access procedures described in APPENDIX C.

5.3.4.2.2.3.1.3 Unicast, special and multicast addresses mixed.

All stations shall be capable of sending and receiving One-hop multicast, unicast, and optionally group multicast addresses. The unicast, special and group multicast addresses may be “mixed” in a destination address subfield. The reception and acknowledgment procedures stated in this paragraph shall be for all stations even those that do not implement group multicast addressing procedures.

- a. The total number of destination addresses shall not exceed 16.
- b. All unicast and special addresses shall precede multicast addresses.

MIL-STD-188-220D w/ Change 1

c. The special address 3, if used, shall follow all unicast, reserved, and other special addresses but shall precede multicast addresses.

d. Unicast addresses occurring after the special address 3 shall be ignored by receiving stations. Specifically, the receiving stations whose unicast address is listed after special address 3 shall not generate a Type 3 acknowledgment in response to receipt of the Type 3 frame, and other receiving stations shall not reserve an acknowledgment time slot for stations matching these unicast addresses to send acknowledgments.

e. Only one type of multicast address (group or One-hop) shall be mixed in a destination address subfield.

f. If multicast, special and unicast addresses are mixed, only the unicast and special addresses shall be acknowledged when indicated.

g. Multicast addresses shall not be acknowledged but a data link response (using a TEST Response PDU) is allowed in the case where a TEST message is received with a multicast address in the destination field and the poll bit is set to 0.

h. A station that implements multicast addressing shall also be capable of sending and receiving multicast, special and unicast addresses “mixed” in a destination subfield.

i. Stations shall treat single, four, and six octet addresses as separate and distinct addresses, e.g., address “3” with no 32-bit or 48-bit marker preceding it is different than address “0.0.0.3” preceded by the 32-bit marker “126”, which is different than address “0-0-0-0-3” preceded by the 48-bit marker “125”.

j. Reserved, Special, Group and Multicast Addresses, and the 32-bit and 48-bit Markers shall always be single octet addresses. Only single octet addresses shall represent Reserved, Special, Group and Multicast Addresses, and the 32-bit and 48-bit Markers.

k. The address types enumerated in “5.3.4.2.2.3.1.3.j” above can be mixed with four or six octet Addresses. Therefore, a station could receive the following in the Destination Address field:

126	0	0	0	3	3
-----	---	---	---	---	---

Indicating that the message has one four octet destination address (‘0.0.0.3’) and is using Immediate Retransmission (Special Address ‘3’).

5.3.4.2.3 Control field.

The control field indicates the type of PDU and the response requirements and connection information about the PDU being transmitted over the data link. A summary of the formats and bit patterns (showing MSB as the left most bit) for Types 1, 2, 3 and 4 is shown in TABLE IV,

MIL-STD-188-220D w/ Change 1

TABLE V, TABLE VI, and TABLE VII, respectively. FIGURE 15 illustrates the data link PDU control field formats.

TABLE IV. Type 1 PDU formats.

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>U PDUs</u>			
UNNUMBERED INFORMATION (UI) COMMAND	Contains the source address and up to 16 unicast, special or multicast addresses for which the message is intended.	Bit pattern = 00000011 identifies this frame as a UI PDU not requiring acknowledgment.	Contains data from the upper protocol layer.
UNNUMBERED RECEIVE READY (URR) COMMAND	Contains the source address, and up to 16 unicast or multicast addresses to indicate that the sending station is ready to receive I, DIA and UI PDUs.	Bit pattern = 00100011 indicating receive ready command.	No information field allowed.
UNNUMBERED RECEIVE NOT READY (URNR) COMMAND	Contains the source address and up to 16 unicast or multicast addresses to indicate that the sending station is busy and can not receive I, DIA and UI PDUs.	Bit pattern = 00001011 indicating receive not ready command.	No information field allowed.
TOPOLOGY UPDATE ID INDICATION	Contains the full 8-bit Topology Update ID used in the most recent Topology Update message (see 5.4.1.2). If no Topology Updates have been issued, this PDU will not be used.	Bit pattern = TTTTTTTT1000001 1 indicating the most recently generated Topology Update ID. Reference FIGURE 15 and 5.3.5.1.2 for bit definitions.	No information field allowed

MIL-STD-188-220D w/ Change 1

TABLE IV. Type 1 PDU formats-Continued

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>U PDUs</u> VERSION CANTPRO INDICATION	Contains the received Version Number that is not implemented and the preferred Version Number for future communications.	Bit pattern = 0CCCC0PPP11000011 indicating the “CANTPRO” Version Number and the “Preferred” Version Number. Reference FIGURE 15, 5.3.5.1.3 and 5.3.5.1.4 for bit definitions.	No information field allowed
TEST COMMAND	Contains the source address and up to 16 unicast or multicast addresses that are to respond.	Bit pattern = 11100011 indicating test command.	Information field optional.
TEST RESPONSE	Contains the source address and the destination address to which this response is being sent.	Bit pattern = 11100011 indicating test response.	Information field optional.

MIL-STD-188-220D w/ Change 1

TABLE V. Type 2 PDU formats.

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>U PDUs</u> SET ASYNCHRONOUS BALANCED MODE EXTENDED (SABME) COMMAND DISCONNECT (DISC) COMMAND RESET (RSET) COMMAND UNNUMBERED ACKNOWLEDGMENT (UA) RESPONSE DISCONNECT MODE (DM) RESPONSE FRAME REJECT (FRMR) RESPONSE	Contains the source address and up to 16 unicast addresses of stations to receive this PDU. Contains the source address and up to 16 unicast addresses of stations to receive this PDU. Contains the source address and up to 16 unicast addresses of stations to receive this PDU. Contains the source address and up to 16 unicast addresses of stations to receive this PDU. Contains the source address and up to 16 unicast addresses of stations to receive this PDU. Contains the source address and up to 16 unicast addresses of stations to receive this PDU.	Bit pattern = 001X1111 Bit pattern = 010X0011 Bit pattern = 100X1111 Bit pattern = 011X0011 Bit pattern = 000X1111 Bit pattern = 100X0111	No information field allowed. No information field allowed. No information field allowed. No information field allowed. No information field allowed. See FIGURE 20 .
<u>I PDU</u> ACKNOWLEDGMENT OR OTHER APPROPRIATE RESPONSE REQUIRED	Contains the source address and up to 16 unicast or multicast addresses for which the message is intended.	Bit pattern = RRRRRRRXSSSSS SS0. Identifies this frame as an I PDU.	Contains data from the upper protocol layer.

MIL-STD-188-220D w/ Change 1

TABLE V. Type 2 PDU formats-Continued

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>S PDUs</u>			
RECEIVE READY (RR) COMMAND	Contains the source address and up to 16 unicast or multicast addresses of stations to receive this PDU.	Bit pattern = RRRRRRRX000000 01, indicating receive ready command.	No information field allowed.
RECEIVE READY (RR) RESPONSE	Contains the source address and up to 16 unicast addresses of stations to receive this PDU.	Bit pattern = RRRRRRRX000000 01, indicating last I PDU is acknowledged.	No information field allowed.
RECEIVE NOT READY (RNR) COMMAND	Contains the source address and up to 16 unicast or multicast addresses of stations to receive this PDU.	Bit pattern = RRRRRRRX000001 01, indicating receive not ready command.	No information field allowed.
RECEIVE NOT READY (RNR) RESPONSE	Contains the source address and up to 16 unicast addresses of stations to receive this PDU.	Bit pattern = RRRRRRRX000001 01, indicating receive not ready response.	No information field allowed.
SELECTIVE REJECT (SREJ) COMMAND	Contains the source address and up to 16 unicast addresses of stations to receive this PDU.	Bit pattern = RRRRRRRX000011 01 indicating selective reject command.	No information field allowed.
SELECTIVE REJECT (SREJ) RESPONSE	Contains the source address and up to 16 unicast addresses of stations to receive this PDU.	Bit pattern = RRRRRRRX000011 01 indicating selective reject response.	No information field allowed.

MIL-STD-188-220D w/ Change 1

TABLE V. Type 2 PDU formats-Continued

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>S PDUs</u>			
REJECT (REJ) COMMAND	Contains the source address and up to 16 unicast addresses of stations to receive this PDU.	Bit pattern = RRRRRRRX000010 01 indicating reject command.	No information field allowed.
REJECT (REJ) RESPONSE	Contains the source address and up to 16 unicast addresses of stations to receive this PDU.	Bit pattern = RRRRRRRX000010 01 indicating reject response.	No information field allowed.

(X represents the P/F bit setting, S represents send sequence number, and R represents receive sequence number.)

TABLE VI. Type 3 PDU Formats.

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>U PDUs</u>			
UNNUMBERED INFORMATION (UI) COMMAND ACKNOWLEDGMENT REQUIRED	Contains the source address and up to 16 unicast, special or multicast addresses that are to respond.	Bit pattern = 00010011 identifies this frame as a UI PDU requiring acknowledgment.	Contains data from the upper protocol layer.
UNNUMBERED RECEIVE READY (URR) RESPONSE	Contains the source address and the destination address of a received UI PDU, to which this frame acknowledges.	Bit pattern = 00110011 indicating last UI PDU is acknowledged.	No information field allowed.
UNNUMBERED RECEIVE NOT READY (URNR) RESPONSE	Contains the source address and the destination address to which this response is being sent.	Bit pattern = 00011011 indicating receive not ready response.	No information field allowed.

MIL-STD-188-220D w/ Change 1

TABLE VI. Type 3 PDU Formats-Continued

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>U PDUs</u> TEST COMMAND	Contains the source address and up to 16 unicast or multicast addresses that are to respond.	Bit pattern = 11110011 indicating test command.	Information field optional.
TEST RESPONSE	Contains the source address and the destination address to which this response is being sent.	Bit pattern = 11110011 indicating test command.	Information field optional.

TABLE VII. Type 4 PDU formats.

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>U PDU</u> DECOUPLED INFORMATION ACKNOWLEDGMENT (DIA)	Contains the source address and up to 16 unicast or multicast addresses for which the message is intended.	Bit pattern = <ID #->LL101011 L-bits are used to indicate PDU precedence.	Contains data from the upper protocol layer.
<u>S PDUs</u> DECOUPLED RECEIVE READY (DRR) COMMAND	Contains the source address and up to 16 unicast or multicast addresses.	Bit pattern = 00000000LL010001 indicates a station is ready to receive DIA PDUs.	No information field allowed.
DECOUPLED RECEIVE READY (DRR) RESPONSE	Contains the source address and unicast address for the originator of the DIA PDU which this PDU ACKs.	Bit pattern = <ID #->LL010001 L-bits are used to indicate precedence of PDU being acknowledged. The ID no. is that of the DIA PDU being acknowledged.	No information field allowed.

MIL-STD-188-220D w/ Change 1

TABLE VII. Type 4 PDU formats-Continued

COMMANDS/ RESPONSES	ADDRESS FIELD	CONTROL FIELD The left-most bit is the most significant bit.	INFORMATION FIELD
<u>S PDUs</u>			
DECOUPLED RECEIVE NOT READY (DRNR) COMMAND	Contains the source address and up to 16 unicast or multicast addresses.	Bit pattern = 00000000LL010101 indicates a station is not ready to receive DIA PDUs due to a busy condition.	No information field allowed.
DECOUPLED RECEIVE NOT READY (DRNR) RESPONSE	Contains the source address and unicast address for the originator of the DIA PDU which this PDU ACKs.	Bit pattern = <ID #->LL010101 L-bits used to indicate precedence of PDU being acknowledged. The ID no. is that of the DIA PDU being acknowledged. PDU indicates a station is not ready to receive DIA PDUs due to a busy condition.	No information field allowed.

MIL-STD-188-220D w/ Change 1

	MSB																LSB	
	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
INFORMATION TRANSFER Type 2	N(R)								P/F	N(S)							0	
SUPERVISORY COMMANDS/RESPONSES Type 2 (S PDUs) Type 4	N(R)								P/F	Z	Z	Z	Z	S	S	0	1	
	ID Number								L	L	0	1	S	S	0	1		
UNNUMBERED COMMANDS/RESPONSES Types (U PDUs) 1, 2 & 3 Type 4 Type 1 Topology Update ID Indication Type 1 CANTPRO Indication									M	M	M	P/F	M	M	1	1		
	ID Number								L	L	1	0	1	0	1	1		
	Topology Update ID								1	0	0	0	0	0	1	1		
	0	C	C	C	0	P	P	P	1	1	0	0	0	0	1	1		

FIGURE 15. Data link PDU control field formats.

MIL-STD-188-220D w/ Change 1

Notes:

The LSB is the first bit delivered to and received from the physical layer.

N(S)	=	Transmitter send sequence number (Bit 2 = LSB)
N(R)	=	Transmitter receive sequence number (Bit 10 = LSB)
S	=	Supervisory Function bit
M	=	Modifier function bit
Z	=	Reserved and set to zero
P/F	=	Poll bit - command PDU transmissions Final bit - response PDU transmissions (1 = Poll/Final)
L	=	Level of precedence (LSB on right) 1 1 = reserved (value = 3) 1 0 = routine (value = 2) 0 1 = priority (value = 1) 0 0 = urgent (value = 0)
C	=	Version received that this station cannot process (LSB on right). Obtained from the MIL-STD-188-220 Version field in the received Transmission Information header.
P	=	Preferred Version for future communications (LSB on right). This is the same value used to populate the MIL-STD-188-220 Version field in the Transmission Information header.
T	=	Topology Update ID used in the most recent Topology Update.

FIGURE 15. Data link PDU control field formats-Continued

5.3.4.2.3.1 Type 1 operations.

For Type 1 operations, the control field is either an 8-bit or 16-bit pattern designating 1 of 7 types of U PDUs. The following PDUs have an 8-bit control field: UI Command, URR Command, URNR Command, TEST Command, and TEST Response. The URR and URNR PDUs are used to indicate overall station status for Types 1, 2, 3 and 4. The Type 1 U PDUs that have a 16-bit pattern are: Topology Update Indication and Version CANTPRO Indication.. Type 1 URR and URNR PDUs shall use only unicast addresses or multicast (One-hop or group) addresses.

5.3.4.2.3.2 Type 2 operations.

The Type 2 control field is a 16-bit pattern for I PDUs and S PDUs and includes sequence numbers. The Type 2 U PDUs have an 8-bit pattern. The Type 2 control field shall be repeated if more than one destination address is present. Each destination address field shall have a corresponding control field. Each of the corresponding control fields (when repeated) shall be identical except for the P/F bit and sequence numbers. The Type 1 Unnumbered Receive Ready (URR) and Unnumbered Receive Not Ready (URNR) PDUs are used to indicate overall station status. The RR and RNR are used to indicate station status for Type 2 operations only.

MIL-STD-188-220D w/ Change 1

5.3.4.2.3.3 Type 3 operations.

For Type 3 operations, the control field is an 8-bit pattern designating 1 of 5 types of U PDUs: UI Command Acknowledgment Required, URR Response (used to acknowledge a Type 3 UI Command), URNR Response, TEST Command, and TEST Response. The URR and URNR PDUs are used to indicate overall stations status, but only to the single addressed station. To set to a busy or clear status to all stations, the Type 1 URR/URNR command is utilized.

5.3.4.2.3.4 Type 4 operations.

The Type 4 control field is a 16-bit pattern for U PDUs and S PDUs, and includes identification numbers. The control field distinguishes between a DIA PDU with a frame identification number and four S PDUs used in a connectionless environment with decoupled acknowledgments. The Type 1 URR and URNR are used to indicate overall station status. The DRR and Decoupled Receive Not Ready (DRNR) PDUs are used to indicate station status for Type 4 operations only.

5.3.4.2.3.5 Poll/Final (P/F) bit.

The P/F bit serves a function in both command and response PDUs. In command PDUs, the P/F bit is referred to as the P-bit. In response PDUs, it is referred to as the F-bit. The P-bit set to 1 shall be used to solicit a response PDU, with the F-bit set to 1. On a data link, at most one PDU with P-bit set to 1 shall be outstanding in a given direction at a given time. Before a station issues another PDU with the P-bit set to 1 to a particular destination, it shall have received a response PDU from that remote station with the F-bit set to 1 or have timed out waiting for that response PDU. The P/F bit is not implemented in Type 4 operations.

5.3.4.2.3.6 Sequence numbers.

Sequence numbers are used only with Type 2 I and S PDUs. The Type 2 I and S PDUs shall contain sequence numbers. The sequence numbers shall be in the range of 0-127.

5.3.4.2.3.7 Identification numbers.

Identification numbers are used only with Type 4 DIA PDUs and DRR/DRNR S PDUs. The Type 4 DIA and DRR/DRNR response S PDUs shall contain an identification number. The identification number is used to identify each DIA PDU and permit decoupled acknowledgments in a connectionless environment. The identification numbers shall be in the range of 1-255. The identification number of an S PDU command (bits 9-16) shall be filled with zeroes.

5.3.4.2.3.8 Precedence.

The two level-of-precedence bits (L-bits) are used only in the control field of Type 4 PDUs. In the DIA PDU, the L-bits indicate the precedence of the data in the information field. In the DRR response S PDU, the L-bits are used to indicate the precedence of the DIA PDU information being acknowledged. The data link precedence values and their appropriate mappings to network layer precedence levels are indicated in 5.3.16.

MIL-STD-188-220D w/ Change 1

5.3.4.2.4 Information field.

The information field may be present in either the I, UI, DIA, FRMR or TEST PDU. The length of the information field shall be a multiple of 8 bits, not to exceed 3345 octets. If the data is not a multiple of 8 bits, 1 to 7 fill bits (0) shall be added to meet this requirement. The maximum information field size defaults to 3345 octets. A smaller size may be established at initialization through local system information or using the exchange network parameters (XNP) messages (see APPENDIX E). Contents of the information fields of the FRMR, TEST command and TEST response PDUs are described in 5.3.6.2.3.6, 5.3.6.1.6, and 5.3.6.1.7, respectively.

5.3.4.2.5 Frame Check Sequence (FCS).

For error detection, all frames shall include a 32-bit FCS prior to the closing flag sequence. The contents of the address, control, and information fields are included in the FCS calculation. Excluded from the FCS calculation are the 0's inserted by the 0-bit insertion algorithm. The formula for calculating the FCS, which is the 1's complement (inversion) of the remainder of a modulo-2 division process, employs the generator polynomial, $P(X)$, having the form

$$P(x) = x^{32} + x^{26} + x^{23} + x^{22} + x^{16} + x^{12} + x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^2 + x + 1$$

FCS generation shall be in accordance with the paragraph entitled "32-bit Frame Checking Sequence" in ISO 3309, and implemented in a manner that provides a unique remainder when a frame is received without bit errors incurred during transmission. (Note: When the FCS is implemented via a 32-bit shift register, the shift register shall be initialized to all ones before checking or calculation of the FCS). If the FCS of a received frame proves the frame to be invalid, the frame shall be discarded.

5.3.4.3 Data Link PDU construction.

The data link procedures that affect data link PDU construction include (a) order-of-bit transmission and 0-bit insertion, discussed below; and (b) FEC and TDC, discussed in 5.3.14.

5.3.4.3.1 Order-of-bit-transmission.

The order-of-bit-transmission function specifies the sequence in which bits are ordered by the data link layer for transmission by the PL. The Information Field and control field(s) shall be transmitted LSB of each octet first. The flag shall be transmitted LSB first. For the FCS, the most significant bit (MSB) shall be transmitted first.

For the address field, the source address octet is transmitted first and the destination address octet(s) are transmitted in order. For four octets addressing, the single octet 32-bit marker shall be transmitted first and the actual four octets link layer address shall be transmitted in the most significant to least significant octet order (Example: dot notation address 111.122.133.144, the most significant octet 111 is transmitted first, then 122, 133, 144 order). The LSB of each address octet is transmitted first. The information field octets shall be transmitted in the same order as received from the upper layers, LSB of each octet first.

MIL-STD-188-220D w/ Change 1

5.3.4.3.2 Zero-bit insertion algorithm.

The occurrence of a spurious flag sequence within a frame or Transmission Header shall be prevented by employing a 0-bit insertion algorithm. After the entire frame has been constructed, the transmitter shall always insert a 0 bit after the appearance of five 1's in the frame (with the exception of the flag fields). After detection of an opening flag sequence, the receiver shall search for a pattern of five 1's. When the pattern of five 1's appears, the sixth bit shall be examined. If the sixth bit is a 0, the 5 bits shall be passed as data, and the 0 shall be deleted. If the sixth bit is a 1, the receiver shall inspect the seventh bit. If the seventh bit is a 0, a flag sequence has been received. If the seventh bit is a 1, an invalid message has been received and shall be discarded.

5.3.5 Operational parameters.

The various parameters associated with the control field formats are described in the following sections.

5.3.5.1 Type 1 operational parameters.

The various parameters associated with the control field formats in Type 1 operation are described in 5.3.5.1.1 to 5.3.5.1.4.

5.3.5.1.1 P/F bit.

As all Type 1 commands are unacknowledged, the Poll (P) bit shall be set to 0 for all Type 1 PDUs.

5.3.5.1.2 Topology Update ID.

The Topology Update ID field of this PDU shall contain the full 8-bit Topology Update ID used in the most recent Topology Update.

5.3.5.1.3 CANTPRO Version.

The CANTPRO Version Number subfield of the PDU Control field shall contain the unsupported Version from the received PDU.

5.3.5.1.4 Preferred Version Number.

The Preferred Version Number subfield of the PDU Control field shall contain the preferred Version for future communications. The Preferred Version should be consistent with the Version identifier used to populate the MIL-STD-188-220 Version subfield of the Transmission Information Header for transmitted messages.

5.3.5.2 Type 2 operational parameters.

The various parameters associated with the control field formats in Type 2 operation are described in 5.3.5.2.1 to 5.3.5.2.3.2.

5.3.5.2.1 Modulus.

Each I PDU shall be sequentially numbered with a numeric value between 0 and MODULUS minus ONE (where MODULUS is the modulus of the sequence numbers). MODULUS shall equal 128 for the Type 2 control field format. The sequence numbers shall cycle through the

MIL-STD-188-220D w/ Change 1

entire range. The maximum number of sequentially numbered I PDUs that may be outstanding (that is, unacknowledged) in a given direction of a data link connection at any given time shall never exceed one less than the modulus of the sequence numbers. This restriction will prevent any ambiguity in the association of sent I PDUs with sequence numbers during normal operation and error recovery action.

5.3.5.2.2 PDU-State variables and sequence numbers.

A station shall maintain a send-state variable, $V(S)$, for the I PDUs it sends and a receive-state variable, $V(R)$, for the I PDUs it receives on each data link connection. The operation of $V(S)$ shall be independent of the operation of $V(R)$.

5.3.5.2.2.1 Send-State variable $V(S)$.

The $V(S)$ shall denote the sequence number of the next in-sequence I PDU to be sent on a specific data link connection. The $V(S)$ shall take on a value between 0 and MODULUS minus ONE. The value of $V(S)$ shall be incremented by one with each successive I PDU transmission on the associated data link connection, but shall not exceed receive sequence number $N(R)$ of the last received PDU by more than MODULUS minus ONE.

5.3.5.2.2.2 Send-Sequence number $N(S)$.

Only I PDUs shall contain $N(S)$, the send sequence number of the sent PDU. Prior to sending an I PDU, the value of $N(S)$ shall be set equal to the value of the $V(S)$ for that data link connection, except for multicast (One-hop or group) addresses. The value for $N(S)$ shall be set to 0 for multicast (One-hop or group) addresses and the P-bit shall be set to 0.

5.3.5.2.2.3 Receive-State variable $V(R)$.

The $V(R)$ shall denote the sequence number of the next in-sequence I PDU to be received on a specific data link connection. The $V(R)$ shall take on a value between 0 and MODULUS minus ONE. The value of the $V(R)$ associated with a specific data link connection shall be incremented by one whenever an error-free I PDU is received whose $N(S)$ equals the value of the $V(R)$ for the data link connection.

MIL-STD-188-220D w/ Change 1

5.3.5.2.2.4 Receive-Sequence number N(R).

All I and S PDUs shall contain N(R), the expected sequence number of the next received I PDU on the specified data link connection. Prior to sending an I or S PDU, the value of N(R) shall be set equal to the current value of the associated V(R) for that data link connection, except when the multicast (One-hop or group) address is utilized. When a multicast (One-hop or group) address is used, the associated N(R) shall be set to 0. N(R) shall indicate that the station sending the N(R) has received correctly all I PDUs numbered up through N(R)-1 on the specified data link connection, except for the N(R) associated with a multicast (One-hop or group) address. Multicast (One-hop or group) addresses provide no indication regarding correctly received PDUs.

5.3.5.2.3 Poll/Final (P/F) bit.

The P/F bit shall serve a function in Type 2 operation in both command and response PDUs. In command PDUs the P/F bit shall be referred to as the P-bit. In response PDUs it shall be referred to as the F-bit. P/F bit exchange provides a distinct C/R linkage that is useful during both normal operation and recovery situations.

5.3.5.2.3.1 Poll-Bit functions.

A command PDU with the P-bit set to 1 shall be used to solicit (poll) a response PDU with the F-bit set to 1 from the addressed station on a data link connection. Only one Type 2 PDU with a P-bit set to 1 shall be outstanding in a given direction at a given time on the data link connection between any specified pair of stations. Before a station issues another PDU on the same data link connection with the P-bit set to 1, the station shall have received a response PDU with the F-bit set to 1 from the addressed station. If no valid response PDU is received within a system-defined P-bit timer time-out period, the resending of a command PDU with the P-bit set to 1 shall be permitted for error recovery purposes.

5.3.5.2.3.2 Final-Bit functions.

The F-bit set to 1 shall be used to respond to a command PDU with the P-bit set to 1. Following the receipt of a command PDU with the P-bit set to 1, the station shall send a response PDU with the F-bit set to 1 on the appropriate data link connection at the first possible opportunity. First possible opportunity is defined as transmitting the frame ahead of other frames at the next network access opportunity. The response PDU shall be assigned an URGENT precedence. The station shall be permitted to send appropriate response PDUs with the F-bit set to 0 at any net access opportunity without the need for a command PDU.

5.3.5.3 Type 3 operational parameters.

The only parameter that exists in Type 3 operation is the P/F bit. As all Type 3 commands require acknowledgment, the Poll (P) bit shall be set to 1 to solicit (poll) an immediate correspondent response PDU with the Final (F) bit set to 1 from the addressed station. The response with F-bit set to 1 shall be transmitted in accordance with the response hold delay (RHD) procedures defined in APPENDIX C (C.4.2).

MIL-STD-188-220D w/ Change 1

5.3.5.4 Type 4 operational parameters.

The two parameters associated with the control field formats in Type 4 operation are precedence described in 5.3.4.2.3.8 and Identification number.

5.3.5.4.1 Identification Number.

The Identification Number field is used in conjunction with the originator's station address to identify the PDU. The station's identification number is assigned just prior to the initial transmission of the PDU. This number is not changed on link layer retransmission of the PDU. Each station shall keep a number for originating PDUs. Duplicate frame identification numbers from the same originator shall not be used for more than one outstanding (unacknowledged) DIA PDU.

5.3.5.4.2 Type 4 duplicate frame detection.

Each station shall maintain historical information about recently received Type 4 DIA command frames. This historical information shall include, as a minimum, the source address, destination addresses, Identification number, FCS value, number of octets of user data and the number of times the DIA command frame has been received. The history shall not contain more than 255 entries for any sending station. When a station receives a Type 4 DIA command frame, it shall compare the frame against historical information about any DIA command frame in the history with the same Identification number that was previously received from the same sender. The DIA command frame shall be declared a non-duplicate if no matching history entry is found. If a matching history is found, the DIA command frame shall be declared a duplicate if both DIA command frames have the same number of octets of user data and the DIA command frame has been received fewer than seven times and either the just received DIA command frame has fewer non-reserved destination addresses, or it has the same number of non-reserved destination addresses and the two frames have identical FCSs. If a matching history is found and the DIA command frame is not declared a duplicate, or whenever an XNP Hello or XNP Goodbye message is received from the sending station, all history entries associated with the sending station shall be discarded.

5.3.6 Commands and responses.

This section defines the commands and associated responses. Definitions of the set of commands and responses for each of the control field formats for Type 1, Type 2, Type 3, and Type 4 operations, respectively, are contained in 5.3.6.1, 5.3.6.2, 5.3.6.3, and 5.3.6.4. The C/R bit, the LSB of the source address field, is used to distinguish between commands and responses. The following discussion of commands and responses assumes that the C/R bit has been properly decoded. A single multi-addressed frame shall not contain different PDU types nor contain the same unicast address more than once. The control field for all addresses in a single multi-addressed frame shall be the same except for the P/F bit and sequence number. Some of the commands described in the following paragraphs require a response at the earliest opportunity. Response PDUs requiring "earliest opportunity" transmission shall be queued ahead of all other PDUs, except those queued for "first possible opportunity" for transmission during the next network access opportunity. The response PDU shall assume the precedence level of the highest

MIL-STD-188-220D w/ Change 1

PDU queued or the mid (PRIORITY) level, whichever is greater. The Type 4 DRR response PDU shall assume the precedence of the DIA frame it is acknowledging.

5.3.6.1 Type 1 operation commands and indications.

Type 1 commands and indications are all U PDUs. The U PDU encodings for Type 1 operations are listed in FIGURE 16.

FIRST CONTROL FIELD BIT DELIVERED TO/RECEIVED FROM THE PHYSICAL LAYER								
↓								
LSB							MSB	
1	2	3	4	5	6	7	8	Bit Position
1	1	0	0	0	0	0	0	UI Command
1	1	0	0	0	1	0	0	URR Command
1	1	0	1	0	0	0	0	URNR Command
1	1	0	0	0	0	0	1	Topology Update ID Indication
1	1	0	0	0	0	1	1	Version CANTPRO Indication
1	1	0	0	0	1	1	1	Test Command/Response

FIGURE 16. Type 1 operation control-field bit assignments.

5.3.6.1.1 Unnumbered Information (UI) command.

The UI PDU shall be used to send information to one or more stations. The P-bit of the control field of the UI PDU shall be set to 0 by the transmitter to specify that an acknowledgment is not required. The UI PDU shall be addressed to unicast, special or multicast (One-hop or group) addresses. The source address shall be the unicast address of the transmitting station.

5.3.6.1.2 Unnumbered Receive-Ready (URR) command.

The Type 1 URR command PDU, with P-bit set to 0, shall be transmitted to one or more stations to indicate that the sending station is ready to receive I, DIA and UI PDUs. The URR PDU shall be addressed to unicast or multicast (One-hop or group) addresses. The source address shall be the unicast address of the transmitting station. The use of this command clears the busy status of the transmitting station for Type 1, Type 2, Type 3 and Type 4 operations.

5.3.6.1.3 Unnumbered Receive-Not-Ready (URNR) command.

The Type 1 URNR command PDU, with P-bit set to 0, shall be transmitted to one or more stations to indicate that the sending station is busy and cannot receive I, DIA or UI PDUs. The URNR PDU shall be addressed to unicast or multicast (One-hop or group) addresses. The source address shall be the unicast address of the transmitting station. The use of this command indicates that the transmitting station is busy and can not receive Type 1, Type 2, Type 3 or Type 4 PDUs.

MIL-STD-188-220D w/ Change 1

5.3.6.1.4 Topology Update ID indication.

The Type 1 Topology Update ID indication PDU, with P-bit set to 0, shall be periodically transmitted to the One-hop multicast address (single octet 127) to indicate the most recent Topology Update ID in accordance with APPENDIX H (see H.4.4.3), if and only if Topology Updates are used (see 5.4.1.2). If no Topology Updates have been issued on the current network, this PDU shall not be transmitted.

5.3.6.1.5 Version CANTPRO indication.

The Type 1 Version CANTPRO indication PDU, with P-bit set to 0, shall be transmitted to a single station upon receipt of an incoming PDU with an unsupported MIL-STD-188-220 Version indicated in the subfield of the received Transmission Information header field. The PDU shall be transmitted to the station indicated in the originator address of the received PDU with the unsupported Version subfield. The “C” bits of the PDU Control field (see FIGURE 15) shall contain the received unsupported Version subfield. The “P” bits of the PDU Control field (see FIGURE 15) shall contain the Preferred Version for future communications. The Preferred Version should be consistent with the Version used to populate the MIL-STD-188-220 Version subfield of the Transmission Information header for transmitted messages (see 5.3.1.2). The action taken upon receiving a Version CANTPRO indication PDU will be determined by each individual system.

5.3.6.1.6 Test (TEST) command.

The TEST command shall be used to cause the destination station to respond with the TEST response at the earliest opportunity, thus performing a basic test of the transmission path. An information field is optional with the TEST command PDU. It may contain any bit pattern, but is limited to a maximum length of 128 octets. If present, however, the received information field shall be returned, if possible, by the addressed station in the TEST response PDU. The Type 1 TEST command, with the P-bit set to 0, shall cause each destination station (including members of multicast (One-hop or group) addresses) to respond with a TEST response (with information field) with the F-bit set to 0 at the earliest opportunity. The TEST command PDU shall be addressed to a unicast and/or multicast (One-hop or group) destination addresses. The source address shall be an unicast address.

5.3.6.1.7 Test (TEST) response.

The Type 1 TEST response, with F-bit set to 0, shall be used by all addressees (unicast, group multicast and One-hop multicast) to reply to the TEST command with the P-bit set to 0 at the earliest opportunity. If an information field was present in the TEST command PDU that had the P-bit set to 0, the TEST response PDU shall contain the same information field contents. If the station cannot accept the information field of the TEST command, a TEST response without an information field may be returned. The source and destination addresses shall be a unicast address.

5.3.6.2 Type 2 operation commands and responses.

Type 2 commands and responses consist of I, S, and U PDUs.

MIL-STD-188-220D w/ Change 1

5.3.6.2.1 Information-transfer-format command and response.

The function of the information (I) command and response shall be to transfer sequentially numbered PDUs that contain an information field across a data link connection. N(S) and N(R) associated with multicast (One-hop or group) addresses shall be set to zero by the transmitter and ignored by the receiver and are not acknowledged. The encoding of the I PDU control field for Type 2 operation shall be as listed in FIGURE 17.

The I PDU control field shall contain two sequence number subfields: N(S), which shall indicate the sequence number associated with the I PDU; and N(R), which shall indicate the sequence number (as of the time the PDU is sent) of the next expected I PDU to be received, and, consequently, shall indicate that the I PDUs numbered up through N(R)-1 have been received correctly.

FIRST CONTROL FIELD BIT DELIVERED TO/RECEIVED FROM THE PHYSICAL LAYER															
↓ LSB														MSB	
1	2 3 4 5 6 7 8							9	10 11 12 13 14 15 16						
0	N(S)							P/F	N(R)						
INFORMATION TRANSFER FORMAT	SEND SEQUENCE NUMBER (0-127)							COMMAND (POLL) RESPONSE (FINAL)	RECEIVE SEQUENCE NUMBER (0-127)						

FIGURE 17. Information-transfer-format control field bits.

5.3.6.2.2 Supervisory-format commands and responses.

Supervisory PDUs (S-PDU) shall be used to perform numbered supervisory functions such as acknowledgments, temporary suspension of information transfer, or error recovery. S PDUs shall not contain an information field and, therefore, shall not increment the V(S) at the sender or the V(R) at the receiver. Encoding of the S PDU control field for Type 2 operation shall be as shown in FIGURE 18. An S PDU shall contain an N(R), which shall indicate, at the time of sending, the sequence number of the next expected I PDU to be received. This shall acknowledge that all I PDUs numbered up through N(R)-1 have been received correctly, except in the case of the selective reject (SREJ) PDU. The use of N(R) in the SREJ PDU is explained in 5.3.6.2.2.4 and 5.3.7.2.5.4.2.

FIRST CONTROL FIELD BIT DELIVERED TO/RECEIVED FROM THE PHYSICAL LAYER															
↓ LSB														MSB	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	0	S	S	X	X	X	X	P/F	N(R)						
↓	↓	\-----/						↓	\-----/						
SUPER- VISORY		RESERVED SET TO 0						COMMAND (POLL) RESPONSE (FINAL)	RECEIVE SEQUENCE NUMBER (0-127)						

MIL-STD-188-220D w/ Change 1

FORMAT				
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S S	COMMANDS/RESPONSES
00 (value 0)	RECEIVE READY (RR)
10 (value 1)	RECEIVE NOT READY (RNR)
01 (value 2)	REJECT (REJ)
11 (value 3)	SELECTIVE REJECT (SREJ)

FIGURE 18. Supervisory-format control field bits.

5.3.6.2.2.1 Receive-Ready (RR) command and response.

The RR PDU shall be used by a station to indicate it is ready to receive I PDUs and only I PDUs.

It does not clear busy conditions associated with URNR or DRNR. I PDUs numbered up through N(R)-1 shall be considered as acknowledged. When the RR command or response is transmitted using the multicast (One-hop or group) address, the receive sequence number in the control field associated with that multicast (One-hop or group) address shall be set to “0”; and the P/F bit shall be set to “0”. If the RR PDU is mixed with unicast and multicast (One-hop or group) addresses, each destination address (unicast and multicast (One-hop or group)) shall have a control field associated with that address (e.g., if the destination address consists of 3 unicast addresses and the multicast (One-hop or group) address, there will be 4 control fields).

5.3.6.2.2.2 Reject (REJ) command and response.

The REJ PDU shall be used by a station to request the resending of I PDUs, starting with the PDU numbered N(R). I PDUs numbered up through N(R)-1 shall be considered as acknowledged. It shall be possible to send additional I PDUs awaiting initial sending after the resent I PDUs. With respect to each direction of sending on a data link connection, only one “sent REJ” condition shall be established at any given time. The “sent REJ” condition shall be cleared upon receipt of an I PDU with an N(S) equal to the N(R) of the REJ PDU. The “sent REJ” condition may be reset in accordance with procedures described in 5.3.7.2.5.4. Receipt of a REJ PDU shall indicate the clearance of a busy condition except as noted in 5.3.7.2.5.8.

5.3.6.2.2.3 Receive-Not-Ready (RNR) command and response.

The RNR PDU shall be used by a station to indicate a busy condition (a temporary inability to accept subsequent Type 2 I PDUs). I PDUs numbered up through N(R)-1 shall be considered as acknowledged. I PDUs numbered N(R) and any subsequent I PDUs received shall not be considered as acknowledged; the acceptance status of these PDUs shall be indicated in subsequent exchanges. When the RNR command or response is transmitted using the multicast (One-hop or group) address, the receive sequence number in the control field associated with that multicast (One-hop or group) address shall be set to “0”; and the P/F bit shall be set to “0”. If the RNR PDU is mixed with unicast and multicast (One-hop or group) each destination address (individual, group and global) shall have a separate control field associated with that address.

MIL-STD-188-220D w/ Change 1

5.3.6.2.2.4 Selective-Reject (SREJ) command and response.

The SREJ PDU is used by a station to request retransmission of the single I PDU numbered N(R). If the P/F-bit in the SREJ PDU is set to 1, then I PDUs numbered up to N(R)-1 shall be considered acknowledged. If the P/F-bit is set to 0, then the N(R) of the SREJ PDU does not indicate acknowledgment of any I PDUs. Each SREJ exception condition shall be cleared (reset) upon receipt of an I PDU with an N(S) equal to the N(R) of the SREJ PDU. A data station may transmit one or more SREJ PDUs, each containing a different N(R) with the P/F-bit set to 0, before one or more earlier SREJ exception conditions have been cleared. I PDUs that have been transmitted following the I PDU designated by the SREJ PDU shall not be retransmitted as the result of receiving the SREJ PDU. Additional I PDUs awaiting initial transmission may be transmitted following the retransmission of the specific I PDU requested by the SREJ PDU. The SREJ is used to recover from receipt of frames with various types of errors, including sequence number errors due to lost frames and FCS errors.

5.3.6.2.3 Unnumbered-format commands and responses.

Unnumbered PDUs (U-PDU) shall be used in Type 2 operations to extend the number of data link connection control functions. The U PDUs shall not increment the state variables on the data link connection at either the sending or the receiving station. Encoding of the U PDU control field shall be as in FIGURE 19.

FIRST CONTROL FIELD BIT DELIVERED TO/RECEIVED FROM THE PHYSICAL LAYER								
↓								
LSB							MSB	
1	2	3	4	5	6	7	8	
1	1	1	1	P	1	0	0	SABME Command
1	1	0	0	P	0	1	0	DISC Command
1	1	1	1	P	0	0	1	RSET Command
1	1	0	0	F	1	1	0	UA Response
1	1	1	1	F	0	0	0	DM Response
1	1	1	0	F	0	0	1	FRMR Response

FIGURE 19. Unnumbered-format control field bits.

5.3.6.2.3.1 Set Asynchronous Balanced Mode Extended (SABME) command.

The SABME command PDU shall be used to establish a data link connection to the destination station in the ABM. No information shall be permitted with the SABME command PDU. The destination station shall confirm receipt of the SABME command PDU by sending a UA response PDU on that data link connection at the earliest opportunity. Upon acceptance of the SABME command PDU, the destination station V(S)s and V(R)s shall be set to 0. If the UA response PDU is received correctly, then the initiating station shall also assume the ABM with its corresponding V(S)s and V(R)s set to 0. Previously sent I PDUs that are unacknowledged when this command is executed shall remain unacknowledged. A station may resend the

MIL-STD-188-220D w/ Change 1

contents of the information field of unacknowledged outstanding I PDUs. The term “asynchronous” in this command does not necessarily imply the use of “asynchronous mode” as described in 5.2.1 Physical-layer Protocol Data Unit (PDU).

5.3.6.2.3.2 Disconnect (DISC) command.

The DISC command PDU shall be used to terminate an ABM previously set by a SABME command PDU. It shall be used to inform the destination station that the source station is suspending operation of the data link connection and the destination station should assume the logically disconnected mode. No information field shall be permitted with the DISC command PDU. Prior to executing the command, the destination station shall confirm the acceptance of the DISC command PDU by sending a UA response PDU on that data link connection. Previously sent I PDUs that are unacknowledged when this command is executed shall remain unacknowledged.

5.3.6.2.3.3 Reset (RSET) command.

The RSET command PDU shall be used by a station in an operational mode to reset the V(R) in the addressed station. No information field shall be permitted with the RSET command PDU. The addressed station shall confirm acceptance of the RSET command by transmitting a UA response PDU at the earliest opportunity. Upon acceptance of this command, the V(R) of the addressed station shall be set to 0. If the UA response PDU is received correctly, the initializing station shall reset its V(S) to 0.

5.3.6.2.3.4 Unnumbered Acknowledgment (UA) response.

The UA response PDU shall be used by a station on a data link connection to acknowledge receipt and acceptance of the SABME, DISC, and RSET command PDUs. These received command PDUs shall not be executed until the UA response PDU is sent. No information field shall be permitted with the UA response PDU.

5.3.6.2.3.5 Disconnect Mode (DM) response.

The DM response PDU shall be used to report status indicating that the station is logically disconnected from the data link connection and is in asynchronous disconnected mode (ADM). No information field shall be permitted with the DM response PDU.

5.3.6.2.3.6 Frame Reject (FRMR) response.

The FRMR response PDU shall be used by the station in the ABM to report that one of the following conditions, which is not correctable by resending the identical PDU, resulted from the receipt of a PDU from the remote station:

a. The receipt of a command PDU or a response PDU that is invalid or not implemented. Below are three examples of invalid PDUs:

- (1) the receipt of an S or U PDU with an information field that is not permitted,
- (2) the receipt of an unsolicited F-bit set to 1, and

MIL-STD-188-220D w/ Change 1

- (3) the receipt of an unexpected UA response PDU.
- b. The receipt of an I PDU with an information field that exceeded the established maximum information field length that can be accommodated by the receiving station for that data link connection.
- c. The receipt of an invalid N(R) from the remote station. An invalid N(R) shall be defined as one that signifies an I PDU that has previously been sent and acknowledged, or one that signifies an I PDU that has not been sent and is not the next sequential I PDU waiting to be sent.
- d. The receipt of an invalid N(S) from the remote station. An invalid N(S) shall be defined as an N(S) that is greater than or equal to the last sent N(R)+ k, where k is the maximum number of outstanding I PDUs. The parameter k is the window size indicated in the XNP message (see APPENDIX E).

The responding station shall send the FRMR response PDU at the earliest opportunity. An information field shall be returned with the FRMR response PDU to provide the reason for the PDU rejection. The information field shall contain the fields shown in FIGURE 20. The station receiving the FRMR response PDU shall be responsible for initiating the appropriate mode setting or resetting corrective action by initializing one or both directions of transmission on the data link connection, using the SABME, RSET or DISC command PDUs, as applicable.

FIRST CONTROL BIT DELIVERED TO/RECEIVED FROM THE PHYSICAL LAYER ↓						
LSB				MSB		
1-----16	17	18----24	25	26-----32	33--36	37--40
REJECTED PDU CONTROL FIELD	0	V(S)	C/R	V(R)	WXYZ	V000

Notes to FIGURE 20:

- Rejected PDU control field shall be the control field of the received PDU that caused the FRMR exception condition on the data link connection. When the rejected PDU is a U PDU, the control field of the rejected PDU shall be positioned in bit positions 1-8, with 9-16 set to 0.
- V(S) shall be the current send-state variable value for this data link connection at the rejecting station (bit 18 = low-order bit).
- C/R set to 1 shall indicate that the PDU causing the FRMR was a response PDU, and C/R set to 0 shall indicate that the PDU causing the FRMR was a command PDU.
- V(R) shall be the current receive-state variable value for this data link connection at the rejecting station (bit 26 = low-order bit).
- W set to 1 shall indicate that the control field received and returned in bits 1 through 16 was invalid or not implemented. Examples of invalid PDU are defined as:

MIL-STD-188-220D w/ Change 1

- i. the receipt of an S or U PDU with an information field that is not permitted,
 - ii. the receipt of an unsolicited F-bit set to 1, and
 - iii. the receipt of an unexpected UA response PDU.
- f. X set to 1 shall indicate that the control field received and returned in bits 1 through 16 was considered invalid because the PDU contained an information field that is not permitted with this command or response. Bit W shall be set to 1 in conjunction with this bit.
- g. Y set to 1 shall indicate that the information field received exceeded the established maximum information field length which can be accommodated by the rejecting station on that data link connection.
- h. Z set to 1 shall indicate that the control field received and returned in bits 1 through 16 contained an invalid N(R).
- i. V set to 1 shall indicate that the control field received and returned in bits 1 through 16 contained an invalid N(S). Bit W shall be set to 1 in conjunction with this bit.

FIGURE 20. FRMR information field format.

5.3.6.3 Type 3 operation commands and responses.

Type 3 commands and responses are all U PDUs. The U PDU encodings for Type 3 operations are listed in FIGURE 21.

FIRST CONTROL FIELD BIT DELIVERED TO/RECEIVED FROM THE PHYSICAL LAYER								
↓								
LSB							MSB	
1	2	3	4	5	6	7	8	Bit Position
1	1	0	0	1	0	0	0	UI Command
1	1	0	0	1	1	0	0	URR Response
1	1	0	1	1	0	0	0	URNR Response
1	1	0	0	1	1	1	1	Test Command/Response

FIGURE 21. Type 3 operation control-field bit assignments.

5.3.6.3.1 Unnumbered Information (UI) command.

The UI PDU shall be used to send information to one or more stations. The P-bit of the control field of the UI PDU is used by the transmitter to request that the unicast addressed receiver(s) acknowledge receipt of the transmitted UI PDU. The UI PDU shall be addressed to unicast, special or multicast (One-hop or group) addresses. The source address shall be the unicast address of the transmitting station.

5.3.6.3.2 Unnumbered Receive-Ready (URR) response.

The URR response shall be used to acknowledge a Type 3 UI command. The URR response shall be the first PDU sent by the receiving station upon receiving a UI command after the appropriate RHD period (see C.4.2). The source and destination shall be unicast addresses.

MIL-STD-188-220D w/ Change 1

5.3.6.3.3 Unnumbered receive-not-ready (URNR) response.

The URNR response PDU shall be used to reply to a Type 3 UI command if the UI command cannot be processed due to a busy condition. The URNR response PDU does not contain any acknowledgment information. If used, the URNR response shall be the first PDU transmitted by the receiving station, upon receiving a UI command, after the appropriate RHD period (see C.4.2). The URNR response shall have the F-bit set to 1 and shall be addressed to the source of the UI command.

5.3.6.3.4 Test (TEST) command.

The TEST command shall be used to cause the destination station to respond with the TEST response at the earliest opportunity, thus performing a basic test of the transmission path. An information field is optional with the TEST command PDU. It may contain any bit pattern, but is limited to a maximum length of 128 octets. If present, however, the received information field shall be returned, if possible, by the addressed station in the TEST response PDU. The Type 3 TEST command, with the P-bit set to 1, shall cause the unicast addressed destination station(s) to respond with a TEST response PDU (with no information field), with the F-bit set to 1, after the appropriate RHD period (see C.4.2). Multicast (One-hop or group) addressees do not reply to a TEST command with the P-bit set to 1. The TEST command PDU shall be addressed to a unicast and/or multicast (One-hop or group) destination addresses. The source address shall be a unicast address.

5.3.6.3.5 Test (TEST) response.

The TEST response, with F-bit set to 1, without an information field shall be used by unicast addressees to reply to the TEST command with the P-bit set to 1. The TEST response shall be the first PDU sent by the receiving station upon receiving a TEST command PDU, after the appropriate RHD period (see C.4.2). Multicast (One-hop or group) addressees do not reply to TEST command with P-bit set to 1. If the station cannot accept the information field of the TEST command, a TEST response without an information field may be returned. The source and destination addresses shall be a unicast address.

5.3.6.4 Type 4 operation commands and responses.

The Type 4 commands and responses consist of U and S PDUs.

5.3.6.4.1 Unnumbered Information transfer format command.

The function of the Type 4 DIA commands shall be to transfer PDUs that contain an identification number and an information field across a connectionless link. The encoding of the PDU control field for Type 4 operation shall be as listed in FIGURE 22.

MIL-STD-188-220D w/ Change 1

FIRST CONTROL BIT DELIVERED TO/RECEIVED FROM THE PHYSICAL LAYER ↓		
LSB		MSB
PDU Identifier	L-bits	PDU Identification No.
1 2 3 4 5 6	7 8	9 10 11 12 13 14 15 16
1 1 0 1 0 1	L L	<---ID Number--->

FIGURE 22. Type 4 DIA PDU control field bit assignments.

5.3.6.4.1.1 DIA PDU acknowledgment.

Transmitted DIA PDUs are acknowledged by a Type 4 DRR response S PDU with the same precedence from the receiving stations, except for the following cases:

- a. The receiving station is a multicast (One-hop or group) addressee only.
- b. The receiving station's link address is not in the destination address field.
- c. The response mode parameter is set to no.

5.3.6.4.2 Supervisory-format commands and responses.

Supervisory PDUs (S PDU) shall be used to convey link acknowledgment of a DIA PDU and whether or not a station is ready to receive Type 4 PDUs. The S PDU command has 1-16 destination addresses. The S PDU response has a single destination address. The command DRR and DRNR S PDUs do not acknowledge DIA PDUs. These S PDUs are used to indicate Type 4 receive status. The response DRR S PDU contains a single destination address, that of the originator of the DIA PDU being acknowledged. The command S PDU level of precedence shall be set to the highest precedence while response S PDUs shall use the precedence of the DIA PDU which they are acknowledging. The encoding of the S PDU control field for Type 4 operation shall be as listed in FIGURE 23. The Type 4 DRR command PDU shall be transmitted to one or more stations to indicate that the sending station is ready to receive DIA PDUs. The DRR PDU shall be addressed to unicast or multicast (One-hop or group) addresses. The source address shall be the unicast address of the transmitting station. The use of this command clears the busy status of the transmitting station for Type 4 operations only.

MIL-STD-188-220D w/ Change 1

FIRST CONTROL BIT DELIVERED TO/RECEIVED FROM THE PHYSICAL LAYER															
↓ LSB								MSB							
PDU Identifier						L-bits		PDU Identification No.							
1 2 3 4 5 6						7 8		9 10 11 12 13 14 15 16							
1 0 0 0 1 0						0 0		0 0 0 0 0 0 0 0 DRR Command							
1 0 0 0 1 0						L L		<---ID Number---> DRR Response							
1 0 1 0 1 0						0 0		0 0 0 0 0 0 0 0 DRNR Command							
1 0 1 0 1 0						L L		<---ID Number---> DRNR Response							

FIGURE 23. Type 4 S PDU control field bit assignments.

5.3.7 Description of procedures by type.

The procedures for each operation type are described in 5.3.7.1, 5.3.7.2, 5.3.7.3, and 5.3.7.4 (and their subparagraphs). The four types of procedures can coexist on the same network.

5.3.7.1 Description of Type 1 procedures.

The procedures associated with Type 1 operation are described in 5.3.7.1 and all subparagraphs.

Note: All stations must implement both Type 1 and Type 3 communications. Status of stations on the network, maintained by sending and receiving URR and URNR PDUs, shall be collaborated between Type 1 and Type 3 operations. For example, if a platform receives a Type 3 URNR Response from a station, that station should be considered busy for both Type 1 and Type 3 communications until a Type 1 URR Command is received by the platform. This applies to all URR Commands, URNR Commands, and URNR Responses.

5.3.7.1.1 Modes of operation.

In Type 1 operation, no modes of operation are defined. A station using Type 1 procedures shall support the entire procedure set described in the following paragraphs, whenever it is operational on the network.

5.3.7.1.2 Procedure for addressing.

The address fields shall be used to indicate the source and destinations of the transmitted PDU. The first bit in the source address field shall be used to identify whether a command or a response is contained in the PDU. Unicast, special and multicast (One-hop or group) addressing

MIL-STD-188-220D w/ Change 1

shall be supported for destination addresses in command PDUs. The source address field shall contain a unicast or special address.

5.3.7.1.3 Procedure for using the P/F bit.

For Type 1 operation, the transmitting station shall always set the P-bit equal to 0.

5.3.7.1.4 Procedures for logical data link set-up and disconnection.

Type 1 operation does not require any prior data link connection establishment (set-up), and hence no data link disconnection. Once the service access point has been enabled within the station, information may be sent to, or received from, a remote station also participating in Type 1 operation.

5.3.7.1.5 Procedures for information transfer.

5.3.7.1.5.1 Sending UI command PDUs.

Information transfer from an initiating station to a responding station shall be accomplished by sending the UI command PDU with the P-bit set to 0. Transmission of UI commands to stations detected as busy (due to receipt of a URNR Command or Response) shall be discontinued until the busy state is cleared. UI PDUs that have the P-bit set to 0 are not acknowledged nor retransmitted.

5.3.7.1.5.2 Receiving UI command PDUs.

Reception of the UI command PDU with P-bit set to 0 shall not be acknowledged.

5.3.7.1.5.3 Sending URNR command PDUs.

A URNR command PDU, with the P-bit set to 0, may be sent at any time to indicate a busy condition.

5.3.7.1.5.4 Receiving URNR command PDUs.

Receipt of the URNR indicates that the sending station is busy and, with one exception described below, no additional I, UI or DIA PDUs should be sent until the sending station regains its ability to receive messages. The URNR command PDU does not contain any acknowledgment information.

Exception: A Station may include a busy destination in a PDU that is addressed to multiple destination addresses if at least one of the multiple destinations is not busy.

5.3.7.1.5.5 Sending URR command PDUs.

A URR command PDU, with the P-bit set to 0, may be sent by a station at any time to indicate the regaining of its ability to receive messages.

5.3.7.1.5.6 Receiving URR command PDUs.

The receipt of the URR command PDU cancels the prior receipt of a URNR and indicates that the sending station is now operational.

MIL-STD-188-220D w/ Change 1

5.3.7.1.5.7 Using TEST command and response PDUs.

The TEST function provides a facility to conduct loop-back tests of the station-to-station transmission path. The TEST function may be initiated within the data link layer by any authorized station within the data link layer. Successful completion of a test started by sending a TEST command PDU with the P-bit set to 0 consists of receiving a TEST response PDU with the F-bit set to 0 and containing the identical data from each unicast or multicast (One-hop or group) addressee. The length of the information field is variable from 0 to 128 octets. Any TEST command PDU received in error shall be discarded and no response PDU sent. In the event of a test failure, it shall be the responsibility of the TEST function initiator to determine any future actions.

5.3.7.2 Description of Type 2 procedures.

The procedures associated with Type 2 operation are described in 5.3.7.2.1 through 5.3.7.2.8.

5.3.7.2.1 Modes of operation.

Two modes of operation are defined for Type 2 operation: an operational mode and a non-operational mode.

5.3.7.2.1.1 Operational mode.

The operational mode shall be the ABM. ABM is a balanced operational mode in which a data link connection has been established between two stations. Either station shall be able to send commands at any time and initiate response transmissions without receiving explicit permission from the other station. Such a transmission shall contain one or more PDUs that shall be used for information transfer and to indicate status changes in the station (for example, the number of the next expected I PDU; transition from a ready to a busy condition, or vice versa; occurrence of an exception condition). A station in ABM receiving a DISC command PDU shall respond with the UA response PDU if it is capable of executing the command. ABM consists of a data link connection phase, an information transfer phase, a data link resetting phase, and a data link disconnection phase.

5.3.7.2.1.2 Non-operational mode.

The non-operational mode shall be the ADM. ADM differs from ABM in that the data link connection is logically disconnected from the physical medium such that no information (user data) shall be sent or accepted. ADM is defined to prevent a data link connection from appearing on the physical medium in a fully operational mode during unusual situations or exception conditions. Such operation could cause a sequence number mismatch between stations or a station's uncertainty of the status of the other station. A data link connection shall be system-predefined as to the conditions that cause it to assume ADM. Below are three examples of possible conditions, in addition to receiving a DISC command PDU, that may cause a data link connection to enter ADM:

- a. The power is turned on,
- b. The data link layer logic is manually reset, or

MIL-STD-188-220D w/ Change 1

c. The data link connection is manually switched from a local (home) condition to the connected-on-the-data-link (on-line) condition.

A station on a data link connection in ADM shall be required to monitor transmissions received from its PL to accept and respond to one of the mode-setting command PDUs (SABME, DISC), or to send a DM response PDU at a medium access opportunity, when required. In addition, since the station has the ability to send command PDUs at any time, the station may send an appropriate mode-setting command PDU. A station in ADM receiving a DISC command PDU or any I or S PDU shall respond with the DM response PDU. A station in ADM shall not establish a FRMR exception condition. ADM consists of a data link disconnected phase.

5.3.7.2.2 Procedure for addressing.

The address fields for a PDU shall be used to indicate the unicast source and up to 16 destinations. The first bit in the source address field shall be used to identify whether a command or response is contained in the PDU. A single data link connection can be established between any two stations on the network.

5.3.7.2.3 Procedures for using the P/F bit.

A unicast addressed station receiving a command PDU (SABME, DISC, RR, RNR, REJ, or I) with the P-bit set to 1 shall send a response PDU with the F-bit set to 1. The response PDU returned by a station to a RSET, SABME or DISC command PDU with the P-bit set to 1 shall be a UA or DM response PDU with the F-bit set to 1. The response PDU returned by a station to an I, RR, or REJ command PDU with the P-bit set to 1 shall be an I, RR, REJ, RNR, DM, or FRMR response PDU with the F-bit set to 1. The response PDU returned by a station to an RNR command PDU with the P-bit set to 1 shall be an RR, REJ, RNR, DM, or FRMR response PDU with the F-bit set to 1. The response PDU returned by a station to a SREJ with the P-bit set to one shall be the requested I PDU (response) with the F-bit set to one.

NOTE: The P-bit is usable by the station in conjunction with the timer recovery condition. (See 5.3.7.2.5.11)

5.3.7.2.4 Procedures for logical data link set-up and disconnection.

5.3.7.2.4.1 Data Link connection phase.

Either station shall be able to take the initiative to initialize the data link connection.

5.3.7.2.4.1.1 Initiator action.

When the station wishes to initialize the link, it shall send the SABME command PDU to one or more unicast addresses and start the acknowledgment timer(s). Upon receipt of the UA response PDU, the station shall reset both the V(S) and V(R) to 0 for the corresponding data link connection, shall stop the acknowledgment timer and shall enter the information transfer phase. When receiving the DM response PDU, the station that originated the SABME command PDU shall stop the acknowledgment timers for that link, shall not enter the information transfer phase for that station, and shall report to the higher layer for appropriate action. Should any

MIL-STD-188-220D w/ Change 1

acknowledgment timer run out before receiving all UA or DM response PDUs, the station shall resend the SABME command PDU, after deleting the address and control fields corresponding to the received UAs or DMs, and restart the acknowledgment timers. After resending the SABME command PDU N2 times, the station shall stop sending the SABME command PDU, may report to the higher layer protocol and may initiate other error recovery action. The value of N2 is defined in 5.3.8.1.3.d. Other Type 2 PDUs received (commands and responses) while attempting to connect shall be ignored by the station.

5.3.7.2.4.1.2 Respondent action.

When a SABME command PDU is received, and the connection is desired, the station shall return a UA response PDU to the remote station, set both the V(S) and V(R) to 0 for the corresponding data link connection, and enter the information transfer phase. The return of the UA response PDU shall take precedence over any other response PDU that may be pending at the station for that data link connection. It shall be possible to follow the UA response PDU with additional PDUs, if pending. If the connection is not desired, the station shall return a DM response PDU to the remote station and remain in the link disconnected mode. For a description of the actions to be followed upon receipt of a SABME or DISC command PDU, see 5.3.7.2.4.4.

5.3.7.2.4.2 Information transfer phase.

After having sent the UA response PDU to an SABME command PDU or having received the UA response PDU to a sent SABME command PDU, the station shall accept and send I and S PDUs according to the procedures described in 5.3.7.2.5. Any time a station has established a connection and enters the information transfer phase, it should also send a DL-Status Indication to its local upper layer indicating a Type 2 connection has been established. When receiving an SABME command PDU while in the information transfer phase, the station shall conform to the resetting procedure described in 5.3.7.2.6. When receiving an RSET command PDU while in the information transfer phase, the station shall conform to the resetting procedure described in 5.3.7.2.7.

5.3.7.2.4.3 Data Link disconnection phase.

During the information transfer phase, either station shall be able to initiate disconnecting of the data link connection by sending a DISC command PDU and starting the acknowledgment timer(see 5.3.8.1.3.a). When receiving a DISC command PDU, the station shall return a UA response PDU and enter the Data Link disconnected phase. The return of the UA response PDU shall take precedence over any other response PDU that may be pending at the station for that data link connection. Upon receipt of the UA or DM response PDU from a remote station, the station shall stop its acknowledgment timer for that link, and enter the link disconnected mode. Should the acknowledgment timer run out before receiving the UA or DM response PDU for a particular link, the station shall send another DISC command PDU and restart the acknowledgment timer. After sending the DISC command PDU N2 times, the sending station shall stop sending the DISC command PDU, shall enter the data link disconnected phase, and shall report to the higher layer for the appropriate error recovery action. The value of N2 is defined in 5.3.8.1.3.d.

MIL-STD-188-220D w/ Change 1

5.3.7.2.4.4 Data Link disconnected phase.

After having received a DISC command PDU from the remote station and returned a UA response PDU, or having received the UA response PDU to a sent DISC command PDU, the station shall enter the Data Link disconnected phase. In the disconnected phase, the station shall react to the receipt of an SABME command PDU, as described in 5.3.7.2.4.1, and shall send a DM response PDU in answer to a received DISC command PDU. When receiving any other Type 2 command, I or S PDU, the station in the disconnected phase shall send a DM response PDU. In the disconnected phase, the station shall be able to initiate a Data Link connection. Any time a station enters the disconnected phase, it should send a DL-Status Indication to its local upper layer indicating a Type 2 connection has been disconnected.

5.3.7.2.4.5 Contention of unnumbered mode-setting command PDUs.

A contention situation on a data link connection shall be resolved in the following way: If the sent and received mode-setting command PDUs are the same, each station shall send the UA response PDU at the earliest opportunity. Each station shall enter the indicated phase either after receiving the UA response PDU, or after its acknowledgment timer expires. If the sent and received mode-setting command PDUs are different, each station shall enter the data link disconnected phase and shall issue a DM response PDU at the earliest opportunity.

5.3.7.2.5 Procedures for information transfer.

The procedures that apply to the transfer of I PDUs in each direction on a data link connection during the information transfer phase are described in 5.3.7.2.5.1 through 5.3.7.2.5.11. When used, the term number one higher is in reference to a continuously repeated sequence series, that is, 127 is 1 higher than 126, and 0 is 1 higher than 127 for the modulo-128 series.

5.3.7.2.5.1 Sending I PDUs.

When the station has an I PDU to send (that is, an I PDU not already sent), it shall send the I PDU with an N(S) equal to its current V(S) and an N(R) equal to its current V(R) for that data link connection. At the end of sending the I PDU, the station shall increment its V(S) by 1. If the acknowledgment timer is not running at the time that an I PDU is sent, the acknowledgment timer shall be started. If the data link connection V(S) is equal to the last value of N(R) received plus k (where k is the maximum number of outstanding I PDUs; see 5.3.8.1.3.e), the station shall not send any new I PDUs on that data link connection, but shall be able to resend an I PDU as described in 5.3.7.2.5.6 or 5.3.7.2.5.9. Upon sending an I PDU that causes the number of outstanding I PDUs to be equal to the $k+2$ value for that connection, the station shall send an RR (or RNR) command to the destination station. The destination station shall respond with a RR Response with the N(R) indicating the last received I PDU. When a local station on a data link connection is in the busy condition, the station shall still be able to send I PDUs, provided that the remote station on this data link connection is not also busy. When the station is in the FRMR exception condition for a particular data link connection, it shall stop transmitting I PDUs on that data link connection. When a station is in the timer recovery condition, it shall not send any new I PDUs on that data link connection as per 5.3.7.2.5.11.

MIL-STD-188-220D w/ Change 1

5.3.7.2.5.2 Receiving I PDUs.

When the station is not in a busy condition and receives an I PDU whose $N(S)$ is equal to its $V(R)$, the station shall accept the information field of this PDU, increment by 1 its $V(R)$, and act as follows:

a. If an I PDU is available to be sent, the station shall be able to act as in 5.3.7.2.5.1 and acknowledge the received I PDU by setting $N(R)$ in the control field of the next sent I PDU to the value of its $V(R)$. The station shall also be able to acknowledge the received I PDU by sending an RR PDU with the $N(R)$ equal to the value of its $V(R)$.

b. If no I PDU is available to be sent by the station, then the station shall either:

(1) If the received I PDU is a command PDU with the P-bit set to 1, then send an S PDU with its F-bit set to 1 and its $N(R)$ equal to the current value of $V(R)$ at the first possible opportunity (this transmission is time critical to maintaining the connection), and stop the Response Delay Timer; or

(2) If the received I PDU is not a command PDU with the P-bit set to 1, then the station shall:

(a) If the number of outstanding I PDUs received since the last I PDU for which an acknowledgment was sent is equal to or greater than k_3 , then send an S PDU with its $N(R)$ equal to the current value of $V(R)$ at the earliest opportunity, and stop the Response Delay Timer; else

(b) If the number of outstanding I PDUs received since the last I PDU for which an acknowledgment was sent is less than k_3 , and if the Response Delay Timer is not already running, then start the Response Delay Timer. When the Response Delay Timer is running then the station shall:

(i) If an I PDU is sent back to the originator of the recently received I PDU before the Response Delay Timer expires, then stop the Response Delay Timer. The $N(R)$ in the outgoing I frame will acknowledge any recently received correct in sequence I PDU frames as described in 5.3.7.2.5.1 (No S PDU needs to be sent); else

(ii) If another PDU of any type that can be concatenated is transmitted to any destination and adequate space exists to concatenate additional frames, then concatenate onto this PDU an S PDU with its $N(R)$ equal to the current value of $V(R)$ addressed to the originator of the recently received I PDU, and stop the Response Delay Timer; else

(iii) If the Response Delay Timer expires, then at the earliest opportunity, send an S PDU with its $N(R)$ equal to the current value of $V(R)$. (Note that S PDUs to other destinations may be concatenated with this frame as described in the preceding paragraph.)

c. If receipt of the I PDU caused the station to go into the busy condition with regard to any subsequent I PDUs, the station shall send an RNR PDU with the $N(R)$ equal to the value of

MIL-STD-188-220D w/ Change 1

its V(R). If I PDUs are available to send, the station shall be able to send them (as in 5.3.7.2.5.1) prior to or following the sending of the RNR PDU.

When the station is in a busy condition, the station shall be able to ignore the information field contained in any received I PDU on that data link connection (See 5.3.7.2.5.10.).

5.3.7.2.5.3 Receiving incorrect PDUs.

When the station receives an invalid PDU or a PDU with an incorrect source address, the entire PDU shall be discarded. If an incorrect destination address is received, disregard that address field and continue processing the PDU.

5.3.7.2.5.4 Receiving out-of-sequence PDUs.

When the station receives one or more I PDUs whose N(S)s are not in the expected sequence, that is, not equal to the current V(R) but is within the receive window, the station shall respond by sending a REJ or a SREJ PDU as described in either 5.3.7.2.5.4.1 or 5.3.7.2.5.4.2. Use of the SREJ is the preferred method of indicating missing frames since it allows the receiving station to request the retransmission of only those frames that are actually missing. Use of REJ to indicate missing frames results in the unnecessary retransmission of frames that were received correctly since the procedure requires that frames received out of sequence be discarded until the missing frame is received. Use of REJ to indicate missing frames is intended for use by an implementation in the case that it is providing ordered delivery of I PDUs to the next layer and adequate storage is not available (on a static or dynamic basis) within the implementation to retain out-of-sequence frames until the missing frames are received.

5.3.7.2.5.4.1 Reject (REJ) response.

When an I PDU has been received out-of-sequence and more than one frame is missing, the station may discard the information field of the I PDU and send a REJ PDU with the N(R) set to the value of V(R). The station shall then discard the information field of all I PDUs until the expected I PDU is correctly received. When receiving the expected I PDU, the station shall acknowledge the PDU, as described in 5.3.7.2.5.2. The station shall use the N(R) and P-bit indications in the discarded I PDU. On a given data link connection, only one “sent REJ” exception condition from a given station to another given station shall be established at a time. A REJ and SREJ exception condition cannot be active at the same time. A “sent REJ” condition shall be cleared when the requested I PDU is received. The “sent REJ” condition shall be able to be reset when a REJ timer time-out function runs out. When the station perceives by REJ timer time-out that the requested I PDU will not be received, because either the requested I PDU or the REJ PDU was in error or lost, the station shall be able to resend the REJ PDU up to N2 times to reestablish the “sent REJ” condition. The value of N2 is defined in 5.3.8.1.2.b.

5.3.7.2.5.4.2 Selective Reject (SREJ) response.

When an I PDU has been received and at least one frame is missing, the station may retain the information field of the out-of-sequence I PDUs and send SREJ PDUs for the missing I PDUs. A station may transmit one or more SREJ PDUs, each containing a different N(R) with the F-bit set to 0. However, a SREJ PDU shall not be transmitted if an earlier REJ condition has not been

MIL-STD-188-220D w/ Change 1

cleared. When the station perceives by the REJ timer time-out that the requested I PDU will not be received, because either the requested I PDU or the SREJ PDU was in error or lost, the station shall be able to resend all outstanding SREJ PDUs in order to reestablish the “sent SREJ” condition up to N2 times.

5.3.7.2.5.5 Receiving acknowledgment.

When correctly receiving an I or S PDU, even in the busy condition (see 5.3.7.2.5.10), the receiving station shall consider the N(R) contained in this PDU as an acknowledgment for all the I PDUs it has sent on this data link connection with an N(S) up to and including the received N(R) minus one. The station shall reset the acknowledgment timer when it correctly receives an I or Type 2 S PDU with the N(R) higher than the last received N(R) (actually acknowledging some I PDUs). If High Reliability was requested for any of the acknowledged PDU(s), a DL-Status.Indication should be sent to the upper layer indicating acknowledgment success for those PDUs. If the timer has been reset and there are outstanding I PDUs still unacknowledged on this data link connection, the station shall restart the acknowledgment timer. If the timer then runs out, the station shall follow the procedures in 5.3.7.2.5.11 with respect to the unacknowledged I PDUs.

5.3.7.2.5.6 Receiving SREJ PDU.

If the received transmission is an SREJ command or response PDU, the I PDU corresponding to the N(R) being rejected shall be retransmitted.

5.3.7.2.5.7 Receiving RSET PDU.

Upon receipt of the RSET command PDU, the receiving station shall reply with a UA response PDU and shall then set its V(R) to 0 for the initiating station.

5.3.7.2.5.8 Receiving REJ PDU.

When receiving an REJ PDU, the station shall set its V(S) to the N(R) received in the REJ PDU control field. The station shall resend the corresponding I PDU as soon as it is available. If other unacknowledged I PDUs had already been sent on that data link connection following the one indicated in the REJ PDU, then those I PDUs shall be resent by the station following the resending of the requested I PDU. If retransmission beginning with a particular PDU occurs while waiting acknowledgment (see 5.3.7.2.5.11) and a REJ PDU is received, which would also start retransmission with the same I PDU [as identified by the N(R) in the REJ PDU], the retransmission resulting from the REJ PDU shall be inhibited.

5.3.7.2.5.9 Receiving RNR PDU.

A station receiving an RNR PDU shall, with one exception described below, stop sending I PDUs on the indicated data link connection at the earliest possible time and shall start the busy-state timer, if not already running. When the busy-state timer runs out, the station shall follow the procedure described in 5.3.7.2.5.11. In any case, the station shall not send any other I PDUs on that data link connection before receiving an RR or REJ PDU, or before receiving an I response PDU with the F-bit set to 1, or before the completion of a resetting procedure on that data link connection.

MIL-STD-188-220D w/ Change 1

Exception: A Station may include a busy destination in a PDU that is addressed to multiple destination addresses if at least one of the multiple destinations is not busy.

5.3.7.2.5.10 Station-Busy condition.

A station shall enter the busy condition on a data link connection when it is temporarily unable to receive or continue to receive I PDUs due to internal constraints; for example, receive buffering limitations. When the station enters the busy condition, it shall send an RNR PDU at the first possible opportunity. It shall be possible to send I PDUs waiting to be sent on that data link connection prior to or following the sending of the RNR PDU. The station may send a URNR command PDU to the One-hop multicast address after the RNR PDU. While in the busy condition, the station shall accept and process supervisory PDUs and return an RNR response PDU with the F-bit set to 1 if it receives an S or I command PDU with the P-bit set to 1 on the affected data link connection. To indicate the clearance of a busy condition on a data link connection, the station shall send an I response PDU with the F-bit set to 1 if a P-bit set to 1 is outstanding, an REJ response PDU, or an RR response PDU on the data link connection with N(R) set to the current V(R), depending on whether or not the station discarded information fields of correctly received I PDUs. The station may then send a URR command PDU to the One-hop multicast address. Additionally, the sending of a SABME command PDU or a UA response PDU shall indicate the clearance of a busy condition at the sending station on a data link connection.

5.3.7.2.5.11 Waiting acknowledgment.

The station maintains an internal retransmission count variable for each data link connection, which shall be set to 0 when the station receives or sends a UA response PDU to a SABME command PDU, when the station receives an RNR PDU, or when the station correctly receives an I or S PDU with the N(R) higher than the last received N(R) (actually acknowledging some outstanding I PDUs). If the acknowledgment timer, busy-state timer, or the P-bit timer runs out, the station on this data link connection shall enter the timer recovery condition and add 1 to its retransmission count variable. When a station is in the timer recovery condition, the station shall not send any new I PDUs to the destination station. The station shall then start the P-bit timer and send an S command PDU with the P-bit set to 1. The timer recovery condition shall be cleared on the data link connection when the station receives a valid I or S PDU from the remote station with the F-bit set to 1. If, while in the timer recovery condition, the station correctly receives a valid I or S PDU with:

- a. The F-bit set to 1 and the N(R) within the range from the last value of N(R) received to the current V(S) inclusive, the station shall clear the timer recovery condition, set its V(S) to the received N(R), stop the P-bit timer, and resend any unacknowledged PDUs; or
- b. The P/F bit set to 0 and the N(R) within the range from the last value of N(R) received to the current V(S) inclusive, the station shall not clear the timer recovery condition but shall treat the N(R) value received as an acknowledgment for the indicated previously transmitted I PDUs. (See 5.3.7.2.5.5.)

MIL-STD-188-220D w/ Change 1

If the P-bit timer runs out in the timer recovery condition, the station shall add 1 to its retransmission count variable. If the retransmission count variable is less than N2, the station shall resend an S PDU with the P-bit set to 1 and restart its P-bit timer. If the retransmission count variable is equal to N2, the station shall initiate a resetting procedure, by sending a SABME command PDU, as described in 5.3.7.2.6. N2 is a system parameter defined in 5.3.8.1.2.b.

5.3.7.2.6 Procedures for mode resetting.

The resetting phase is used to initialize both directions of information transfer according to the procedure described in 5.3.7.2.6.1 through 5.3.7.2.6.3. The resetting phase shall apply only during ABM. Either station shall be able to initiate a resetting of both directions by sending a SABME command PDU and starting its acknowledgment timer. Any time a station resets its connection with a remote station, it should also send a DL-Status Indication to its local upper layer indicating a Type 2 connection has been reset.

5.3.7.2.6.1 Receiver action.

After receiving a SABME command PDU, the station shall return one of two types of responses, at the earliest opportunity:

- a. A UA response PDU and reset its V(S) and V(R) to 0 to reset the data link connection, or
- b. A DM response PDU if the data link connection is to be terminated.

The return of the UA or DM response PDU shall take precedence over any other response PDU for that data link connection that may be pending at the station. It shall be possible to follow the UA PDU with additional PDUs, if pending.

5.3.7.2.6.2 Initiator action.

If the UA PDU is received correctly by the initiating station, it shall reset its V(S) and V(R) to 0 and stop its acknowledgment timer. This shall also clear all exception conditions that might be present at either of the stations involved in the reset. The exchange shall also indicate clearance of any busy condition that may have been present at either station involved in the reset. If a DM response PDU is received, the station shall enter the data link disconnected phase, shall stop its acknowledgment timer, and shall report to the higher layer for appropriate action. If the acknowledgment timer runs out before a UA or DM response PDU is received, the SABME command PDU shall be resent and the acknowledgment timer shall be started. After the timer runs out N2 times, the sending station shall stop sending the SABME command PDU, and shall enter the ADM, may report to the higher layer protocol and may initiate other error recovery actions. The value of N2 is defined in 5.3.8.1.2.b. Other Type 2 PDUs, with the exception of the SABME and DISC command PDUs, received by the station before completion of the reset procedure shall be discarded.

MIL-STD-188-220D w/ Change 1

5.3.7.2.6.3 Resetting with the FRMR PDU.

Under certain FRMR exception conditions (listed in 5.3.7.2.8), it shall be possible for the initiating station, by sending an FRMR response PDU, to ask the remote station to reset the data link connection. Upon receiving the FRMR response PDU (even during a FRMR exception condition), the remote station shall either initiate a resetting procedure, by sending a SABME or RSET command PDU, or initiate a disconnect procedure, by sending a DISC command PDU. After sending an FRMR response PDU, the initiating station shall enter the FRMR exception condition. The FRMR exception condition shall be cleared when the station receives or sends a SABME or DISC command PDU, DM response PDU or RSET command PDU. Any other Type 2 command PDU received while in the FRMR exception condition shall cause the station to resend the FRMR response PDU with the same information field as originally sent. In the FRMR exception condition, additional I PDUs shall not be sent, and received I and S PDUs shall be discarded by the station. It shall be possible for the station to start its acknowledgment timer on the sending of the FRMR response PDU. If the timer runs out before the reception of a SABME or DISC command PDU from the remote station, it shall be possible for the station to resend the FRMR response PDU and restart its acknowledgment timer. After the acknowledgment timer has run out N2 times, the station shall reset the data link connection by sending a SABME command PDU. The value of N2 is defined in 5.3.8.1.2.b. When an additional FRMR response PDU is sent while the acknowledgment timer is running, the timer shall not be reset or restarted.

5.3.7.2.7 Procedures for sequence number resetting.

This resetting procedure, employing the RSET command, is used to reinitialize the V(R) in the addressed station and the V(S) in the local station. The addressed station shall confirm acceptance of the RSET command by transmission of a UA response at the earliest opportunity. Upon acceptance of this command, the addressed station V(R) shall be set to 0. If the UA response is received correctly, the initializing station shall reset its V(S) to 0. The RSET command shall reset all PDU rejection conditions in the addressed station, except for an invalid N(R) sequence number condition which the addressed station has reported by a FRMR. The RSET command may be sent by the station that detects an invalid N(R) to clear such a frame rejection condition in place of sending a FRMR frame. To clear an invalid N(R) frame rejection condition with an RSET command, the RSET command shall be transmitted by the station that detects the invalid N(R). A station may resend the contents of the information field of unacknowledged outstanding I PDUs. Any time a station resets its connection with a remote station, it should also send a DL-Status Indication to its local upper layer indicating a Type 2 connection has been reset.

5.3.7.2.8 FRMR exception conditions.

The station shall request a resetting procedure by sending an FRMR response PDU, as described in 5.3.7.2.6.3, after receiving, during the information transfer phase, a PDU with one of the conditions identified in 5.3.6.2.3.6. The coding of the information field of the FRMR response PDU that is sent is given in 5.3.6.2.3.6. The other station shall initiate a resetting procedure by sending a SABME or RSET command PDU, as described in 5.3.7.2.6, after receiving the FRMR response PDU.

MIL-STD-188-220D w/ Change 1

5.3.7.3 Description of Type 3 procedures.

The procedures associated with Type 3 operation are described in 5.3.7.3 and all subparagraphs.

Note: All stations must implement both Type 1 and Type 3 communications. Status of stations on the network, maintained by sending and receiving URR and URNR PDUs, shall be correlated between Type 1 and Type 3 operations. For example, if a platform receives a Type 3 URNR Response from a station, that station should be considered busy for both Type 1 and Type 3 communications until a Type 1 URR Command is received by the platform. This applies to all URR Commands, URNR Commands, and URNR Responses.

5.3.7.3.1 Modes of operation.

In Type 3 operation, no modes of operation are defined. A station using Type 3 procedures shall support the entire procedure set whenever it is operational on the network.

5.3.7.3.2 Procedure for addressing.

The address fields shall be used to indicate the source and destinations of the transmitted PDU. The first bit in the source address field shall be used to identify whether a command or a response is contained in the PDU. Unicast, special and multicast (One-hop or group) addressing shall be supported for destination addresses in command PDUs. The source address field shall contain a unicast or special address.

5.3.7.3.3 Procedure for using the P/F bit.

For Type 3 operation, the transmitting station shall always set the P-bit equal to 1. The station receiving a UI or TEST command PDU with the P-bit set to 1 shall send an appropriate response PDU with the F-bit set to 1.

5.3.7.3.4 Procedures for logical data link set-up and disconnection.

Type 3 operation does not require any prior data link connection establishment (set-up), and hence no data link disconnection. Once the service access point has been enabled within the station, information may be sent to, or received from, a remote station also participating in Type 3 operation.

5.3.7.3.5 Procedures for information transfer.

5.3.7.3.5.1 Sending UI command PDUs.

Information transfer from an initiating station to a responding station shall be accomplished by sending the UI Command Acknowledgment Required PDU. When a sending station sends a UI command PDU with the P-bit set to 1, it shall start an acknowledgment timer for that transmission and initialize the internal transmission count variable to zero. If all expected URR or URNR response PDUs are not received before the timer runs out, the sending station shall resend the UI command PDU, increment the internal transmission count variable, and restart the acknowledgment timer. Prior to resending the UI command PDU, the multicast (One-hop or group) addresses shall be removed as well as unicast and special addresses from which a response (URR or URNR) was received. The special address 3, if used, shall not be removed

MIL-STD-188-220D w/ Change 1

prior to retransmission unless it is the only address remaining. No retransmission shall be attempted unless a unicast or special address other than 3 remains. If a URR response PDU is still not received, this resending procedure shall be repeated until the value of the internal transmission count variable is equal to the value of the logical link parameter N4, as described in 5.3.8.1.4.c, at which time a DL-Status-Indication shall be reported to the upper layer indicating an acknowledgment failure. An internal transmission count shall be maintained for each UI information exchange (where P-bit = 1) between a pair of sending and receiving stations. Both the acknowledgment timer and the internal transmission count, for that exchange, shall not affect the information exchange with other receiving stations. If a URNR response PDU is received in response to a UI command with the P-bit set to 1, the receiving station shall designate the sending station as busy. The retransmission of the UI command shall follow the rules for the busy condition. Transmission of UI commands to that station shall be discontinued until the busy state is cleared.

5.3.7.3.5.2 Receiving UI command PDUs.

A station shall acknowledge the receipt of a valid UI command PDU, which has the P-bit set to 1 and contains the station unicast address, by sending a URR response PDU to the originator of the command UI PDU. If the receiving station is unable to accept UI PDUs due to a busy condition, it may respond with a URNR response PDU, with the F-bit set to 1.

5.3.7.3.5.3 Sending URR response PDUs.

A URR response PDU, with the F-bit set to 1, shall be sent only upon receipt of a UI command PDU, with the P-bit set to 1. The URR response PDU shall be sent to the originator of the associated UI command PDU.

5.3.7.3.5.4 Sending URNR response PDUs.

A URNR response PDU, with the F-bit set to 1, may be sent by the remote station to advise the originator of the associated UI command PDU that it is experiencing a busy condition and is unable to accept UI PDUs.

5.3.7.3.5.5 Receiving UI acknowledgment.

After sending a UI command PDU with the P-bit set to 1, the sending station shall expect to receive an acknowledgment in the form of a URR response PDU from the station to which the command PDU was sent. No acknowledgment shall be expected from multicast (One-hop or group) addresses or from the special address 3. Upon receiving such a response PDU, the station shall stop the acknowledgment timer associated with the transmission for which the acknowledgment was received and reset the associated internal transmission count to zero. If the response was a URNR response PDU, the sending station shall stop sending UI, I, and DIA PDUs to that remote station until a URR command PDU is received or the busy-state timer expires, indicating termination of the busy condition. If High Reliability was requested for the command PDU, a DL-Status-Indication should be sent to the upper layer indicating acknowledgment success.

MIL-STD-188-220D w/ Change 1

5.3.7.3.5.6 Using TEST command and response PDUs.

The TEST function provides a facility to conduct loop-back tests of the station-to-station transmission path. The TEST function may be initiated within the data link layer by any authorized station within the data link layer. Successful completion of a test started by sending a TEST command PDU with the P-bit set to 1 consists of receiving a TEST response PDU with the F-bit set to 1 and containing no data from each unicast addressee. Any TEST command PDU received in error shall be discarded and no response PDU sent. In the event of a test failure, it shall be the responsibility of the TEST function initiator to determine any future actions.

5.3.7.4 Description of Type 4 procedures.

The procedures associated with Type 4 operation are described in 5.3.7.4.1 through 5.3.7.4.5.3.

5.3.7.4.1 Modes of operation.

In Type 4 operation, no modes of operation are defined. A station using Type 4 procedures shall support the entire set whenever it is operational on the network.

5.3.7.4.2 Procedure for addressing.

The address field shall be used to indicate the source and destinations of the transmitted PDU. The first bit in the source address shall be used to identify whether a command or a response is contained in the PDU. Unicast and multicast (One-hop or group) addressing shall be supported for the destination addresses in command PDUs. The source address shall contain a unicast address.

5.3.7.4.3 Procedure for using the P/F bit.

The P/F bit is not implemented in Type 4 operation.

5.3.7.4.4 Procedures for logical Data Link set-up and disconnection.

Type 4 operation does not require any prior data link set-up and disconnection. Data link set-up and disconnection procedures are not required for Type 4 operation. All stations shall advance to the information transfer state.

5.3.7.4.5 Procedures for information transfer.

5.3.7.4.5.1 Sending DIA command frames.

The DIA PDU may either be a new PDU from the local user, or a retransmission of a DIA PDU which was not acknowledged within the period determined by the T1 parameter. DIA PDUs are retransmitted up to N2 times, where N2 is as specified by the station parameters. If a DIA PDU is not acknowledged after N2 retransmissions, an indication should be sent to the upper layer indicating an acknowledgment failure.

5.3.7.4.5.2 Decoupled Receive Not Ready (DRNR) procedures.

MIL-STD-188-220D w/ Change 1

5.3.7.4.5.2.1 Sending a DRNR command PDU.

A station may generate and transmit a DRNR command PDU if its Quiet Mode is disabled and it receives a DIA PDU which it cannot accept because its receive buffers are full. A station may generate a DRNR command PDU when directed by the management function (e.g., operator). The DRNR command S PDU does not acknowledge a DIA PDU. The station may send a URNR command PDU to the One-hop multicast address after the DRNR PDU.

5.3.7.4.5.2.2 Receiving a DRNR command PDU.

Upon receipt of a DRNR PDU a station shall, with one exception described below, inhibit transmission of DIA PDUs to the station which originated the DRNR command by updating the station status table to reflect this busy condition. The DRNR PDU shall not change the Quiet Mode status of a station. Any PDUs in the retransmission queue addressed to the busy station shall be modified to delete (null) the busy station from the destination address list. Normal transmissions of DIA PDUs to that station shall resume upon receipt of a DRR command from the station.

Exception: A Station may include a busy destination in a PDU that is addressed to multiple destination addresses if at least one of the multiple destinations is not busy.

5.3.7.4.5.2.3 Sending a DRNR response PDU.

A station shall generate and transmit a DRNR response PDU after it has sent a DRNR command PDU (if its Quiet Mode is disabled) while it is processing frames in its receive queues in the busy condition. A DRNR response acknowledges the DIA PDU indicated in the PDU identification number field while reinforcing the station's busy condition.

5.3.7.4.5.2.4 Receiving a DRNR response PDU.

Upon receipt of a DRNR response PDU, a station shall search the destination addresses associated with the identification number in the DRNR response PDU. The response PDU originator's address shall be deleted from the destination address field (if it is still there) of the DIA being acknowledged.

5.3.7.4.5.3 Decoupled Receive Ready (DRR) procedures.

5.3.7.4.5.3.1 Sending a DRR PDU.

A station shall generate and transmit a DRR PDU if its Quiet Mode is disabled and one of the following conditions exist.

- a. The station is no longer busy and had previously sent a DRNR command PDU.

MIL-STD-188-220D w/ Change 1

b. The station is not busy and the station received a DIA PDU from a transmitting station which requires acknowledgment.

c. If directed by the user interface.

5.3.7.4.5.3.1.1 Sending a DRR command PDU.

The DRR command PDU is generated and transmitted by a station to indicate the end of a Type 4 busy/buffer full condition. The DRR command S PDU does not acknowledge DIA PDUs. The DRR command PDU only changes the status from busy to receive ready. This frame does not change the Quiet Mode status. The station may send a URR command PDU to the One-hop multicast address after the DRR PDU.

5.3.7.4.5.3.1.2 Sending a DRR response PDU.

The DRR response PDU is generated and transmitted by a station whose Quiet Mode is disabled to acknowledge the acceptance of a DIA PDU, and is addressed to the originator of the DIA PDU. The DIA PDU which is being acknowledged is indicated by the PDU identification number.

5.3.7.4.5.3.2 Receiving a DRR response PDU.

Upon receipt of a DRR response PDU a station shall search the destination addresses associated with the identification number in the DRR response PDU. The DRR response PDU originator's address shall be deleted from the destination address field of the DIA being acknowledged. If High Reliability was requested for the DIA, an indication should be sent to the upper layer indicating acknowledgment success.

5.3.8 Data Link initialization.

The XNP messages, described in APPENDIX E, are used to establish and control Data Link parameters. The Join Request message contains the link operating parameters such as net busy detect time, station rank, and net access method. Initialization is caused by an operator or system request. The Join Request is sent to the default NETCON destination address, which shall be the station assigned to perform NETCON station responsibilities. The NETCON station verifies Data Link parameters and provides values for missing or incorrect parameters to ensure that the new station will not disrupt the net. The NETCON station will reply with either a Join Reject or Join Accept PDU. If the initializing station receives a Join Reject PDU, it should not attempt any link activity until the correct parameters have been obtained.

NOTE: Link initialization may also occur without an XNP message exchange. Prearrangement by timing, voice, written plans, or orders provides the operator with the necessary frequency, link address, data rate, and other parameters to enter a net and establish a link. With the prearranged information, an operator may begin link activity on the net and initialization is assumed when the new station senses the net and transmits its first message.

MIL-STD-188-220D w/ Change 1

5.3.8.1 List of Data Link parameters.

This document defines a number of Data Link parameters for which the system-by-system range of values is determined at network establishment. The actual parameter values selected play an important role in determining the efficiency and effectiveness of the network configuration. It is therefore important to select proper values. Even more important is the need to insure that all participants on a subnetwork use the same parameter values. A bad choice of parameter values can significantly degrade the network performance. Using different values, even if the values are reasonable, can lead to a breakdown of the network precluding interoperability. A list of the parameters and their recommended values is provided in a separate document entitled "MIL-STD-188-220 Parameter Table". All systems should utilize these values. The definitions of the parameters for the four types of operation are summarized in 5.3.8.1.1 through 5.3.8.1.5.

5.3.8.1.1 Logical Data Link parameters for all types.

The logical Data Link parameters that do not depend upon the Type of operation in use are as follows:

a. Maximum number of octets. The maximum number of octets in the information field of a UI, I or DIA PDU is an adjustable data link parameter in the range of 708 – 3345.

b. Maximum Transmit Time (MTT). MTT represents the maximum time allowed on the network for a single transmission. It is the time from when the Radio's Push To Talk (PTT) is activated until the PTT is deactivated. It is used to limit physical and data link frame concatenation only.

5.3.8.1.2 Type 1 logical Data Link parameters.

The logical data link parameters for Type 1 operation shall be as follows:

a. Busy-state timer. The busy-state timer is a data link parameter that defines the time interval following receipt of the URNR command PDU during which the station shall wait for the other station to clear the busy condition. Default value is 120 seconds.

b. Minimum number of octets in a PDU. The minimum-length valid data link PDU shall contain 2 flags, 2 addresses, one 8-bit control field, and the FCS. The minimum number of octets in a valid data link PDU shall be 9.

c. TEST Time to Live (TTTL). TTTL represents the maximum time to wait to transmit a TEST Response frame. If the TTTL time expires and the TEST Response frame has not been transmitted then the TEST Response frame shall be deleted from the queue. The values are established at protocol initialization and are in the range of 0.000 to 65.535 seconds. A value of 0 indicates that the message shall not time out (see E.4.3.3).

5.3.8.1.3 Type 2 logical Data Link parameters.

The logical data link connection parameters for Type 2 operation shall be as follows:

MIL-STD-188-220D w/ Change 1

a. Acknowledgment timer. The acknowledgment timer is a data link connection parameter that shall define the time interval during which the station shall expect to receive acknowledgment to one or more outstanding I PDUs or an expected response to a sent U command PDU. The acknowledgment timer should not be activated until the corresponding PDU has been transmitted. Time values are established at protocol initialization and are in the range of 10 to 1800 seconds in one-second increments. Default is 120 seconds.

b. P-bit timer. The P-bit timer is a data link connection parameter that defines the time interval during which the station shall expect to receive a frame with the F-bit set to 1 in response to a sent Type 2 command with the P-bit set to 1. The P-bit timer should not be activated until the corresponding PDU has been transmitted. Time values are established at protocol initialization and are in the range of 10 to 60 seconds in increments of 1 second. Default is 10 seconds.

c. Reject (REJ) timer. The REJ timer is a data link connection parameter that defines the time interval during which the station shall expect to receive a reply to a sent REJ or SREJ PDU. The REJ timer value shall be equal to or less than twice the acknowledgment timer. The REJ timer should not be activated until the corresponding PDU has been transmitted.

d. Maximum number of retransmissions, N2. N2 is a data link connection parameter that indicates the maximum number of times that a PDU (including the S command PDU that is sent as a result of the acknowledgment P-bit or REJ timer expiring) is sent, following the running out of the acknowledgment timer, the P-bit timer, or the REJ timer. The maximum number of times that a PDU is retransmitted following the expiration of the timers is established at protocol initialization. This value is in the range of 0 through 5 and defaults to 2. The retransmission of PDUs may be overridden by the Quiet Mode parameter, which is described in 5.3.11.2.

e. Maximum number of outstanding I PDUs, k. The maximum number (k) of sequentially numbered I PDUs that the sending station may have outstanding (i.e. unacknowledged) on a single data link connection simultaneously. The value of this parameter is in the range 1 through 127. (This value of this parameter may be established through the use of the Type 2 k Window field of an XNP message as described in APPENDIX E, "Type 2 Parameters".)

f. Maximum number of outstanding I PDUs at which an acknowledgment is requested, k2. The maximum number ($k2$) of outstanding (i.e. unacknowledged) I PDUs that can be sent by a source station on a data link connection before the station requests acknowledgment. When this threshold is reached the sending station sends an S PDU that both acknowledges received I frames and causes an S PDU to be sent in return to acknowledge outstanding I PDUs. The value of this parameter is in the range 1 through 127, but would normally be less than or equal to the value of parameter k .

g. Maximum number of outstanding received I PDUs threshold, k3. The maximum number ($k3$) of correct in sequence I PDUs received on a data link connection since the last I PDU received on the data link connection was acknowledged. When this threshold is reached the

MIL-STD-188-220D w/ Change 1

receiving station generates an S PDU to acknowledge received frames. The value of this parameter is in the range 1 through 127, but would normally be less than or equal to the value of parameter *k*.

h. Response delay timer, percent. The amount of time, as a percent of Type 2 Acknowledgment Timer seconds, that a station waits after an I PDU Response or an I PDU Command with its P-bit set to 0 is received until it is acknowledged by transmission of an S PDU in the case that no other frames are available for transmission. The value of this parameter is in the range of 0 - 99%. (The value of this parameter may be established by the Type 2 Acknowledgment Timer and Response Timer fields of an XNP Parameter Update message as described in APPENDIX E, "Type 2 Parameters" or from the Protocol Parameters Table.)

i. Minimum number of octets in a PDU. A minimum-length valid data link PDU shall contain exactly 2 flags, 2 address fields, 1 control field, and the FCS. Thus, the minimum number of octets in a valid data link PDU shall be 9 or 10, depending on whether the PDU is a U PDU, or an I or S PDU, respectively.

5.3.8.1.4 Type 3 logical Data Link parameters.

The logical Data Link parameters for Type 3 operation shall be as follows:

a. Acknowledgment timer. The acknowledgment timer is a Data Link parameter that shall define the timeout period (TP) during which the sending station shall expect an acknowledgment from a specific destination station. The acknowledgment timer should not be activated until the corresponding PDU has been transmitted. TP shall take into account any delay introduced by the physical sublayer. The value of TP is described in APPENDIX C (C.4.3).

b. Busy-state timer. The busy-state timer is a data link parameter that defines the time interval following receipt of the URNR Response PDU during which the station shall wait for the other station to clear the busy condition. Default value is 120 seconds.

c. Maximum number of retransmissions, N4. N4 is a data link parameter that indicates the maximum number of times that an UI or TEST command PDU is retransmitted by a station trying to accomplish a successful information exchange. Normally, N4 is set large enough to overcome the loss of a PDU due to link error conditions. The maximum number of times that a PDU is retransmitted following the expiration of the acknowledgment timer is established at protocol initialization. This value is in the range of 0 through 5 and defaults to 2. The retransmission of PDUs may be overridden by the Quiet Mode parameter, which is described in 5.3.11.2.

d. Minimum number of octets in a PDU. The minimum-length valid data link PDU shall contain 2 flags, 2 addresses, one 8-bit control field, and the FCS. The minimum number of octets in a valid data link PDU shall be 9.

5.3.8.1.5 Type 4 logical Data Link parameters.

The logical Data Link parameters for Type 4 operation shall be as follows:

MIL-STD-188-220D w/ Change 1

a. Acknowledgment (T1) timer. The T1 timer is the maximum time a station shall wait for an acknowledgment of a transmitted DIA PDU before that PDU is retransmitted. The value of T1 shall be in the range of 5-120 seconds in increments of 0.2 seconds. Each DIA PDU transmitted shall be assigned a T1 timer. When the T1 timer expires for DIA PDU, that DIA PDU shall be retransmitted in the next transmission opportunity for that precedence, assuming the N2 count has not been reached. DIA PDUs with only one destination shall be discarded if the destination replied with a DRNR or DRR response PDU. If the DIA PDU is multi-addressed, the receive station is removed (nulled) from the destination address field. This timer shall be paused whenever the net is busy with voice. This timer is resumed when voice transmission has completed.

b. Maximum number of retransmission attempts, N2. The N2 parameter shall indicate the maximum number of retransmission attempts to complete the successful transmission of a DIA PDU. The value of N2 shall be the maximum retransmit value (range = 0-5).

c. k maximum number of outstanding DIA frames. The value of *k* indicates the maximum number of DIA PDUs that a station may have outstanding (awaiting acknowledgment) to all stations at any given time. The value of *k* ranges from 5 - 40 DIA PDUs.

d. Minimum number of octets in a PDU. A minimum-length valid data link PDU shall contain exactly 2 flags, 2 address fields, one (1) 16-bit control field, and the FCS. Thus, the minimum number of octets in a valid data link PDU shall be 10.

e. ACK list length. The number of Type 4 DIA frames remembered in the list used to detect and discard duplicates. The number in the list can range from 0 - 255. The value of "0" is used to turn off this detect capability.

5.3.9 Frame transfer.

After a station has joined the net, it can begin to send frames. The data link layer shall request the transmission of a frame by the PL.

5.3.9.1 PDU transmission.

The data link layer initiates transmission by building a transmission unit and passing it to the PL.

The elements of a transmission unit include one Transmission Header (see 5.3.1), one or more PDUs (see data link concatenation, below), the additional bits resulting from the operations of zero-bit-insertion, optional FEC encoding, optional TDC and optional scrambling. To request transmission, a PL-Unitdata-Request is issued by the data link layer protocol after a transmission unit has been constructed. PDUs shall be queued for transmission in such a manner that the highest precedence PDUs are transmitted before lower precedence PDUs. If a prioritized net access scheme is active, the precedence access level used shall be the precedence of the PDU that is to be transmitted next. Transmission units of the same precedence shall be in first-in first-out (FIFO) order. Type 2 I PDUs for a particular connection shall be transmitted in the order of their sequence numbers. Only Type 1, Type 2 and Type 4 PDUs may be concatenated at the data link layer or PL, and these Type 1, Type 2 and Type 4 PDUs can be mixed together into a single

MIL-STD-188-220D w/ Change 1

concatenated transmission unit. Type 3 response PDUs may be data link concatenated, but only with duplicates of themselves, i.e. not with other PDU Types 1, 2 or 4).

5.3.9.2 Data Link concatenation.

The sending station may only concatenate Type 1, Type 2 or Type 4 PDUs and Type 3 response PDUs (which may be concatenated only with duplicates of themselves [see 5.3.14.2 for details of the duplication process]). Type 3 response PDUs may be data link concatenated, but only with duplicates of themselves, i.e. not with other PDU Types 1, 2 or 4). This is done by using one or two flags to separate each PDU. All receiving stations shall be able to de-concatenate the reception into separate PDUs. The combined length of the concatenated PDUs, before 0-bit insertion, may not exceed the established maximum PDU size for a single PDU (see 5.3.8.1). The PDUs are concatenated after the 0-bit insertion algorithm is applied. FEC, with or without TDC, and scrambling are optionally applied before the transmission unit is passed to the PL in a PL-Unitdata-Request. Data Link concatenation to add another interior data frame shall not be performed if the resulting frame would take longer to transmit than the maximum transmit time allowed for the network. Data link concatenation is shown in FIGURE 24.

5.3.9.3 Physical Layer (PL) concatenation.

PL concatenation does not apply when Packet Mode is used. More than one PDU may be passed to the PL without waiting for an intervening NAD period. The time to transmit the combined length of the transmission frame, shall not exceed the maximum transmit time allowed for the network. The PL shall transmit each transmission unit following the complete PL procedures with no additional bits between Interior Transmission Units (except for bit synchronization when used in Asynchronous Mode). PL concatenation is shown in FIGURE 25. Note that the Phasing field described in 5.2.1.2 shall precede the first Interior Transmission Unit only.

MIL-STD-188-220D w/ Change 1

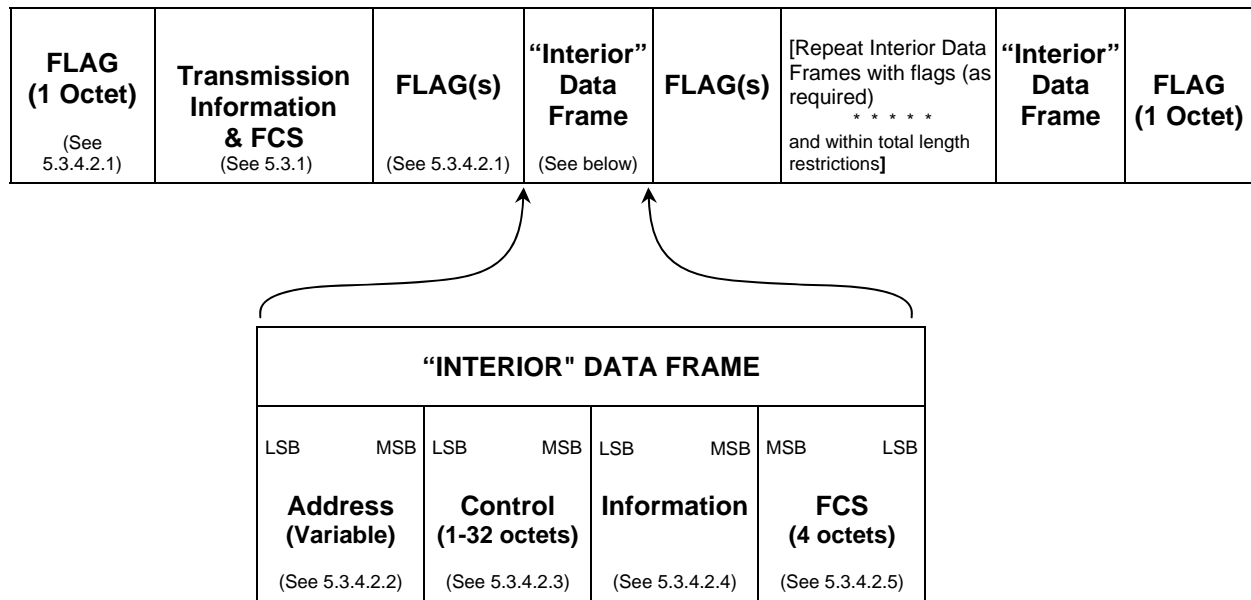


FIGURE 24. Data Link concatenation.

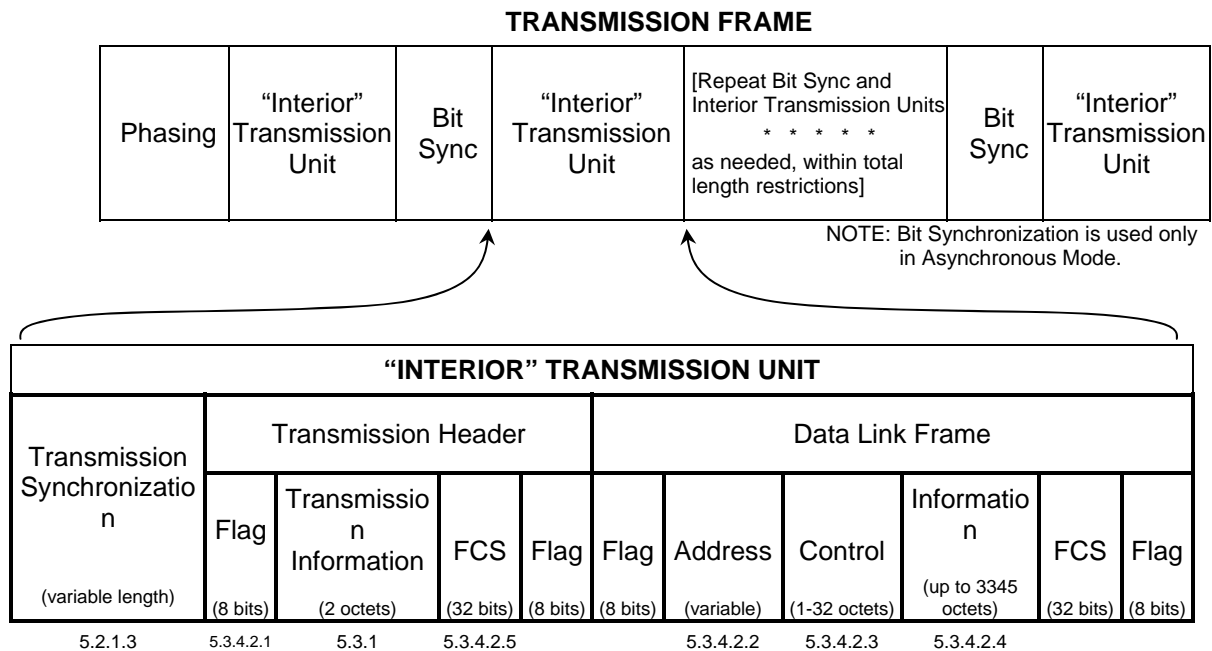


FIGURE 25. Physical Layer concatenation.

MIL-STD-188-220D w/ Change 1

5.3.9.4 PDU transmissions.

Both Data Link Layer (DL) and PL concatenation may be used to build a single transmission frame. All types of operation PDUs, except Type 3 PDUs may be concatenated within the same single transmission frame. PDUs are placed in the appropriate precedence-level queue, with each level queue using a single FIFO order. If the first PDU in the highest precedence level queue (or only queue) may be concatenated, then other PDUs may be concatenated with that PDU even if a PDU that does not allow concatenation is queued ahead of them. The PDU that did not allow concatenation shall be at the head of its appropriate queue for the next net access period. If the first PDU in the highest precedence level queue (or only queue) does not allow concatenation, it shall be the only PDU transmitted in that net access period.

5.3.10 Flow control.

Flow control provides the capability of reducing the allowed input rate of information to prevent congestion to the point where normal operation may become impossible. The control-field sequence numbers are available for this service.

5.3.10.1 Type 1 flow control.

Type 1 transmissions are unacknowledged. Unacknowledged operations can perform flow control using URR and URNR messages. The URR message announces the station's ability to accept incoming frames for any mode of service (Types 1, 2, 3 and 4) whereas the URNR announces the station's inability to accept incoming frames for any mode of service.

5.3.10.2 Type 2 flow control.

The N(S) and N(R) are used in conjunction with the V(S) and V(R) to control data flow. Flow control is implemented by the window method. The window defines the maximum number of undelivered frames a given user may have outstanding. The maximum number (k) of sequentially numbered I PDUs that may be outstanding (that is, unacknowledged) at any given time is a data link connection parameter, which shall never exceed 127. The incremental updating of N(R) acts as the positive acknowledgment of transmitted frames up to, but not including, that frame number. The window flow-control mechanism requires that the highest sequence number transmitted by the user be less than the sum of the last received N(R) plus k mod MODULUS (see 5.3.5.2.1). Window size (k) is a feature that is agreed upon by the users at initialization. The larger the window, the greater the traffic loading a given user places on a single channel (SC).

5.3.10.3 Type 3 flow control.

Type 3 transmissions can perform flow control using URR and URNR response messages. These messages announce the station's ability or inability to accept incoming frames for any mode of service. Type 3 responses are only addressed to a unicast destination. Therefore, if additional stations are to be notified, the URR/URNR command would be sent in a Type 1 PDU.

5.3.10.4 Type 4 flow control.

Type 4 flow control is performed using DRR and DRNR messages. These messages indicate a station's ability to accept incoming DIA frames. In addition, a window method is used to define

MIL-STD-188-220D w/ Change 1

the maximum number of frames a given station may have outstanding. The maximum number of DIA PDUs that may be outstanding (unacknowledged) at any given time is the Type 4 k parameter.

5.3.11 Acknowledgment and response.

All UI, DIA or I PDUs that require an acknowledgment shall be acknowledged except for the following cases:

- a. The control field of the received PDU specifies that no acknowledgment is required.
- b. The Quiet Mode (described in 5.3.11.2), has been set to ON.
- c. The receiving station is a multicast (One-hop or group) addressee only.
- d. The receiving station's unicast address is not in the address field.
- e. The PDU is invalid.

5.3.11.1 Acknowledgment.

Acknowledgments are applicable for Type 3, Type 2 and Type 4 operations.

5.3.11.1.1 Type 3 acknowledgment.

Each Type 3 PDU shall be responded to before another PDU is transmitted. This is defined as a coupled acknowledgment. All Type 3 UI and TEST command PDUs shall be acknowledged. The RHD procedures (see C.4.2) shall be followed by all stations on the network to allow each responding station an interval in which they can transmit their response.

5.3.11.1.2 Type 2 acknowledgment.

Type 2 PDUs that require acknowledgment shall activate the acknowledgment timer. Type 2 also uses P and F-bit procedures for acknowledgments, but these P and F-bit procedures do not involve coupled acknowledgments. The Type 2 operation does not use the RHD timer, which allows receiving stations to send their acknowledgments during the current net access period. All acknowledgments are transmitted in another net access period. An I PDU acknowledgment does not necessarily correspond on a one-to-one basis with the I PDU and does not necessarily apply to the immediately preceding I PDU.

5.3.11.1.3 Type 4 acknowledgment.

The DIA PDU shall activate the acknowledgment timer. The Type 4 operation does not use the RHD timer. All acknowledgments are sent in another channel access period. All DIA PDUs are independently acknowledged.

5.3.11.2 Quiet Mode.

The protocol shall allow an operator to initiate Quiet Mode as an override feature that, when invoked, prevents any transmission (including retransmission) without explicit permission from the operator. As a security feature, the operator shall be able to turn off automatic transmissions

MIL-STD-188-220D w/ Change 1

but still continue to receive. Normal protocol exchanges shall occur when the Quiet Mode is OFF. Only the operator can initiate a transmission when the Quiet Mode is ON. The Quiet Mode shall override the Maximum Number of Retransmissions data link parameters. The default value of the Quiet Mode is OFF. If the Quiet Mode is ON during Type 2 operations, the flow control mechanism and retransmission timers in the remote system will eventually cause the connection to be lost. UI, I, or DIA PDUs received by a station with Quiet Mode ON shall be serviced in the normal way except nothing is returned nor queued for later transmission.

5.3.11.3 Immediate retransmission.

Certain time critical exchanges require immediate retransmission of a Type 3 message if all expected acknowledgments are not received in the allocated response interval. Immediate retransmission involves the sending station retransmitting the message while the receiving stations are still in their Timeout Period, rather than allowing a new NAD period to begin. This is accomplished by the sending station using the special address of 3 in the destination address field with the Type 3 operation. All receiving stations calculate their TP based upon the total number of individual and special addresses (including special address 3). The sending station does not include the special address 3 in its TP calculation and schedules any necessary retransmissions during the longer TP experienced by other stations if immediate retransmission is required. When all acknowledgments to the message have been received, either after the first transmission or subsequent transmission, or the Maximum Number of Transmission data link parameter limit has been reached, the sending station no longer requires immediate retransmission for that exchange. TP calculations are described in C.4.3.

5.3.12 Invalid frame.

A frame is invalid if it has one or more of the following characteristics:

- a. Not bounded by a beginning and ending flag.
- b. Too short.
- c. Too long.
- d. Has an invalid address or control field.
- e. Has an FCS error.

A frame is too short if it contains less than 9 bytes. A frame is too long if it exceeds the maximum PDU length as described in 5.3.8.1.1.a. Any invalid frame shall be discarded.

5.3.13 Retransmission.

The data link layer shall retransmit a command frame waiting for a response. The default number of retransmissions is 2, but the data link layer protocol may be initialized to automatically retransmit 0 to 5 times. If the Quiet Mode is ON, no automatic retransmissions shall be made.

MIL-STD-188-220D w/ Change 1

5.3.14 Error Detection and Correction (EDC).

FEC coding alone, or FEC coding in unison with TDC, may be used to provide EDC capabilities to compensate for errors induced during transmission. If selected, the FEC process shall be used to encode the data link frame of 5.3.4. If selected, the TDC process shall be applied to the FEC-encoded data link frame and to the fill bits. Three modes of EDC shall be supported: FEC OFF, FEC ON with TDC, and FEC ON without TDC (NOTE: FEC ON without TDC may be used when the transmission channel provides the TDC capability). The EDC modes are selectable.

5.3.14.1 Forward-Error-Correction (FEC) coding.

When FEC is selected, the Golay (24,12) cyclic block code, described in detail in APPENDIX F, shall be used for FEC. The generator polynomial to obtain the 11 check bits shall be

$$g(x) = x^{11} + x^{10} + x^6 + x^5 + x^4 + x^2 + 1$$

where $g(x)$ is a factor of $x^{23} + 1$.

5.3.14.2 Forward-Error-Correction preprocessing.

When either FEC only or FEC/TDC is selected, data bits shall be divided into a sequence of 12-bit segments prior to Golay encoding. The total number of 12-bit segments shall be an integral number. If FEC/TDC is selected and a coupled acknowledgment (i.e., a Type 3 URR, URNR or TEST Response frame with the F-bits set to 1) is being transmitted, the coupled acknowledgment frame shall be duplicated and then data link concatenated to the end of the original coupled acknowledgment frame. This provides a receiving station two opportunities for capturing an error-free frame without increasing the size of the transmission. This shall not be applied when the four octets addressing, described in 5.3.4.2.2.1.2, or the six octet addressing described in 5.3.4.2.2.1.3 is used. If the data bits do not divide into an integral number of 12-bit segments, after coupled acknowledgment duplication (as appropriate), then from 1 to 11 zeros (0's) shall be added at the end to form an integral number of 12-bit segments.

5.3.14.3 Time-Dispersive Coding (TDC).

TDC bit interleaving may be selected in unison with FEC. When TDC is selected, data shall be formatted into a sequence of TDC blocks composed of sixteen 24-bit Golay (24, 12) codewords (that is, there are 384 FEC-encoded bits per TDC block). Each TDC block shall contain a total of 16 FEC codewords. If the last TDC block of a message contains less than 16 FEC codewords, fill codewords shall be added to complete the TDC block. These 24-bit fill codewords shall be created by Golay-encoding an alternating sequence of 12-bit data words, with the first word composed of 12 ones followed by a word composed of 12 zeros. The fill codewords shall alternate until the TDC block is filled. The TDC block shall be structured into a 16 x 24 matrix (the Golay codewords appear as rows), as shown in FIGURE 26.

A_1 through A_{24} are the bits of the first Golay codeword. A_{25} is the first bit of the second Golay codeword. Each TDC block matrix shall be rotated to form a 24 x 16 matrix. The Golay codewords now appear as columns, as shown in FIGURE 27. The TDC block is transmitted row by row with the LSB (A_1) of the first row first. At the receiver, the TDC-encoded bit stream

MIL-STD-188-220D w/ Change 1

shall be structured into a 24 x 16 matrix. Each received TDC block matrix shall be rotated to form the original 16 x 24 matrix, as shown in FIGURE 26. The TDC decoder at the receiver shall perform the inverse of the TDC encoding process.

MIL-STD-188-220D w/ Change 1

A ₁	A ₂	A ₃		A ₂₂	A ₂₃	A ₂₄
A ₂₅	A ₂₆	A ₂₇		A ₄₆	A ₄₇	A ₄₈
A ₄₉	A ₅₀	A ₅₁		A ₇₀	A ₇₁	A ₇₂
A ₃₆₁	A ₃₆₂	A ₃₆₃		A ₃₈₂	A ₃₈₃	A ₃₈₄

Golay Codeword in each row

A₁, A₂ , ... , A₂₃, A₂₄

FIGURE 26. Transmitter's 16 x 24 matrix before interleaving.

A ₁	A ₂₅	A ₄₉		A ₃₁₃	A ₃₃₇	A ₃₆₁
A ₂	A ₂₆	A ₅₀		A ₃₁₄	A ₃₃₈	A ₃₆₂
A ₃	A ₂₇	A ₅₁		A ₃₁₅	A ₃₃₉	A ₃₆₃
A ₂₄	A ₄₈	A ₇₂		A ₃₃₆	A ₃₆₀	A ₃₈₄

Golay Codeword in each row

A₁, A₂₅, A₃₃₇, A₃₆₁

FIGURE 27. Transmitter's 24 x 16 matrix after interleaving.

5.3.15 Data scrambling.

Data scrambling shall be performed if the transmission medium does not have a DC response and there is the possibility that “long” strings of NRZ ones or zeros are transmitted. Long is a relative term that is dependent on the data rate, the low frequency channel cutoff frequency, and the channel S/N, since at low S/N there is less margin for DC drift.

a. At the Data Link layer, the Transmission Header selects a CCITT V.36 scrambler, which includes a randomizer function as well as a pseudo-noise (PN) generator. It is applied inside the FEC (that is, before FEC is applied).

b. CCITT V.36 scrambling shall not be applied outside the FEC because bit errors at the receiver will be extended. In a high BER environment this extension will become catastrophic. For that reason a modified CCITT V.33 scrambler defined in section J.3.3, which uses a PN generator but not a randomizer, is specified for use at the PL (as part of the multi-dwell protocol; see J.3.3). In both cases, there is a very small probability that the interleaving for the Data Link layer scrambler and the fixed PN sequence for the PL scrambler may do more harm than good.

MIL-STD-188-220D w/ Change 1

Therefore, they are individually selectable. Both scramblers should not be used at the same time. If CCITT V.36 scrambling/descrambling is used, the contents of the 20-state shift register shall be initialized to all ones prior to scrambling or descrambling data link frames in each interior transmission unit. The Adverse State Detector (ASD) counter shall be initialized such that at least 32-bits are counted, starting from the first bit input to the 20-state shift register, when the first adverse state is detected. The operation of the scrambling/descrambling shall be as shown in FIGURE 28. FIGURE 29 illustrates an example implementation for the CCITT V.36 scrambling/descrambling.

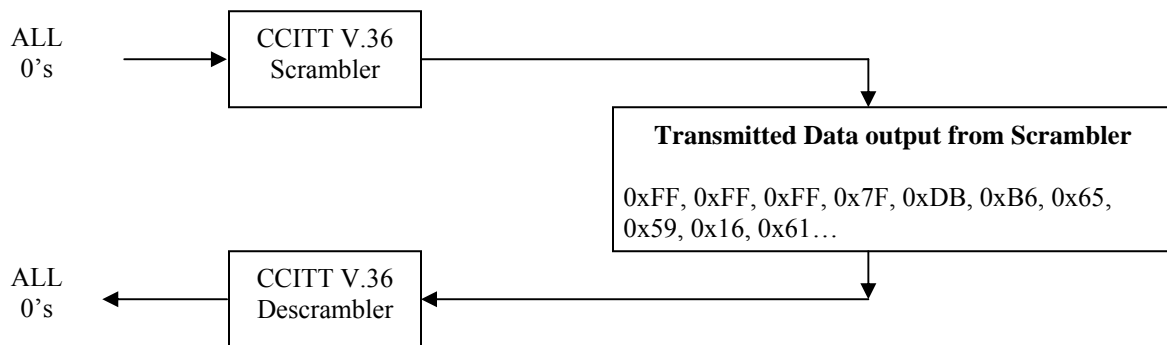


FIGURE 28. Required CCITT V.36 scrambling/descrambling operation.

MIL-STD-188-220D w/ Change 1

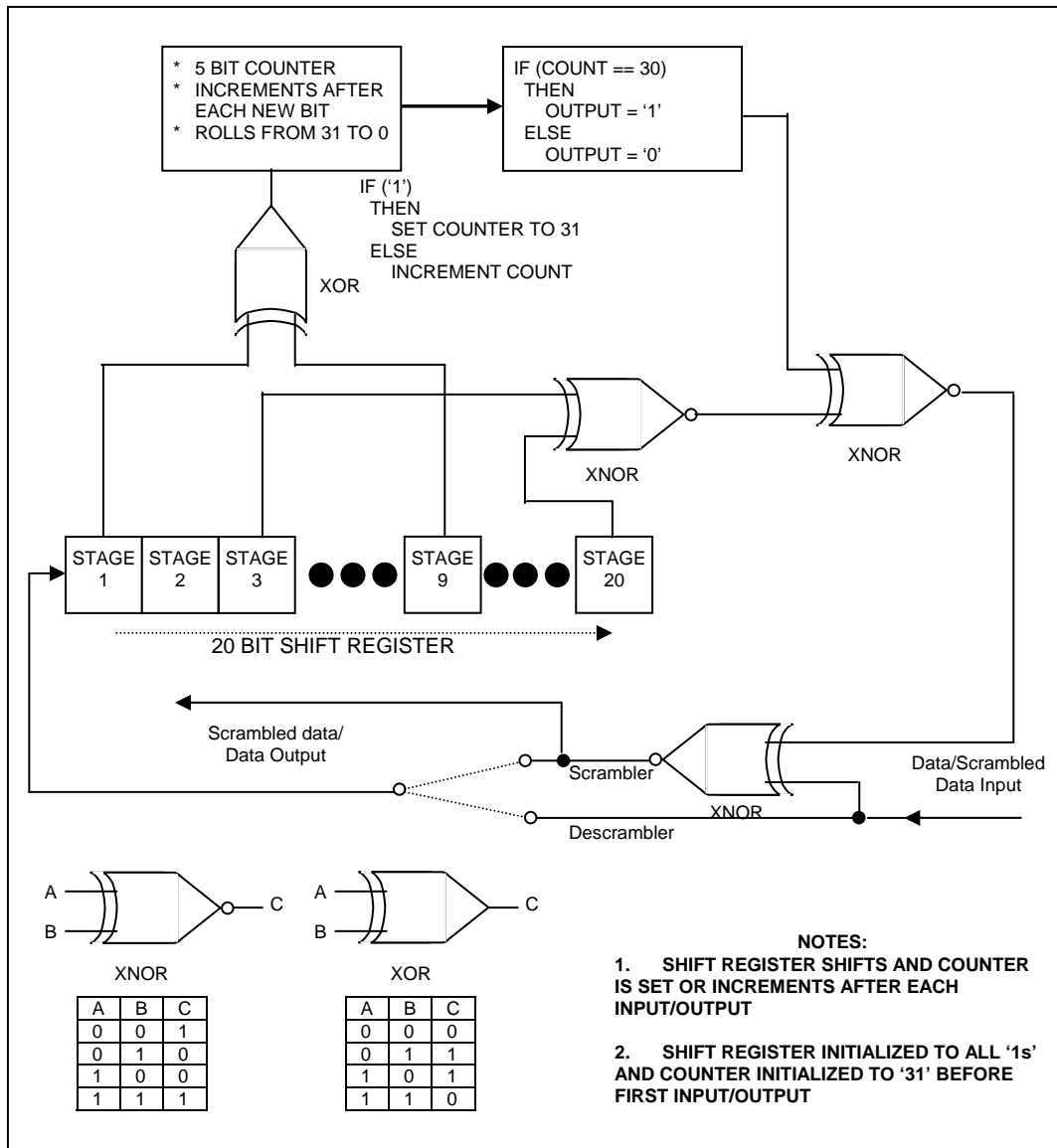


FIGURE 29. Example implementation of CCITT V.36.

MIL-STD-188-220D w/ Change 1

5.3.16 Data Link Layer interactions.

The data link layer interacts with both the next higher and next lower layer to pass or receive information regarding services requested or performed. The following primitives are used to pass information for the sending and receiving of data across the upper layer boundary.

- a. Requests for transmission of data are sent by the upper layer, using the Data Link Layer (DL) Unitdata Request primitive, with the following parameters:

DL-Unitdata Request

- Message ID
- Destination(s)
- Source
- Topology Update ID
- Quality of Service
 - Precedence
 - Throughput Requested (Normal/High)
 - Delay Requested (Normal/Low)
 - Reliability Requested (Normal/High)
- Data/Data Length

- b. Indications are provided to the upper layer through the DL-Unitdata Indication, DL-Unitdata Status Indication, DL-Maximum Data Link Transmission Unit Indication, and DL-Address Indication primitives with the following parameters:

DL-Unitdata Indication

- Destination(s)
- Source
- Topology Update ID
- Data/Data Length

DL-Status Indication

- Message ID
- Destination(s)
- Acknowledgment Success/Failure
- Connection Status
- Neighbor detection

DL-Maximum Data Link Transmission Unit Indication

- Maximum Data Link Transmission Unit

DL-Address Indication

- Local Data Link Layer Address

MIL-STD-188-220D w/ Change 1

DL-Error Indication Description of Error

c. Descriptions of the above parameters follow:

- (1) Message ID is an indicator established by the upper layer in the DL-Unitdata Request and used to associate a subsequent DL-Status Indication acknowledgment status with that request.
- (2) The destination(s) can be 1 to 16 unicast, special or multicast (One-hop or group) addresses.
- (3) The source address is the unicast address of the outgoing link.
- (4) Topology Update ID, in a DL-Unitdata Request, shall contain the most recent Topology Update ID sent from the upper layer. Topology Update ID, in a DL-Unitdata Indication, shall contain the Topology Update Identifier field from the Transmission Header.
- (5) Quality of Service parameters are used to determine the service provided by the data link layer.
 - (a) Precedence parameters are used by the prioritized transmission scheme and are used to order outgoing queues. The precedence levels available to the network shall be mapped into three separate levels (urgent, priority, and routine), two levels (urgent and priority) or a single level (urgent) in the data link layer. DL Precedence levels shall be mapped from the Intranet Sublayer of the Network Layer as shown in TABLE VIII. The mapping into three separate levels is the default but all three shall be available in all systems. Whenever there are multiple Network Precedence levels for a single Data Link Precedence, the higher Network Precedence PDU shall be queued for transmission ahead of lower Network Precedence PDUs (i.e., a PDU with a Network Precedence of Flash shall be transmitted prior to a PDU with a Network Precedence of Priority). The order of precedence levels for Network Precedence is as shown in the Intranet Precedence column in TABLE VIII (higher precedence shown first).
 - (b) Precedence and the other Quality of Service parameters are used to select a preferred data link type of procedure. The recommended mapping shown in TABLE IX is provided for guidance.

MIL-STD-188-220D w/ Change 1

- (c) The data link type of procedure may be predetermined regardless of the Quality of Service parameters used.
- (6) Data/Data Length is the block of data exchanged between the data link layer and its upper layer user, and an indication of the data's length.
- (7) Acknowledgment Success/Failure is an indicator to inform the upper layer whether a data link acknowledgment was received from the remote station when high reliability was requested in a Unitdata Request.
- (8) Connection Status is an indicator to inform the upper layer if a Type 2 connection has been established, reset or disconnected.
- (9) Neighbor detection is an indicator to inform the upper layer when a data link transmission is detected from a previously unknown station.
- (10) Maximum Data Link Transmission Unit (MDLTU) parameter indicates the largest value, in octets, that is permitted for the Data Length parameter in the DL-Unitdata Request. Data Length parameter values that are larger than MDLTU shall be failed with the corresponding DL-Status Indication reflecting whether or not the message was transmitted as appropriate. The default value for the MDLTU shall be 3345 octets. MDLTU values contained in the MIL-STD-188-220D and MIL-STD-188-220D w/CHANGE 1 Parameter Table shall be used when applicable for a specific net configuration.

TABLE VIII, Intranet sublayer to Data Link Layer precedence mapping

Intranet Precedence	Data Link Precedence
Network Control Internet Control Critic/ECP	Urgent
Flash Override Flash Immediate Priority	Priority
Routine	Routine

MIL-STD-188-220D w/ Change 1

Mapping to use for three (3) separate access levels (Urgent, Priority and Routine)
TABLE VIII. Intranet sublayer to Data Link Layer precedence mapping - Continued

Intranet Precedence	Data Link Precedence
Network Control Internet Control Critic/ECP	Urgent
Flash Override Flash Immediate Priority Routine	Priority

Mapping to use for two (2) access levels (Urgent and Priority/Routine mixed)

Intranet Precedence	Data Link Precedence
Network Control Internet Control Critic/ECP Flash Override Flash Immediate Priority Routine	Urgent

Mapping to use for one (1) access level (No distinction between Urgent, Priority and Routine)

MIL-STD-188-220D w/ Change 1

TABLE IX. Mapping intranet TOS field to data link TOS.

TOS						STATION CLASS (see 5.3.3.5)			
	D	T	R		Precedence	A	B	C	D
	0	0	0		Urgent	3	3	3	3
	(& other)				Priority	3	2	3	2
					Routine	1	2	4	2
	1	0	0		Urgent	3	3	3	3
					Priority	3	2	3	2
					Routine	1	1	1	1
	0	1	0		Urgent	3	2	3	2
					Priority	3	2	3	2
					Routine	1	2	4	2
	0	0	1		Urgent	3	2	3	2
					Priority	3	2	3	2
					Routine	3	2	4	2

NOTE: Type 3 Immediate Retransmission is invoked for Urgent precedence messages when Delay, Throughput and Reliability (DTR) is 000 or 100.

5.4 Network Layer.

5.4.1 Intranet Protocol.

The Intranet Layer (IL), layer 3a, routes data packets between a source and possibly multiple destinations within the same broadcast network. Intranet relaying may be used to transmit these data packets via intermediate nodes. The IL also accommodates the exchange of topology and connectivity information packets to support Intranet relaying path discovery. When necessary, to maintain a high speed of service for small high precedence messages, the IL will break a larger IL-Unitdata Request into multiple smaller IL Data Packet fragments prior to transmission via the data link layer. The destination IL transparently reassembles the IL PDU fragments received via the data link layer to recreate the original data prior to generating an IL-Unitdata Indication.

5.4.1.1 Intranet Header.

FIGURE 30 defines the Intranet Header for all Intranet Message Types except Topology Update (Intranet Message Type Field Value = 2). FIGURE 32 defines the Intranet Header when the Intranet Message Type is Topology Update. The Version Number, Message Type, Intranet Header Length (HLEN) and Type of Service (TOS) fields compose the mandatory fields of the Intranet Header and shall be present in the Intranet Header of all Intranet Data Packets. When Intranet Fragmentation/Reassembly is invoked per the requirements of 5.4.1.1.7, the optional Message Identification Number, Total Number of Fragments, and Fragment Number fields shall be present in addition to the mandatory fields, and any other optional fields in use. When Intranet Relaying is being utilized the optional Message Identification Number, Maximum Hop Count, Originator Address, and one to many Destination/Relay Status and Destination/Relay Address fields shall be present in the Intranet Header as appropriate based on the topology of the network in addition to the mandatory fields, and any other optional fields in use. The Intranet

MIL-STD-188-220D w/ Change 1

Header and any associated data contained in the IL Data Packet shall be exchanged using Data Link Layer UI, I and/or DIA PDUs.

MIL-STD-188-220D w/ Change 1

<i>MSB</i> 7	6	5	4	3	2	1	<i>LSB</i> 0
MESSAGE TYPE				VERSION NUMBER			
INTRANET HEADER LENGTH							
TYPE OF SERVICE							
MESSAGE IDENTIFICATION NUMBER							
FRAGMENT NUMBER				TOTAL NUMBER OF FRAGMENTS			
SPARE				MAX. HOP COUNT			
ORIGINATOR ADDRESS (Single Octet, Four Octets plus Marker, or Six Octets plus Marker) . .							
DESTINATION/RELAY STATUS BYTE 1							
DESTINATION/RELAY ADDRESS 1 (Single Octet, Four Octets plus Marker, or Six Octets plus Marker) . .							
DESTINATION/RELAY STATUS BYTE 2							
DESTINATION/RELAY ADDRESS 2 (Single Octet, Four Octets plus Marker, or Six Octets plus Marker) . .							
DESTINATION/RELAYS 3 through N-1 . . .							
DESTINATION/RELAY STATUS BYTE N							
DESTINATION/RELAY ADDRESS N (Single Octet, Four Octets plus Marker, or Six Octets plus Marker) . . .							
DESTINATION/RELAY ADDRESS N (Single Octet or Four Octets plus Marker) . . .							

Note: N is the total number of Destination / Relay Address(es) required for the transmission. It is limited to the size of the HLEN and the type of Data Link address format supported.

FIGURE 30. Intranet Header.

MIL-STD-188-220D w/ Change 1

5.4.1.1.1 Version Number.

The Version Number shall indicate which version of the intranet protocol is being used. The value of the Version Number is 2.

MIL-STD Version	Version Number
MIL-STD-188-220A	0
MIL-STD-188-220B	0
MIL-STD-188-220C	0
MIL-STD-188-220D	1
MIL-STD-188-220D w/CHANGE 1	2
Undefined	3-15

If a station supporting MIL-STD-188-220D w/CHANGE 1 is connected to a network containing stations supporting a different version of the MIL-STD it is possible that an IL PDU with a Version field value other than 2 will be received by the station supporting MIL-STD-188-220D w/CHANGE 1. Received IL PDUs with a Version field value that is not equal to 2 shall be discarded by stations that implement only MIL-STD-188-220D w/CHANGE 1 and an IL-Error Indication shall be generated indicating that an invalid Version field value was received, IL PDU source/originator, the Message Type, and the unsupported Version field value.

5.4.1.1.2 Message Type.

The Message Type field is a number from 0 to 15 which indicates the type of data in the data field of the IL packet. TABLE X lists all the valid Message Type field values. Since the Message Type field in the Intranet Header is always present in information frames of any Data Link Layer type, it is used to determine what type of data is borne by the Data Link information frame. The transmission and reception of all valid message types indicated by the Message Type field values shall be supported such that systems using MIL-STD-188-220 compliant implementations can support any of the upper layer protocols corresponding to the valid message types. MIL-STD-188-220 compliant systems shall support the upper layer interactions indicated in the message type field for transmit and receive as indicated in TABLE X.

5.4.1.1.2.1 Interoperability with Internet Protocols (IP Packets).

Systems implementing the IP protocol at the Internet Sub-Layer of the Network Layer shall implement Intranet message type 4 (IPv4 Packets) and type 11 (IPv6 Packets) as defined in TABLE X at the Intranet Sub-Layer of the Network Layer. Systems implementing the IP protocol shall implement both IPv4 and IPv6 protocols as a dual stack. For each network attachment point, the system shall be able to configure that point to use either IPv4 or IPv6. IPv4 and IPv6 are defined in RFC 791 and RFC 2460, respectively.

MIL-STD-188-220D w/ Change 1

TABLE X. Intranet message types.

Field Value	Transmit	Receive	Message Type
0	X	X	Reserved
1	C	C	Intranet Acknowledgment
2	C	C	Topology Update
3	C	C	Topology Update Request
4	M	M	IPv4 Packets (RFC 791)
5	M	M	ARP
6	O	O	XNP
7	M	M	MIL-STD-2045-47001 Header (N-Layer Pass Through)
8	R	R	Reserved
9	R	R	Reserved
10	M	M	Segmentation/Reassembly (S/R) Protocol (N-Layer Pass Through)
11	M	M	IPv6 Packets (RFC 2460)
12 to 15	X	X	Spare

Note for TABLE X: M indicates Mandatory for compliant systems, O indicates optional for compliant systems, C indicates Conditionally Mandatory for compliant systems implementing Intranet Relaying, X indicates that compliant systems should neither transmit nor accept IL packets with this field value. The Message Types with a value of R are reserved for Situational Awareness data internal to the FBCB2 system.

5.4.1.1.2.2 Address Resolution Protocol (ARP).

ARP is defined in Request For Comment (RFC) 826. All systems implementing IPv4 or N-Layer Pass-Through shall be able to respond to an ARP request in accordance with RFC 826. For hardware type (ar\$hrd) = 22 (CNR), the source hardware address (ar\$sha) field shall contain the data link address (see 5.3.4.2.2). The hardware address length (ar\$hln) field value (specifying the number of octets in the hardware address field) shall be set to one octet when the net is configured for 7-bit addressing or to four octets when the net is configured for 32-bit addressing, or six octets when the net is configured for 48-bit addressing.

ARP is replaced by Neighbor Discovery and ICMPv6 in IPv6. Neighbor Discovery is defined in RFC 2461 and ICMPv6 is defined in RFC 2463. Any system implementing IPv6 shall implement both ICMPv6 and Neighbor Discovery. Systems shall not use ARP messages on IPv6 networks.

5.4.1.1.2.3 Exchange Network Parameter (XNP).

XNP messages may be used for CNR management (see APPENDIX E).

MIL-STD-188-220D w/ Change 1

5.4.1.1.2.4 MIL-STD-2045-47001 header.

When set to 7, the Intranet message type field specifies a direct connection from the IL to the MIL-STD-2045-47001 Application header. This allows messages using N-layer pass through to utilize the upper layer services provided by the MIL-STD-2045-47001 header.

5.4.1.1.2.5 Segmentation/Reassembly (S/R) Protocol.

When the Intranet Message type is set to 10, it specifies a direct connection from the Intranet Header to the Segmentation/Reassembly Protocol header defined in MIL-STD-2045-47001. This allows messages using N-layer pass through to utilize the upper layer services provided by the Segmentation/Reassembly Protocol including segmentation, reassembly, ETE recovery, and delivery to any application as specified within the S/R header destination port number.

5.4.1.1.3 Intranet Header length.

The HLEN field value shall indicate the number of octets in the Intranet Header only. The HLEN field value shall be interpreted as follows:

HLEN	Description
3	Minimum HLEN value. Basic 3-octet header. No Intranet Fragmentation/Reassembly. No Intranet Relaying. Only the mandatory fields will be present.
5	Intranet Fragmentation/Reassembly utilized. No Intranet Relaying. Mandatory and Fragmentation/Reassembly fields will be present.
>= 9	Intranet Fragmentation/Reassembly optionally utilized. Intranet Relaying utilized. Mandatory, Fragmentation/Reassembly, and Relaying fields will be present.

When Intranet Relaying is utilized, the HLEN field value will vary based on the relay path dictated by the intranet topology, number of destinations, and the size for the addresses being utilized.

5.4.1.1.4 Type of Service (TOS).

The TOS field in the Intranet header is modeled exactly upon the Type of Service field in the Internet header as described in RFC 791 paragraph 3.1.

5.4.1.1.5 Message identification number.

The message identification number shall be a number, 0-255, assigned by the originating host for messages that require Intranet Fragmentation/Reassembly and/or that require Intranet Relaying. For messages that require Intranet Fragmentation/Reassembly without Intranet Relaying, the source address contained in the DL-Unitdata Indication combined with the Message Identification Number field value shall uniquely identify fragments of the same message. For messages that require Intranet Relay, the Originator Address field value combined with the Message Identification Number field value shall uniquely identify relayed fragments of the same message. Sending/Originating stations shall insure that the Message Identification Number field

MIL-STD-188-220D w/ Change 1

value assigned to each pending message transmission is unique. After all 256 of the Message Identification field values have been associated with a message transmission for the first time, the least recently used Message identification field value associated with a message transmission that is no longer pending shall be used for the next new message transmission.

5.4.1.1.6 Fragment Number.

The Fragment Number field shall have a numeric value, from 1 to 15, that indicates the position of an intranet fragment relative to other intranet fragments generated by a source/originator for a single Message Identification Number. The Fragment Number field value shall be less than or equal to the Total Number of Fragments field value. The sending station shall number the fragments contiguously starting with 1. When Intranet Fragmentation is not required and Intranet Relaying is required, the Fragment Number field value shall be set to 1.

5.4.1.1.7 Total number of fragments.

The Total Number of Fragments field shall have a numeric value, from 1 to 15, that indicates the total number of intranet fragments generated by an originator for a specific Message Identification Number field value. All intranet fragments associated with the same Message Identification Number field value shall have the same Total Number of Fragments field value. The Total Number of Fragments field value shall be greater than or equal to the Fragment Number field value. When Intranet Fragmentation is not required and Intranet Relaying is required, the Total Number of Fragments field value shall be set to 1, indicating that Intranet Fragmentation is not used.

5.4.1.1.7.1 Sending IL fragments.

When the number of octets contained in the Intranet Header combined with the number of data related octets needed to be sent exceeds the MDLTU, the Intranet Layer of the sending station shall break the data packet into fragments. The number of octets in each data fragment, when combined with the size of the Intranet Header, shall be less than or equal to the MDLTU. An identical Intranet Header, except for the Fragment Number field value, shall be pre-appended to each data fragment to form an IL PDU fragment. The amount of data contained in each IL PDU fragment shall be the same, except possibly for the last fragment, which may be smaller. The Fragment Number field of the Intranet Header of each IL PDU fragment shall indicate the unique position of each data fragment relative to the other fragments associated with the same Message Identification Number field value.

5.4.1.1.7.1.1 Sending IL fragments requiring ETE Intranet Acknowledgments.

When an IL-Data Request requiring IL ETE Intranet Acknowledgment requires fragmentation, special consideration is required with regard to selecting the size of the data fragments because the size of the Intranet Header can be different when the message is retried subsequent to ETE Intranet Acknowledgment timer expiration. The maximum size of the Intranet Header for the initial and any subsequent retries shall be determined based on the current topology and then be subtracted from the MDLTU in order to determine the size of the data fragments. For a given topology the maximum Intranet Header size shall be bounded based on the maximum number of Intranet hops permitted and the ultimate number of destinations of the message.

MIL-STD-188-220D w/ Change 1

5.4.1.1.7.2 Receiving IL fragments.

When an IL fragment is received, a destination station shall attempt to reassemble it with any other previously received fragments from the same source/originator having the same Message Identification Number and Total Number of Segments field values. If Intranet Fragmentation is used without Intranet Relaying, the source/originator is determined by using the DL-Unitdata Indication Source address of the received fragment. If Intranet Fragmentation is used in conjunction with Intranet Relaying, the source/originator is determined by using the Originator Address field in the Intranet Header. Related fragments received over time at the destination stations shall be reassembled back into the original data packet. The fragments shall be reassembled at the proper location based on their relative positions as indicated by the Fragment Number field value, Total Number of Fragments field value, and the fact that all fragments except possibly the last fragment contain the same amount of data.

5.4.1.1.7.2.1 Reassembly logic.

The reassembly logic shall be able to handle segments received in an order different from the order they were offered for transmission by the source/originator to its local Data Link Layer. For example, segment 4 of 4 received prior to 1 of 4, 2 of 4, and 3 of 4 (all with the same Message Identification Number from the same source/originator). The reassembly logic shall be able to handle the receipt of duplicate fragments, e.g. 2 of 15 is received a second time before 3 of 15 through 15 of 15 are received. When all of the related data fragments are received (e.g. segment 2 of 4 could be the last of the four segments received) and the message has been successfully reassembled by the destination, an IL-Data Indication shall be generated by the destination Intranet Layer. If an ETE Intranet Acknowledgment was requested by the source/originator, it shall be generated as described below in 5.4.1.1.9.5 when the final segment is received.

5.4.1.1.7.2.2 Reassembly inactivity timer.

The Reassembly Inactivity Timer value is an Intranet parameter that defines the timer period measured from when the last fragment of a partially reassembled message was received until the given message may be discarded due to the failure to receive another (possibly duplicate) fragment related to the given message. In cases where no additional fragments are received within a reasonable time period, partially reassembled messages may be discarded. Each time a fragment is received that is associated with a partially reassembled message, the Reassembly Inactivity Timer shall be started/restarted for the given message. The default value of the Reassembly Inactivity Timer shall be two times the ETE Intranet Acknowledgment Timer. There shall be one Reassembly Inactivity Timer for each partially reassembled message. When the Reassembly Inactivity Timer expires, the partially reassembled message may be discarded.

5.4.1.1.8 Maximum hop count.

The maximum hop count shall be the maximum number of times this intranet packet can be relayed on the radio net. A hop is defined as a single link between two adjacent nodes. This number is set by the source host and is decremented each time a device receives the intranet header. If the maximum hop count is decremented to 0, the intranet packet shall not be forwarded any further, however it shall be processed locally if applicable.

MIL-STD-188-220D w/ Change 1

5.4.1.1.9 Destination/Relay Status Byte.

The Destination/Relay Status Byte (see FIGURE 31) shall provide Intranet routing information for each destination and/or relay address. In addition, this octet also selects ETE Intranet Acknowledgments.

<i>MSB</i> 7	6	5	4	3	2	1	<i>LSB</i> 0
ACK	DES	Relay Type		REL	Distance		

FIGURE 31. Destination/Relay status byte.

5.4.1.1.9.1 Distance.

The distance subfield specifies how many hops a relay address is away from the originator node. For final destination addresses which are not relayers, the distance field gives the number hops from the originator node to the destination node.

5.4.1.1.9.2 REL.

The REL bit when set indicates that the given node will participate in relaying.

5.4.1.1.9.3 Relay Type.

The Relay Type bits indicate the type of relaying to be performed. The relay types are defined in TABLE XI. The value of 0 indicates source directed relay defined in APPENDIX I.

TABLE XI. Relay Types.

0	Source Directed Relay
1	Spare
2	Spare
3	Spare

5.4.1.1.9.4 DES.

When the DES bit is set, the following address is at least one of the destinations for the packet. The following address may also be a next hop relay for another destination.

5.4.1.1.9.5 ACK.

The ACK bit when set requests ETE Intranet Acknowledgments for the associated node only. The procedure for ETE Intranet Acknowledgment follows.

MIL-STD-188-220D w/ Change 1

5.4.1.1.9.5.1 Receiver generation of ETE Intranet Acknowledgment.

When a node has received all of the IL fragment(s) associated with the same source/originator and Message Identification Number and the ACK bit is set in the IL fragment(s), it shall return an Intranet Acknowledgment packet at the first possible opportunity. The Intranet Acknowledgment packet shall have the same Message Identification Number as the received Intranet fragment(s). The path specified in the Intranet Acknowledgment packet shall be the reverse path specified in the most recently received Intranet fragment. The Intranet Acknowledgment packet shall specify exactly one destination, namely the originator of the received Intranet fragment(s).

5.4.1.1.9.5.2 ETE Intranet Acknowledgment Timer.

When an originator node sends an intranet fragment(s) with the ACK bit set, it shall start its ETE acknowledgment timer after the last fragment is sent. The ETE acknowledgment timer is an intranet parameter that defines the period within which a sending station shall expect to receive an ETE acknowledgment for the associated IL fragment(s) from the destination(s). The value of the ETE acknowledgment timer shall be a fixed factor plus a factor proportional to the number of hops required for all destinations to receive the last fragment. The default value for the fixed factor shall be 20 seconds. The default value for the proportional factor shall be twice the value of the DL acknowledgment timer, multiplied by the number of hops to the furthest destination. The maximum value for the ETE Intranet Acknowledgment Timer shall be 10 minutes (600 seconds).

5.4.1.1.9.5.3 Receiving an ETE Intranet Acknowledgment.

When an ETE Intranet Acknowledgment Packet is received, that destination shall be removed from the list of destinations from which an acknowledgment is required. If no destinations remain on the list, the ETE Intranet Acknowledgment Timer shall be stopped and an IL-Status Indication shall be generated indicating that all destinations did acknowledge. When all destinations have acknowledged, no further action is taken at the IL.

5.4.1.1.9.5.4 Expiration of the ETE Intranet Acknowledgment timer.

When the ETE Intranet Acknowledgment timer expires and the maximum number of Intranet retransmissions has not been reached, the sending station shall retry the transmission of all of the associated IL fragment(s) to any destinations that have not yet acknowledged the receipt of the fragment(s). The number of retries shall be a value between 1 and 4, with a default of 2. Each retransmission may use a new path to each destination that has not acknowledged. If only one path exists to a destination, that path shall be used until either the acknowledgment is received or the maximum number of Intranet retransmissions is exhausted. The size of the data contained in each IL fragment shall be the same for the initial and each subsequent retransmission for the same Message Identification Number. As a result of this approach, an acknowledgment may be received from the destination(s) as soon as any missing fragments are retransmitted/received (i.e. as soon as all the segments have been received). If an acknowledgment is not received from every destination after the maximum number of Intranet retransmissions, an IL-Status-Indication shall be sent to the upper layer specifying which destination(s) did and did not acknowledge the IL PDU.

MIL-STD-188-220D w/ Change 1

Each retransmitted fragment shall have a recreated Intranet Header with the same Version, Message Type, TOS, Message Identification Number, Fragment Number, and Total Number of Fragments field values as the previous transmission. The Intranet Header shall be recreated to specify an alternative path to the remaining destination(s) (if an alternate path exists) and the Intranet Header Length field value shall be updated correspondingly. This recreated Intranet Header shall specify paths only to nodes that have not already acknowledged the message. This recreated Intranet Header shall only specify paths to nodes from which an acknowledgment is required. This recreated Intranet Header shall include paths to all nodes from which an acknowledgment is required, but from which an acknowledgment has not yet been received.

5.4.1.1.10 Originator address.

The originator address shall be the link layer address of the originating node. Single octet, four octets, and six octets addressing may be used following the link layer addressing rules in 5.3.4.2.2. The four octets or six octets of address space shall be preceded by a single octet 32-bit marker or 48-bit marker subfield, as per 5.3.4.2.2.2.

5.4.1.1.11 Destination/Relay address.

The intranet destination/relay address shall be the link layer address. It is either the destination address for an intranet packet or the relay address. The extension bit (LSB) is available for use by relaying procedures. Single octet, four octets, and six octets addressing may be used following the link layer addressing rules in 5.3.4.2.2. The four octets or six octets of address space shall be preceded by a single octet 32-bit marker or 48-bit marker subfield, as per 5.3.4.2.2.2.

5.4.1.2 Topology Update.

Connectivity and topology information of the intranet is essential for a node to initiate and/or perform intranet relay. Each node on the radio network needs to determine what nodes are on the network and whether they are 1 or more hops away. This information can be partially determined passively by listening to a node's traffic at layers 3a and 2 and/or actively by exchanging topology information. The Topology Update data structure, defined in FIGURE 32, has been provided for nodes in the Intranet to exchange topology and connectivity information. FIGURE 32 supersedes FIGURE 30 when the Intranet Message Type is Topology Update. APPENDIX H specifies the procedure for exchanging topology information between nodes.

5.4.1.2.1 Topology Update Length.

The Topology Update Length field is the length in octets of Topology Update data. This length does not include the three octets for the Basic 3-Octet Intranet Header. Topology Update Length shall be less than the MDLTU minus 3 octets.

5.4.1.2.2 Topology Update ID.

The Topology Update ID is a number from 1 to 255. Together with the originator's link layer address, the Topology Update ID uniquely identifies each Topology Update generated by the originating node. This number shall be incremented by 1 every time a topology update is generated. The Topology Update ID for the first Topology Update generated shall be 1.

MIL-STD-188-220D w/ Change 1

MSB 7	6	5	4	3	2	1	LSB 0
MESSAGE TYPE = 2 (Topology Update)				VERSION NUMBER			
INTRANET HEADER LENGTH = 3							
TYPE OF SERVICE							
Topology Update Length							
Topology Update ID							
Node 1 Address (Single Octet, Four Octets plus Marker, or Six Octets plus Marker)							
.							
.							
Node 1 Status Byte							
Node 1 Predecessor Address (Single Octet, Four Octets plus Marker, or Six Octets plus Marker)							
.							
.							
Node 2 Address (Single Octet, Four Octets plus Marker, or Six Octets plus Marker)							
.							
.							
Node 2 Status Byte							
Node 2 Predecessor Address (Single Octet, Four Octets plus Marker, or Six Octets plus Marker)							
.							
.							
Nodes 3 through N-1							
.							
.							
Node N Address (Single Octet, Four Octets plus Marker, or Six Octets plus Marker)							
.							
.							
Node N Status Byte							
Node N Predecessor Address (Single Octet, Four Octets plus Marker, or Six Octets plus Marker)							
.							
.							

FIGURE 32. Topology Update data structure.

5.4.1.2.3 Node Address.

The Node Address is the Data Link Layer address of node in the intranet.

MIL-STD-188-220D w/ Change 1

5.4.1.2.4 Node Status Byte.

The *i*th Node Status Byte characterizes the link between originator host (the host whose address appears in the originator address of the intranet header) and the *i*th node predecessor whose address immediately follows the Node Status Byte as defined in FIGURE 33.

<i>MSB</i> 7	6	5	4	3	2	1	<i>LSB</i> 0
QUIET	NR	HOP LENGTH			LINK QUALITY		

FIGURE 33. Node status byte.

5.4.1.2.4.1 Link Quality.

The Link Quality subfield for the *i*th node provides an assessment of the link quality between the *i*th node predecessor and the *i*th node. The Link Quality is set to 0 if the quality of a link is unknown. Increasing Link Quality value infers a poorer link. Link Quality is set to 7 to indicate that the node is static. Static nodes do not trigger Intranet Topology Updates as they enter and leave the network. TABLE XII lists the Link Quality values.

TABLE XII. Topology Link Quality values.

Link Quality	Description
0	Unknown
1	Best Link
2	
3	
4	
5	
6	Worst Link
7	Static Node

5.4.1.2.4.2 Hop Length.

The Hop Length subfield defined in TABLE XIII indicates the distance in hops from the source to the given node. Hop Length = 1 means the node can be reached directly by the source - no relays are required. A hop length of 0 indicates the source node itself or that the source may know that node should be on the network but does not know where it is.

5.4.1.2.4.3 NR.

The NR bit when set to 1 indicates that the node is not participating as a relay.

MIL-STD-188-220D w/ Change 1

5.4.1.2.4.4 Quiet.

The Quiet bit, when set, indicates the node is either in Quiet Mode or going into Quiet Mode and cannot transmit any traffic.

TABLE XIII. Hop Length values.

Hops	Description
0	Unknown
1	0 relays required
2	1 relay required
3	2 relays required
4	3 relays required
5	4 relays required
6	5 relays required
7	6 or more relays required

5.4.1.2.5 Node predecessor address.

Each node maintains intranet topology as routing tree rooted at itself. For the i th node in the routing tree, the Node Predecessor Address is the link layer address of the node one branch up from the i th node in the routing tree. The predecessor for all nodes within 1 hop of the originator node, which is the root of the routing tree is the originator node. The predecessor for all nodes n hops away is a node which is $n-1$ hops away from the originator and that can talk directly with the node n hops away. If the i th node has not been integrated into the source node's routing tree, the Node Predecessor Address for the i th node should be set to 0.

5.4.1.3 Topology Update Request message.

The Topology Update Request message, Intranet Relay Message Type 3, consists of the Intranet Header with one originator and possibly multiple destination addresses. No Information field is permitted. The maximum hop count and distance field shall be set to 1. The Relay, Relay Type, and ACK bit shall be always zero. The DES bit shall be always 1. The destination address in the Intranet Header shall be the link layer address to which this request has been made. The addressing at the link layer may be either the One-hop multicast or the unicast link layer addresses.

5.4.1.4 Forwarding of group multicast packets.

Forwarding of group multicast packets is an optional feature of MIL-STD-188-220D. When an Intranet packet is received and a Group Multicast Address is present as a destination addresses in the intranet header the packet shall be forwarded based the amount of topology information available. If topology of the MIL-STD-188-220 subnetwork is not available (e.g., no optional intranet topology update as defined in APPENDIX H) the packet shall be forwarded via the limited flooding algorithm. If the topology is available, the packet shall be forwarded via Reverse Path Forwarding algorithm. FIGURE 34 is an example of when multicast forwarding

MIL-STD-188-220D w/ Change 1

would be needed. In FIGURE 34 if node 4 initiates a datagram addressed to the Global group multicast address (e.g., ARP request to determine station 7 link layer address) Node 5 would need to forward the intranet packet addressed to the group multicast address.

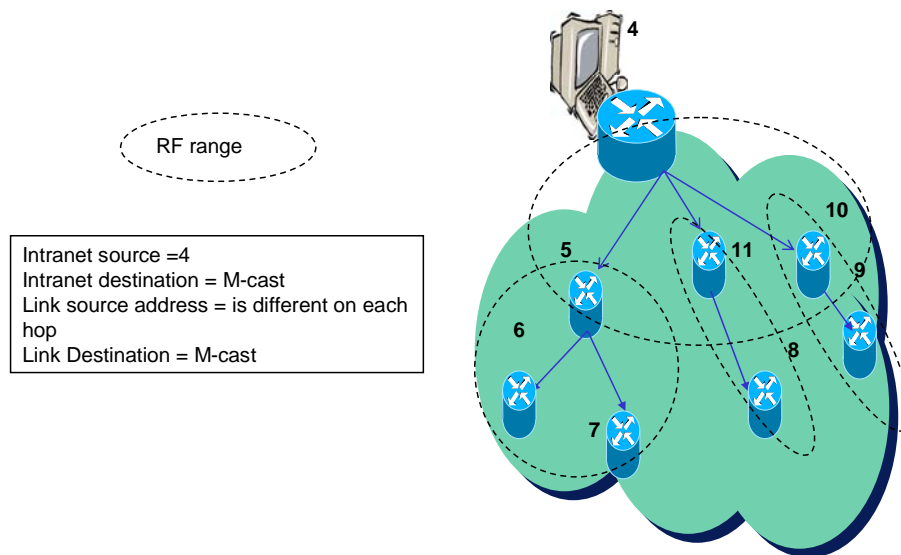


FIGURE 34. An example of Intranet forwarding

5.4.1.4.1 Limited flooding forwarding algorithm.

When a packet has a Group multicast address as a destination address in the intranet header, it shall be forwarded via limited flooding when the topology is not known (e.g., intranet topology update as described in APPENDIX H is not being used). A received packet addressed to a group multicast address shall be forwarded only when the packet has been received for the first time. In order to determine if this is the first time the packet has been received, each node should keep a FIFO queue of the received multicast packets. Also the oldest entry in the queue should be time stamped, aged and purged. The entries of the queue should contain Originator Address field value, Message Identification Number field, and fragment ID if the packet is a fragment; When an intranet packet is addressed to a group multicast address is received, it should be checked for duplication at the intranet layer using the Originator Address field value, Message Identification Number field, and fragment ID – if the packet is a fragment; therefore, when a message is addressed to a Group multicast address, the Message Identification Number shall

MIL-STD-188-220D w/ Change 1

always be included. If a received message is addressed to a group multicast address and it is not a duplicate, it shall be forwarded, and if this node is a member of the group it shall be passed up to the N+1 protocol layer. If the intranet packet is a duplicate it shall be discarded; assuming there are not any unicast addresses included that need an acknowledgment.

MIL-STD-188-220D w/ Change 1

5.4.1.4.2 Reverse Path Forwarding algorithm.

Intranet datagrams addressed to Group multicast shall be forwarded via Reverse Path Forwarding (RPF) when the topology is known (e.g., intranet topology update as described in APPENDIX H is being used). RPF uses the Originator address and the unicast routing table to determine if the packet is on the shortest path back to the source (i.e., Intranet header's Originator Address). If the source link address of the multicast packet is on the shortest path back to the source, then the packet shall be forwarded; however, if the receiving station is at the end of the spanning tree the packet should not be forwarded. This essentially forms a separate spanning tree from each source to every station in the subnetwork.

5.4.1.4.3 Mapping of an Intranet Group Multicast address to Link layer address(es).

When the N+1 layer (i.e., Subnetwork Dependent Convergence Function (SNDCF)) determines that the IL-Unitdata Request-Destination address (i.e., the Intranet Destination address) is a group multicast address, this address shall be mapped to a link layer destination address. A packet may be addressed to a mulitcast address in the intranet header and unicast address(es) in the data link header (e.g., the packet requires a high reliability). If the IL-Unitdata Request-Quality of Service indicates a High Reliability is required, and if the topology is known, the link layer should use reliable mechanism (e.g., type 3 unicast addressing) to transmit the packet to its one hop neighbors hop(s): when using RPF the link layer frame would be addressed to the unicast address of all one-hop neighbors with exception of the neighbor that is shortest path back to the source, when using limited flooding it would be addressed to all one hop neighbors. If the Unitdata Request-Quality of Service indicates a Normal Reliability, the IL-Unitdata Request-Destination can be used as the Intranet and Link destination addresses.

5.4.1.5 Intranet Layer (IL) interactions.

The IL (Layer 3A) interacts with both the next higher layer (i.e., SNDCF) and next lower layer to pass or receive information regarding services requested or performed. Three primitives are used to pass information for the sending and receiving of data across the upper layer boundary.

a. Requests for transmission of data are sent by the upper layer, using the IL Unitdata Request primitive, with the following parameters:

- IL-Unitdata Request
 - Destination(s)
 - Source
 - Quality of Service
 - Precedence
 - Throughput (Normal/High)
 - Delay (Normal/Low)
 - Reliability (Normal/High)
 - Data/Data Length
 - Intranet Message Type
 - IL-Unitdata-ID

MIL-STD-188-220D w/ Change 1

IL-Hopcount Limit

b. Indications are provided to the upper layer when data is received through the IL-Unitdata Indication, IL-Status Indication, IL-Data Length Indication, and IL-Error Indication primitive, with the following parameters:

IL-Unitdata Indication

Destination(s)
 Source
 Data/Data Length

IL-Status Indication

Acknowledgment success/failure
 Intranet Path Status
 IL-Unitdata-ID

IL-Data Length Indication

MTU
 MTU without IL Fragmentation

IL-Error Indication

Description of Error

c. Descriptions of the above parameters follow:

- (1) The destination can be 1 to 16 unicast or DL multicast (One-hop or group) addresses.
- (2) The source address is the DL unicast address of the outgoing link.

(3) Quality of Service parameters are used in determining the service provided by the IL. Quality of Service parameters are identical to those at the DL, described in 5.3.16.c(5).

(a) For IPv4, precedence shall be mapped from the TOS field (see 5.4.1.1.4) as shown below. For IPv6 with Class Selector Codepoints (see RFC 2474), precedence shall be mapped from the Differentiated Services (DS) field as shown below. For IPv6 with other DS Codepoints, the IL precedence shall be selected to match the Per Hop Behavior (PHB) defined by the DS Codepoint.

P₀P₁P₂ Precedence

111	Network Control
110	Internet Control
101	CRITIC/Emergency Command Precedence (ECP)
100	Flash Override
011	Flash

MIL-STD-188-220D w/ Change 1

010	Immediate
001	Priority
000	Routine

where the MSB is P_0 and the LSB is P_2 .

(b) For IPv4, the other Quality of Service parameters shall be mapped from the TOS field (see 5.4.1.1.4) as shown below. For IPv6, the DTR bits shown below shall be set to match the PHB defined by the DS Codepoint in the DS field. For IPv6 with Class Selector Codepoints (see RFC 2474), the D, T, and R bits shall be set to 0.

D=0	Normal Delay
D=1	Low Delay
T=0	Normal Throughput
T=1	High Throughput
R=0	Normal Reliability
R=1	High Reliability

(c) The ETE intranet acknowledgment procedures described in 5.4.1.1.9.5 shall be used when $R=1$, and relaying is used to deliver the message to any destination of the packet.

(4) Data/Data Length is the block of data exchanged between the IL and its upper layer (i.e. IP) user, and an indication of the data's length.

(5) Acknowledgment Failure is an indicator to inform the upper layer if an Intranet acknowledgment was not received from the remote station when high reliability was requested in an IL-Unitdata Request.

(6) Whenever a node becomes reachable or unreachable, an Intranet Path Status indication is sent to the upper layer identifying the destination link address.

(7) Intranet Message Type is defined in 5.4.1.1.2.

(8) IL-Unitdata-ID is an indicator established by the upper layer in the IL-Unitdata Request and used to associate a subsequent IL-Status Indication acknowledgment status with that request.

(9) Description of Error is provided with an IL-Error Indication. This should provide as many details about the error as such that a communications knowledgeable operator reading the description would likely be able to correct the condition that is causing the error.

MIL-STD-188-220D w/ Change 1

(10) MTU is a numeric parameter provided with an IL-Data Length Indication. This parameter indicates the maximum value permitted for the Data Length parameter in the IL-Unit Data Request. IL-Unit Data Request with Data Length parameter values that are greater than the MTU shall be failed by the IL resulting in no attempt to send the data. Systems shall default the MTU to a value of 3090 bytes.

(11) MTU Without IL Fragmentation is a numeric parameter provided with an IL-Data Length Indication. This parameter indicates the maximum value permitted for the Data Length parameter in the IL-Unit Data Request such that IL fragmentation will not occur. IL-Unit Data Request with the Data Length parameter value that are greater than the MTU Without IL Fragmentation and less than or equal to MTU shall be honored using IL Fragmentation. IL-Unit Data Request with a Data Length parameter value that is less than or equal to the MTU Without IL Fragmentation shall be honored without the use of IL Fragmentation. Systems shall default the MTU Without IL Fragmentation value to 3090 bytes.

(12) A Hopcount Limit set to "1" indicates that only the minimum Intranet Header is required. Hopcount Limits greater than "1" indicate that the destination addresses need to be included in the Intranet Header.

5.4.2 Subnetwork Dependent Convergence Function (SND CF).

The ISO description of the network layer defines a subnetwork dependent convergence layer, between the intranet and Internet layers. The layer shall assure that expected services are provided within a particular subnetwork type for both IP datagram exchanges and n-layer pass through exchanges. Note that the ISO description does not include n-layer pass through exchanges. Implementers shall insure that n-layer pass through is supported. The functions required to converge services within a MIL-STD-188-220 subnetwork (layers 3a and below) services are: (1) determine the complete list of IP final destinations within the subnetwork; (2) determine the associated subnetwork address(es) for each address; and (3) determine the subnetwork Type of Service requirements (reliability, throughput, delay, immediate retransmission and precedence) specified by the TOS field for IPv4 or the Differentiated Services (DS) field for IPv6.

The Differentiated Service Working Group has defined a Differentiated Services architecture (RFC 2475) for implementing service differentiation at the IP layer. As such, IPv4 TOS and IPv6 Traffic Class have been re-named the DS field, when interpreted in accordance with RFC 2474. However, for the purpose of this standard, IPv4 TOS will remain as identified in RFC 791. Within the DS field, DS Codepoint values are used to select specific PHBs. Class Selector Codepoints have been standardized to allow for compatibility with IPv4 legacy nodes, and have the following structure: bits "0 – 2" correspond to RFC 791 TOS Precedence bits, bits "3 – 5" are set to "0", and bits "6" and "7" must be set to "0". The RFC 791 TOS DTR bits are not carried forth in the DS field.

The preceding information is contained in the IP header (for IP datagram exchanges) or in the application interface (for n-layer pass through exchanges). If the IP protocol implementation

MIL-STD-188-220D w/ Change 1

does not provide the required information, the SNDCEF must query the upper layer to “learn” the destinations and Type of Service. The SNDCEF is only active for an IL-Unitdata request from the upper layer. The convergence functions for a MIL-STD-188-220 subnetwork using n-layer pass through exchanges or the Selective Directive Broadcast protocol described in RFC 1770 for IP datagram exchanges are described below. Selective Directive Broadcast for IPv6 will be defined in a future RFC.

5.4.2.1 Determine Destination function.

The Determine Destination function obtains final destination or the next hop to reach the final destination information from the upper layer protocol (1) IP header for IP datagram exchanges or (2) MIL-STD-2045-47001 application interface for n-layer pass through or (3) the application associated with the Segmentation/Reassembly protocol for n-layer pass through). For IP datagram exchanges, the next hop IP destination address which may be the IP destination address field of the IP header is examined first. When the IP protocol (classful or classless [IPv4 or IPv6]) is used, IP forwarding determines which subnetwork provides a path to the next hop or final destination using the IP destination address and a subnetwork mask (e.g., 192.168.0.1/24 [called slash notation or CIDR notation meaning there are 24 bits in the MASK] or 255.255.255.0 [Dotted decimal notation]). The IP address is divided into two parts: the network portion of the IP address (NET ID) and the host portion of the IP address (HOSTID). In the above address (192.168.0.1/24) the first 3 octets would be the NETID (i.e., 192.168.0) and the last octet would be the HOSTID which is determined by the 24 bit mask. If the next hop IP address is a unicast address, broadcast address (all 1's), or multicast address (Class D IP address), the Determine Destination function is complete and it passes the single IP address to the Address Mapping Function. If the IP destination address is a directed broadcast address, (all ones in the HOSTID portion of the IP address only) the network portion of the IP address (NET ID) is compared to the local NET ID. If the NET ID portion of the directed broadcast address is not the same as the local NET ID (logical and the next hop IP address with IP address assigned to this station/MIL-STD-188-220 subnetwork), the single IP directed broadcast address is passed to the Address Mapping function. If the NET ID portion of the directed broadcast IP address is the same as the local NET ID, the Determine Destination function examines the IP option field for the presence of the multi-address IP option (selective directed broadcast). If the option is present, the list of IP addresses contained in the option is passed to the Address Mapping function. If the option is not present, the single IP directed broadcast address is passed to the Address Mapping function. For n-layer pass through exchanges, (MIL-STD-2045-47001 with or without S/R) the interface shall provide the necessary addresses using the IL Unitdata Request primitive.

5.4.2.2 Address Mapping function.

The SNDCEF Address Mapping function is provided one or more addresses from the Determine Destinations function. The Address Mapping function determines the Intranet address(es) and link address(es) associated with an IP next hop address or with the addresses provided in the IL Unitdata Request primitive. The upper-layer protocol is responsible for determining peer point of attachment (e.g., IPv4 or IPv6 next hop address to reach the final destination in the IP destination address field of the IP datagram). Application broadcast address(es), IP broadcast

MIL-STD-188-220D w/ Change 1

(all 1's) addresses and directed broadcast address for the local subnetwork are mapped to the Intranet Global group multicast address or the One-hop broadcast address. The Intranet address is a point of attachment to the subnetwork. If all nodes are one hop neighbors, the IP broadcast address can be mapped to the One-hop neighbors; however, if there is a potential that all stations in the MIL-STD-188-220 subnetwork are not One-hop away, the IP broadcast address should be mapped to Global group multicast address and included in the Intranet header. When using the four octet address mode (5.3.4.2.2), IPv4 unicast and multicast addresses do not require an address mapping since the IP next hop address and the Intranet/data link address can be the same. When using six octet address mode, IPv6 unicast and multicast addresses do not require an address mapping since the Intranet/datalink destination address is extracted from the last 6 octets of the IPv6 next hop address. When the previous specified configurations are not used (IPv4/four octet addressing or IPv6/six octet addressing) a mapping is required (e.g., single octet addressing or N-layer pass through [mapping via ARP or a static mapping via a preloaded database]).

5.4.2.3 Type of Service function.

The SNDCF TOS function obtains the requirements from the IPv4 Type of Service or IPv6 Differentiated Services header field or the IL Unitdata Request primitive. The values in the field are provided to the IL protocol.

5.4.2.4 Intranet send request.

After the SNDCF layer performs all of its functions, it issues an IL-Unitdata Request that includes the list of data link addresses and the Type of Service data.

5.4.3 Implementation directions.

Systems implementing this version of MIL-STD-188-220 shall be able to utilize/support UDP/IP for transmission and receipt of upper layer protocols, i.e. MIL-STD-2045-47001 and Segmentation/Reassembly (S/R) over MIL-STD-188-220 networks. Systems implementing this version of MIL-STD-188-220 shall be able to utilize/support MIL-STD-188-220 N-Layer pass through for the transmission and receipt of upper layer protocols, i.e. MIL-STD-2045-47001 and S/R over the MIL-STD-188-220 networks. N-Layer pass through is used as a means of improving net performance (by eliminating UDP/IP overhead) when communicating directly with any destination over a MIL-STD-188-220 net.

5.5 Lower layer protocol network settings.

5.5.1 Reason for table.

MIL-STD-188-220 has a large number of parameters that makes it difficult to achieve interoperability between operational systems. A table providing a list of pre-defined parameters will reduce interoperability problems.

MIL-STD-188-220D w/ Change 1

5.5.2 Table description.

TABLE XIV describes a standard set of lower layer protocols that may be used by all systems to enhance interoperability. The table is a listing of typical numbered low level Operational Parameter Sets (OPS). The table is constructed as follows:

- a. Column 1 specifies the OPS number.
- b. Column 2 describes the name of the DMTD typically used for the OPS.
- c. Columns 3 to 20 define the RF and protocol parameters that shall be used by a DMTD to comply with the OPS serial number.
- d. Column 21 specifies the DMTD variants/models.
- e. Column 22 provides additional comments where appropriate.
- f. Additional numbered notes are provided after the table that refer to specific fields in the table.

5.5.2.1 Table map.

TABLE XIV is too large (too many columns) to be viewed on one sheet. FIGURE 35 depicts the overall configuration of TABLE XIV. For example, OPS code 1 on sheet 1 of 7 Operational Parameter Settings stretches from the left panel crosses over to the right panel. Each OPS setting identifies a different set of parameters extending down to sheets 5 and 6 of 7. The final sheet contains all the notes.

TABLE XIV. Standard Network Settings. (Sheet 1 of 7) OPS 0 – 13 (Left Panel)	TABLE XIV. Standard Network Settings. (Sheet 2 of 7) OPS 0 – 13 (Right Panel)
TABLE XIV. Standard Network Settings. (Sheet 3 of 7) OPS 14 – 25 (Left Panel)	TABLE XIV. Standard Network Settings. (Sheet 4 of 7) OPS 14 – 25 (Right Panel)
TABLE XIV. Standard Network Settings. (Sheet 5 of 7)	TABLE XIV. Standard Network Settings. (Sheet 6 of 7)

MIL-STD-188-220D w/ Change 1

OPS 26 – 31 (Left Panel)	OPS 26 – 31 (Right Panel)
TABLE XIV. Standard Network Settings.	
(Sheet 7 of 7)	
Comments	

FIGURE 35. TABLE XIV map.

5.5.3 Table use.

Network managers may select a pre-defined OPS and promulgate its OPS number to all intended users. Users may look up that OPS number and set the defined parameters in their system. A system option may be used to automate the process so that when the system is initialized with an OPS number, the parameters are automatically implemented. A new system wishing to join an established network can be provided with the OPS number for that network. This process reduces the probably of errors when given a long string of parameters. The use of the table is optional but strongly recommended. If an OPS is selected from the table then the parameters in columns 3 to 20 are mandatory.

5.5.4 Changing from OPS parameters.

A network may change parameters from an OPS at any time. However, if this is done then that network can no longer be said to be using that OPS. If only a minor change is made to an OPS (e.g. OPS 1 but using R-NAD rather than DAP-NAD) then a joining system may be told to "...use OPS 1 with R-NAD".

5.5.5 Custom OPS.

If a Custom OPS is chosen then this shall be referred to as OPS number "0". This number shall be associated with parameter settings other than those with OPS serial numbers, it shall simply mean that custom settings are in use. Details of those settings shall be obtained by other means as determined by the local procedures.

5.5.6 Requirements prior to new OPS code insertions.

In order for MIL-STD-188-220 to actually work properly and perform to high expectations for a mix of radios when a standard configuration is selected, all of the stations on the MIL-STD-188-220 net must use a common set of timing and protocol parameter values that are associated with the standard configuration. Adding new radios to an existing standard configuration in the table without doing the testing required to determine the parameters required to support these new radios will only lead to more problems for developers trying to make the MIL-STD-188-220 standard configurations work properly. Therefore, prior to inclusion of a new OPS code the C/S/A or nation sponsoring the required ICP shall provide DCE/Radio and DTE/System protocol parameter data. The protocol parameters associated with the OPS code are:

MIL-STD-188-220D w/ Change 1

- DCE/Radio Parameters
 - Equipment Preamble Time (EPRE)
 - Phasing Time
 - DCE_Tx-delay
 - DCE_Rx-delay
 - DCE TTURN
 - DCE RTURN
 - Hop Recovery Time
- DTE/System Parameters
 - Net Busy Sensing Time (B)
 - ELAG
 - DTE Processing Time (DTEPROC)
 - DTE Turnaround Time (DTETURN)
 - Tolerance Time (TOL)
 - TURN
 - TEST Time To Live (TTTL)
 - Maximum Transmit Time (MTT)
 - Type 2 ACK Timer
 - Type 2 P-Bit Timer
 - Type 2 Reject Timer
 - Type 2 K Window
 - Type 2 K2 Threshold
 - Type 2 K3 Threshold
 - Type 2 Response Delay Timer Percent
 - Type 2 Maximum Number of Retransmissions, (N2)
 - Type 3 Maximum Number of Retransmissions (N4)
 - Type 3 DTE Acknowledgment Time (DTEACK)
 - Type 4 ACK Timer
 - Type 4 K Window
 - Type 4 ACK List Length
 - Type 4 Maximum Number of Retransmissions Attempts
 - NAD Mechanism
 - HNAD Urgent Percent
 - HNAD Priority Percent
 - HNAD Traffic Load
 - RENAD Maximum Voice Factor
 - RENAD Minimum Voice Factor
 - RENAD Voice Factor Increment
 - RENAD Voice Factor Decrement
 - RENAD Maximum Scheduler Interval
 - RENAD Minimum Scheduler Interval

MIL-STD-188-220D w/ Change 1

- Topology Min Update Period
- Topology Update Precedence
- Topology Maximum Number of Subnetwork Hops
- Intranet Acknowledgment Timer (Fixed Factor)
- Intranet ACK Timer (Proportional Factor)
- Intranet Retransmit Count
- Intranet MTU without IL Fragmentation
- Intranet MTU with IL Fragmentation
- Initial Default Number of Stations
- XNP Join Request Time to Live
- XNP Joint Response Timer

Note: (1) Parameter Tables $NBDT = EPRE + ELAG + B + TOL$

5.5.6.1 Values.

Values for protocol parameters need only be provided for the relevant OPS fields, for example if a new OPS line specifies DAP-NAD as the “MIL-STD-188-220 NAD Mechanism” then parameters relating to other NAD schemes are not relevant. Parameters that are not relevant will be indicated by “NA”.

MIL-STD-188-220D w/ Change 1

TABLE XIV. Standard Network Settings.

OPS Number	OPS Name	Rate	Modulation	Crypto Mode	Crypto Type	Hop Mode	Channel Spacing	220 EDC Mode	220 Data Link Layer Scrambling	220 NAD Mechanism	Net Traffic Type	Enable Data Link Layer Concatenation On Transmit
0	CUSTOM	Any	Any	Any	Any	Any	Any	Any	Any	Any	Any	Any
1	SINGARS 4800 PT SC	4800	NRZ	PT	None	SC	N/A	FEC/TDC	Off	DAPNAD	Data Only	True
2	SINGARS 4800 CT SC	4800	NRZ	CT	Vinson	SC	N/A	FEC/TDC	Off	DAPNAD	Data Only	True
3	SINGARS 4800 CT FH	4800	NRZ	CT	Vinson	FH	N/A	FEC/TDC	Off	DAPNAD	Data Only	True
4	SINGARS 1200N PT SC	1200N	NRZ	PT	None	SC	N/A	None	Off	DAPNAD	Data Only	True
5	SINGARS 1200N CT SC	1200N	NRZ	CT	Vinson	SC	N/A	None	Off	DAPNAD	Data Only	True
6	SINGARS 1200N CT FH	1200N	NRZ	CT	Vinson	FH	N/A	None	Off	DAPNAD	Data Only	True
7	SINGARS 2400N CT FH	2400N	NRZ	CT	Vinson	FH	N/A	None	Off	DAPNAD	Data Only	True
8	SINGARS 4800N CT FH	4800N	NRZ	CT	Vinson	FH	N/A	None	Off	DAPNAD	Data Only	True
9	Two Wire 1200 PT SC	1200	FSK 1300 2100 Hz	PT	None	SC	N/A	FEC/TDC	Off	DAPNAD	Data Only	True
10	Two Wire 32000 PT SC	32000	CDP	PT	None	SC	N/A	FEC/TDC	Off	DAPNAD	Data Only	True
11	HF CONFIG 1200 CT SC	1200	NRZ	CT	ANDVT	SC	N/A	FEC/TDC	Off	DAPNAD	Data Only	True
12	HF CONFIG 2400 CT SC	2400	NRZ	CT	ANDVT	SC	N/A	FEC/TDC	Off	DAPNAD	Data Only	True
13	SATCOM 5KHZ 2400 3KG84	2400	NRZ	CT	3KG84	SC	5KHZ	FEC/TDC	Off	DAPNAD	Data Only	True

MIL-STD-188-220D w/ Change 1

TABLE XIV. Standard Network Settings - Continued

OPS Number	OPS Name	Enable Physical Layer Concatenation On Transmit	Amplitude	Local Station Class	Initial Default for Enable Topology Updates And Intra-Net Relay (can be changed)	Initial Default for Enable Use Of Net Busy Indication From Device (can be changed)	Initial Default for Number Of Stations (can be changed)	Initial Default Standard Configuration for new 220 nets (can be changed)	Radio Equipment /Model Supported By This Standard Configuration (Using 220 Standard Parameter Tables)	Row Specific Comments
0	CUSTOM	Any	Any	Any	Any	Any	Any	No	Any	Note 1
1	SINCGARS 4800 PT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
2	SINCGARS 4800 CT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
3	SINCGARS 4800 CT FH	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
4	SINCGARS 1200N PT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1523C (SIP), RT-1523E (ASIP)	
5	SINCGARS 1200N CT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1523C (SIP), RT-1523E (ASIP)	
6	SINCGARS 1200N CT FH	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1523C (SIP), RT-1523E (ASIP)	
7	SINCGARS 2400N CT FH	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1523C (SIP), RT-1523E (ASIP)	
8	SINCGARS 4800N CT FH	False	N/A	D (1,2,3,4)	False	False	10	Yes	RT-1523C (SIP), RT-1523E (ASIP)	
9	Two Wire 1200 PT SC	False	Zero Dbm	D (1,2,3,4)	False	N/A	10	No	Field Wire	
10	Two Wire 32000 PT SC	False	N/A	D (1,2,3,4)	False	N/A	10	No	Field Wire	
11	HF CONFIG 1200 CT SC	False	N/A	D (1,2,3,4)	False	N/A	2	No	PRC-150, KY99A/PRC-104, KY-99A/PRC-138, ANDVT(AN/USC-43)/HFRG (URC-131), ANDVT(AN/USC-43)/URC-109	
12	HF CONFIG 2400 CT SC	False	N/A	D (1,2,3,4)	False	N/A	2	No	PRC-150, KY99A/PRC-104, KY-99A/PRC-138, ANDVT(AN/USC-43)/HFRG (URC-131), ANDVT(AN/USC-43)/URC-109	

MIL-STD-188-220D w/ Change 1

13	SATCOM 5KHZ 2400 3KG84	False	N/A	D (1,2,3,4)	N/A	N/A	5	No	PSC-5A (RT-1672/U(c)), PSC-5C (RT-1672C(c)/U), PSC-5D (RT-1672D(c)/U)	Note 2
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TABLE XIV. Standard Network Settings - Continued

OPS Number	OPS Name	Rate	Modulation	Crypto Mode	Crypto Type	Hop Mode	Channel Spacing	220 EDC Mode	220 Data Link Layer Scrambling	220 NAD Mechanism	Net Traffic Type	Enable Data Link Layer Concatenation On Transmit
14	SATCOM 5KHZ 2400 ANDVT	2400	NRZ	CT	ANDVT	SC	5KHZ	FEC/TDC	Off	DAPNAD	Data Only	True
15	SATCOM 25KHZ 9600 3KG84	9600	NRZ	CT	3KG84	SC	25K HZ	FEC/TDC	Off	DAPNAD	Data Only	True
16	SATCOM 25KHZ 16000 VINSON	16000	NRZ	CT	Vinson	SC	25K HZ	FEC/TDC	Off	DAPNAD	Data Only	True
17	UHF 16000 PT SC	16000	ASK	PT	None	SC	25 kHz	FEC/TDC	On	DAPNAD	Data Only	False
18	UHF 16000 CT SC	16000	NRZ	CT	Vinson	SC	N/A	FEC/TDC	On	DAPNAD	Data Only	False
19	SINGARS 16000 PT SC	16000	NRZ	PT	None	SC	N/A	FEC/TDC	On	DAPNAD	Data Only	False
20	SINGARS 16000 CT SC	16000	NRZ	CT	Vinson	SC	N/A	FEC/TDC	On	DAPNAD	Data Only	False
21	RESERVED											
22	HAVEQUICK 16000 CT FH	16000	NRZ	CT	Vinson	FH	N/A	FEC/TDC	On	DAPNAD	Data Only	False
23	SINGARS 16000 PT FH	16000	NRZ	PT	None	FH	N/A	FEC/TDC	On	DAPNAD	Data Only	False
24	SINGARS 16000 CT FH	16000	NRZ	CT	Vinson	FH	N/A	FEC/TDC	On	DAPNAD	Data Only	False
25	SINGARS 2400N PT SC	2400N	NRZ	PT	NONE	SC	N/A	None	Off	DAPNAD	Data Only	True

MIL-STD-188-220D w/ Change 1

TABLE XIV. Standard Network Settings - Continued

OPS Number	OPS Name	Enable Physical Layer Concatenation On Transmit	Amplitude	Local Station Class	Initial Default for Enable Topology Updates And Intra-Net Relay (can be changed)	Initial Default for Enable Use Of Net Busy Indication From Device (can be changed)	Initial Default for Number Of Stations (can be changed)	Initial Default Standard Configuration for new 220 nets (can be changed)	Radio Equipment /Model Supported By This Standard Configuration (Using 220 Standard Parameter Tables)	Row Specific Comments
14	SATCOM 5KHZ 2400 ANDVT	False	N/A	D (1,2,3,4)	N/A	N/A	5	No	PSC-5A (RT-1672/U(c)), PSC-5C (RT-1672C(c)/U), PSC-5D (RT-1672D(c)/U), ANDVT(AN/USC-43)/MD1324/WSC-3	Note 2
15	SATCOM 25KHZ 9600 3KG84	False	N/A	D (1,2,3,4)	N/A	N/A	5	No	PSC-5A (RT-1672/U(c)), PSC-5C (RT-1672C(c)/U), PSC-5D (RT-1672D(c)/U)	Note 3
16	SATCOM 25KHZ 16000 VINSON	False	N/A	D (1,2,3,4)	N/A	N/A	5	No	PSC-5A (RT-1672/U(c)), PSC-5C (RT-1672C(c)/U), PSC-5D (RT-1672D(c)/U), KY-58A/WSC-3	Note 3
17	UHF 16000 PT SC	False	N/A	A (1,3)	False	N/A	6	No	RT-1824(C), PRC-113	
18	UHF 16000 CT SC	False	N/A	A (1,3)	False	N/A	6	No	RT-1824(C), PRC-113	
19	SINGARS 16000 PT SC	False	N/A	A (1,3)	False	False	6	No	RT-1824(C), RT-1439 (non-ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
20	SINGARS 16000 CT SC	False	N/A	A (1,3)	False	False	6	No	RT-1824(C), RT-1439 (non-ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	Note 4
21	RESERVED									
22	HAVEQUICK 16000 CT FH	False	N/A	A (1,3)	False	N/A	6	No	RT-1824(C), PRC-113	
23	SINGARS 16000 PT FH	False	N/A	A (1,3)	False	False	6	No	RT-1824(C), RT-1439 (non-ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	Note 4
24	SINGARS 16000 CT FH	False	N/A	A (1,3)	False	False	6	No	RT-1824(C), RT-1439 (non-ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	Note 4
25	SINGARS 2400N PT SC	False	N/A	D(1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	

MIL-STD-188-220D w/ Change 1

TABLE XIV. Standard Network Settings - Continued

OPS Number	OPS Name	Rate	Modulation	Crypto Mode	Crypto Type	Hop Mode	Channel Spacing	220 EDC Mode	220 Data Link Layer Scrambling	220 NAD Mechanism	Net Traffic Type	Enable Data Link Layer Concatenation On Transmit
26	SINCGARS 2400N CT SC	2400N	NRZ	CT	VINSON	SC	N/A	None	Off	DAPNAD	Data Only	True
27	SINCGARS 4800N PT SC	4800N	NRZ	PT	NONE	SC	N/A	None	Off	DAPNAD	Data Only	True
28	SINCGARS 4800N CT SC	4800N	NRZ	CT	VINSON	SC	N/A	None	Off	DAPNAD	Data Only	True
29	SINCGARS 9600N PT SC	9600N	NRZ	PT	NONE	SC	N/A	None	Off	DAPNAD	Data Only	True
30	SINCGARS 9600N CT SC	9600N	NRZ	CT	VINSON	SC	N/A	None	Off	DAPNAD	Data Only	True
31	SINCGARS 9600N CT FH	9600N	NRZ	CT	VINSON	FH	N/A	None	Off	DAPNAD	Data Only	True
Column Specific Comments												

MIL-STD-188-220D w/ Change 1

TABLE XIV. Standard Network Settings - Continued

OPS Number	OPS Name	Enable Physical Layer Concatenation On Transmit	Amplitude	Local Station Class	Initial Default for Enable Topology Updates And Intra-Net Relay (can be changed)	Initial Default for Enable Use Of Net Busy Indication From Device (can be changed)	Initial Default for Number Of Stations (can be changed)	Initial Default Standard Configuration for new 220 nets (can be changed)	Radio Equipment /Model Supported By This Standard Configuration (Using 220 Standard Parameter Tables)	Row Specific Comments
26	SINCGARS 2400N CT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
27	SINCGARS 4800N PT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
28	SINCGARS 4800N CT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
29	SINCGARS 9600N PT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
30	SINCGARS 9600N CT SC	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
31	SINCGARS 9600N CT FH	False	N/A	D (1,2,3,4)	False	False	10	No	RT-1439 (non ICOM), RT-1523 (ICOM), RT-1523C (SIP), RT-1523E (ASIP)	
Column Specific Comments			Note 5			Note 6	Note 7	Note 8	Note 9	

MIL-STD-188-220D w/ Change 1

TABLE XIV. Standard Network Settings - Continued

Notes:	
1	When the operator changes from a Standard Configuration to Custom “0” Configuration, parameter values initially remain unchanged, and then parameters that are normally not editable as part of a standard configuration, e.g. rate, can be changed to any value that results in a supportable combination of parameter values.
2	Requires a dedicated 5KHZ Satellite Channel whose bandwidth will then be shared among MIL-STD-188-220 capable stations. The DAMA method of sharing a SATCOM channel is not yet supported using MIL-STD-188-220.
3	Requires a dedicated 25KHZ Satellite Channel whose bandwidth will then be shared among MIL-STD-188-220 capable stations. The DAMA method of sharing a SATCOM channel is not yet supported using MIL-STD-188-220.
4	Improved network throughput may be realized by turning the Scrambling feature OFF.
5	The amplitude parameter only applies for nets that use FSK encoding. The Zero Dbm value for FSK over wireline provides maximum power for longer wire lengths.
6	SINGARS provides an early net busy indication on the Squelch Pin. When this SINGARS net busy indication is used, the shorter net busy detect time in the MIL-STD-188-220 parameter table should be used. Because not all MIL-STD-188-220 capable stations, e.g. those equipped with older TCIM 1 models, the default configuration is to Disable the use of the net busy indication from SINGARS such that net busy detect time will be set consistently at all MIL-STD-188-220 stations. The setting of this parameter is not a mandatory part of the standard configuration (even though it is critical that all stations on a SINGARS net use the same Net Busy Detect Time).
7	This is just a recommended default parameter setting for when a standard configuration is initially selected. The number of stations is not a mandatory part of the standard configuration.
8	This is just the recommended default standard configuration setting for when a new MIL-STD-188-220 net is created. This default is not a mandatory part of the standard configuration.
9	The timing parameters that are used with these standard configuration and are a part of the MIL-STD-188-220 standard were only tested against the indicated radio equipment (in the indicated modes) and may not be compatible with other equipment/models (and/or equipment modes).

MIL-STD-188-220D w/ Change 1

6 NOTES

(This section contains information of a general or explanatory nature that may be helpful, but is not mandatory.)

6.1 Subject term (key word) listing.

The follow key words and phrases apply to this document.

Asynchronous Mode
Combat Network Radio (CNR)
Data Communications Protocol
Data Link Layer
Error Detection and Correction
Golay
HAVEQUICK
Interoperability
Intranet
Logical Link Control
Media Access Control
MIL-STD-188-220
MIL-STD-2045-47001
Network Access Delay (NAD)
Packet Mode
Packets
Radio
Relay
Robust Communications Protocol (RCP)
SINGARS
Synchronous Mode
Tactical Internet
Topology Update
Type of Service (TOS)
VMF
XNP

6.2 Issue of the DoD index of specifications and standards.

When this document is used in procurement, the applicable issue of the DoDISS will be cited in the solicitation.

6.3 Interoperability considerations.

This section addresses some of the aspects that terminal designers and systems engineers should consider when applying MIL-STD-188-220 in their communications system designs. The proper integration of MIL-STD-188-220 into the total system design will help to ensure the interoperability of stations that exchange information over a data communications link consisting of a DMTD, a transmission channel, and a DMTD or C⁴I system.

MIL-STD-188-220D w/ Change 1

6.3.1 Transmission channel.

For the purpose of this document, the transmission channel (from the transmitter to the receiver) is considered transparent to the DMTD subsystem. However, the transmission channel will be interoperable within itself. The transmission channel may be secured or non-secured, using such media as line-of-sight (LOS) radio, high frequency (HF) radio, wireline, and satellite communications (SATCOM).

6.3.2 Physical interface.

The specific details of the physical interface for connecting DMTDs to the equipment that implements the transmission channel are beyond the scope of this document. The actual physical connections will depend on the interface characteristics required by the particular transmission equipment. These unique physical interface characteristics may be defined in the equipment specifications or in technical interface specifications. Therefore, the requirements for the electrical features (such as data, clock, and control) and mechanical features (such as connectors, pin assignments, and cable) of the connection between the DMTD and the associated transmission channel equipment are left to the equipment designer. The design philosophy is that what appears at the input end of the transmission channel should be the same at the output end. Implementation notes for effecting a working interface to specific radios are provided in the following subparagraphs.

6.3.2.1 SINCGARS System Improvement Program (SIP) Receiver/Transmitter (R/T) interface.

The DTE (DMTD or C⁴I system) interacts with the DCE via an X.21 data interface and an External Control Interface. When the precedence level of the transmission changes, the DTE will set the precedence level for the new transmission via the External Control interface. This precedence level will correspond to the frame with the highest precedence value within the series of concatenated frames.

Information on interfaces for SINCGARS ASIP radios can be found in the following reference:

<u>Interface Control Document (ICD)</u>	<u>Title</u>
A3266178	SINCGARS ASIP – RT1523E Advanced SINCGARS SIP Interface Control Document

6.3.2.1.1 Carrier Sense Multiple Access (CSMA) network access.

Although all SINCGARS SIP R/Ts in a given network are not required to use the same CSMA slot offsets and limits for voice and/or precedence levels, it is highly recommended that the same slot settings be used within a network. All SINCGARS SIP R/Ts in a network will be using the same slot width (18ms - FH; 54ms - SC) and the same mode of operation (plain text or cipher text).

MIL-STD-188-220D w/ Change 1

6.3.2.1.2 Network Busy Sensing and receive status.

The presence of multiple stations on a single random access communications network requires voice/data Network Busy Sensing and the use of NAC to reduce the possibility of data collisions on the net. The combined Data and Voice Networks require cooperation between the DTE (DMTD or C⁴I system) and the DCE.

The DCE indicates the presence of receive data and voice via the X.21 Indication line “I” signal. A precise determination of the network status is obtained via the X.21 DTE Receive line “R” signal in combination with the “I” signal:

I = OFF and R = 1's ->	Idle/Transmission Completed
I = OFF and R = Flags ->	Data being transmitted
I = ON and R = Flags ->	Data being received
I = ON and R = 1's ->	Voice operation if this condition persists for more than 750 msec. From 0 to 750 msec the radio is busy, but voice or data reception can't be determined until either the presence of flags on the R-line for data or the expiration of 750 msec when voice reception is assumed.

The transmission of data takes effect by driving the X.21 Control line “C” (push-to-talk) and DTE Transmit line “T”, as follows:

Verify I = OFF and R = 1's, then assert C = ON and send flags T = Flags

Verify I = OFF and R = Flags, then transmit data T = Data

Upon transmit completion, assert C = OFF and send T = 1's

The time between the SINCGARS SIP R/T detection of network busy and the determination of network busy with voice is added to any suspended timers. The timers are suspended in the INC only after network busy with voice is indicated. Therefore, adding the time period in which the radio detects network busy with “something” until network busy with voice is determined accounts for the period of time voice was actually present.

6.3.2.1.3 Network Timing Model parameters.

The Network Timing Model is described in APPENDIX C. The model defines parameters necessary to ensure interoperability. It is important to ensure that all systems participating in a network use the same parameter values. Parameter values are provided in a separate document entitled “MIL-STD-188-220 Parameter Table”, which is available on the CNRWG website specified at 2.3.4. This table should be utilized by all systems.

MIL-STD-188-220D w/ Change 1

6.3.2.1.4 Other SINCGARS SIP implementation details.

a. The RE-NAD slot assignment for Type 3 PDUs is offset=0, limit=0. The “offset” is the number of the first slot while the “limit” is the number of slots associated with the particular parameter (e.g., a precedence level). Offset=0, limit=0 means there is no randomized delay associated with the Type 3 PDUs or the returned Type 3 acknowledgments in the SIP R/T due to the RE-NAD process. The 0-second Immediate Mode scheduler is used with these PDUs and returned acknowledgments so that no additional randomized delay is incurred from the INC (where the scheduler is implemented).

b. The SINCGARS SIP R/T does not manipulate any trailing flags included in the data stream presented to it. These flags are transmitted over the air.

c. From the SINCGARS SIP R/T perspective, any trailing flags are part of the data stream and should be calculated into DATA.

d. The DTE (e.g. INC) will achieve synchronization with the SINCGARS SIP R/T within four flag sequences. Data may be sent upon detection of a valid flag sequence.

6.3.2.2 SINCGARS Integrated COMSEC (ICOM) R/T interface.

Information on interfaces for SINCGARS ICOM radios can be found in the following reference:

<u>Interface Control Document (ICD)</u>	<u>Title</u>
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A3017864	SINCGARS ICOM – Receiver-Transmitter Radio RT-1523
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6.3.2.2.1 NRZ physical interface between DTE and R/T.

The SINCGARS ICOM digital data interface to a DTE is a synchronous, unbalanced, half-duplex serial interface.

a. The signaling format is NRZ, at voltage levels compatible with those specified in MIL-STD-188-114A for a single receiver load termination.

b. Digital data rates of 600, 1200, 2400, 4800 and 16000 bps are supported by the ICOM R/T. When a data rate below 16000 bps is selected at a transmitter, a Data Rate Adapter (DRA) internal to the ICOM converts the data to 16000 bps, using majority logic FEC techniques.

c. The ICOM R/T also provides a receive squelch indication to the DTE when channel activity is sensed.

6.3.2.2.2 Network Busy Sensing and receive status.

Network Busy Sensing provides a mechanism to manage channel access among members of a common network. Without managed channel access, multiple stations attempting simultaneous

MIL-STD-188-220D w/ Change 1

transmissions will collide, degrading network performance. Managing channel access also minimizes the network performance loss due to mixing both voice and data in a common net.

a. For both voice and digital data receptions, the DCE provides a receive squelch indication via the Analog Data Mode Control_Not (ADMC_N) line. This ADCM_N squelch indication is a composite signal from several internal sources. Using this signal, the worst-case network busy detect times are 350 msec for FH and 100 msec for SC.

b. For digital data receptions, the DCE presents a synchronous clock on the Digital Data Clock Out (DDCO) line. ADCM_N will typically precede DDCO for all digital data receptions. The exception is for PT 16000 bps data, when both ADCM_N and DDCO will be coincident.

c. For voice receptions, the DCE will provide a receive squelch indication via ADCM_N, but will not present DDCO.

d. If both ADCM_N and DDCO are considered as binary signals, there are four possible indications which a DTE can use to infer network status. TABLE XV summarizes the four possible receive states and their interpretation.

TABLE XV. SINGARS ICOM receive states.

	ADMC_N Active	ADMC_N Inactive
DDCO Active	Digital data reception	Not Applicable
DDCO Inactive	Voice reception	R/T idle

6.3.2.2.3 Network Timing Model parameters.

The Network Timing Model is described in APPENDIX C. Parameter values are provided in a separate document entitled “MIL-STD-188-220 Parameter Table”. This table should be utilized by all systems.

6.3.2.3 HAVEQUICK II R/T interface.

6.3.2.3.1 Network Timing Model parameters.

The Network Timing Model is described in APPENDIX C. Parameter values are provided in a separate document entitled “MIL-STD-188-220 Parameter Table”. This table should be utilized by all systems.

6.3.2.4 COMSEC interoperability.

The COMSEC function provides a link encryption capability. In the traditional COMSEC mode of operation, the COMSEC function (normally implemented in ancillary equipment) is considered part of the transmission channel. In the embedded COMSEC mode, the COMSEC function is an integral part of the DMTD subsystem.

MIL-STD-188-220D w/ Change 1

6.3.3 Data Link Layer.

The following implementation details should be considered when implementing the DL of MIL-STD-188-220:

a. The first bit of the Transmission Header that is transmitted (after the flag) will be the FEC selection bit and the last bit transmitted will be bit 9 of FIGURE 11.

b. The last 2 sentences of 5.3.1 says that the TDC block for the 12-bit TWC and 64-bit Transmission Header contains seven 24-bit codewords, encoded as a 168-bit TDC block. 5.3.14.2 says that if the $(12+64=76)$, plus a few inserted zeros) data bits do not divide into an integral number of 12-bit segments, fill bits of zeros are added to the end. Note that this does NOT require the PL to parse the Transmission Header, since the length of the Transmission Header is fixed at 64 bits (see FIGURE 9).

c. Reliable broadcast involves the need for stations to return an acknowledgment to the originator of messages that are received with only the multicast data link address (see 5.3.4.2.2.2.1 and 5.3.4.2.2.2.2 -- the broadcast address is used at higher protocol layers) -- and the receiving station is not individually addressed in the message. There is no requirement for reliable broadcast at the Intranet or Data Link layer.

d. Type 4 acknowledgments (DRR and DRNR are discussed in 5.3.7.4.5.3.1.2 and 5.3.7.4.5.2.3, respectively) may be transmitted twice. The second transmission of the DRR/DRNR should be concatenated with other data link frame transmissions. The DTE should not access the network merely to transmit the second DRR/DRNR.

e. When a station receives an out-of-sequence I frame (see 5.3.7.2.5.4) it may send either an REJ or SREJ, depending upon whether the station can perform resequencing. A station should send SREJ when it can resequence received I frames and should send REJ otherwise.

f. N_4 (see 5.3.8.1.4.c) is the number of permitted re-transmissions. The number of times that a message may be transmitted is N_4+1 .

g. The following definition of Quiet Mode (see 5.3.11.2) will be used: When a station can not determine whether another station is in Quiet Mode, it should assume that the station is not in Quiet Mode. The fact that a station has entered Quiet Mode will be known globally over the Internet. While there is a possibility that some stations will not get the information, or will ignore the information; the protocol will not try to fix the problem. Specifically, there is no requirement for the last relayer to issue a proxy acknowledgment for stations that are operating in Quiet Mode.

6.3.3.1 Frequency of Access Ranking (FOAR).

FOAR is intended to increase the fairness of network access in DAP-NAD and DAV-NAD. This paragraph describes a network management tool that may be used as a stand alone mechanism or integrated into the system. It is recommended that systems implementing DAP-NAD or DAV-NAD utilize the FOAR algorithm to designate Station Number (SN). The

MIL-STD-188-220D w/ Change 1

algorithm requires that stations be numbered sequentially from 1 to NS where NS represents the total number of stations participating in the subnetwork. The number 1 should be provided to the station expected to require the most accesses (busiest station) and the highest number (NS) provided to the least busy station. The algorithm for this scheme is shown below.

SN = ((FOAR + 1) / 2): if FOAR is odd

SN = FOAR/2 + (INT (NS + 1) / 2): if FOAR is even, where INT (NS +1)/2 is a number truncated to the nearest integer.

Example: Using a network with 8 nodes (A-H). H is busiest, A is next busiest, B is next, D is next and G is least. The ordering for FOAR would be H, A, B, D, C, E, F, G which are assigned sequential numbers 1-8 respectively.

Station Name	Station FOAR	Station Number for DAP-NAD
H	1	$1=(1+1)/2$
A	2	$5=2/2 + \text{INT} ((8+1)/2)$
B	3	$2=(3+1)/2$
D	4	$6=4/2 + \text{INT} ((8+1)/2)$
C	5	$3=(5+1)/2$
E	6	$7=6/2 + \text{INT} ((8+1)/2)$
F	7	$4=(7+1)/2$
G	8	$8=8/2 + \text{INT} ((8+1)/2)$

A network manager would provide each participating system in the network with a unique Station Number based on the above algorithm.

6.3.3.2 Generation of unique six octet Data Link Layer address for IPv6.

Section 5.3.4.2.2.1.3.2 requires any system using IPv6 at the Network Layer to have a static and universally unique six octet Data Link Layer address. This is a condition that must be met in the commercial world for Ethernet cards, which serve as the primary means of participation on the internet. This is achieved through the use of 48-bit Extended Unique Identifiers (EUI-48), which are regulated by the Institute of Electrical and Electronics Engineers (IEEE). EUI-48 values are formed by concatenating a 24-bit Organizational Unique Identifier (OUI) administered by the IEEE Registration Authority and a 24-bit extension identifier assigned by the organization with that OUI assignment. This allows the assignee to generate approximately 16 million unique EUI-48 values.

The recommended implementation for guaranteeing a static and universally unique six octet Data Link Layer address in MIL-STD-188-220 applications is to follow the commercial standards as closely as possible. This presents the advantages of capitalizing on commercial practices and reducing government overhead. Equipment using IPv6 for the Network Layer will

MIL-STD-188-220D w/ Change 1

obtain its six octet Data Link Layer address in one of two ways, depending on the status of the hardware.

6.3.3.2.1 Pre-fielded equipment.

This method for assigning six octet Data Link Layer addresses applies to equipment that have not yet been fielded (i.e. delivered equipment in spares status, laboratory equipment, and commercial equipment).

- a. The equipment Vendor must register for an OUI with the IEEE Registration Authority.
- b. The equipment Vendor must serialize their equipment produced that uses IPv6 at the Network Layer with a MIL-STD-188-220 protocol stack using 24-bit serial numbers, which serves as a 24-bit extension identifier.
- c. The equipment Vendor assigns the static six octet Data Link Layer address to the equipment by concatenating their Vendor OUI with the equipment serial number.
- d. The Vendor must store this six octet address in the equipment in non-volatile memory.
- e. The Vendor must provide a utility for changing this stored address.

6.3.3.2.2 Fielded equipment.

This method for assigning static and universally unique six octet Data Link Layer addresses applies to equipment that is actively fielded.

- a. The fielding Service must register for an OUI with the IEEE Registration Authority.
- b. The fielding Service must assign the equipment a 24-bit Unit Reference Number (URN), which serves as a 24-bit extension identifier.
- c. The fielding Service uses the Vendor-supplied utility for changing the stored six octet Data Link Layer address to assign the static and universally unique address, formed by concatenating their Service OUI with the equipment URN.

Additional information concerning the commercial standard (EUI-48) can be found here:

<http://standards.ieee.org/regauth/oui/tutorials/EUI48.html> .

6.3.4 Intranet Layer.

The following implementation details should be considered when implementing the DL of MIL-STD-188-220:

- a. Relayers optionally may collapse the Intranet Header to remove addresses that are not on the path to or from the relaying node (see 5.4.1.1.9.5.1). The destination node would still have sufficient information to return an acknowledgment. Interoperability is not affected because the complete path between originator and destination is not corrupted. Collapsing the

MIL-STD-188-220D w/ Change 1

Intranet Header would minimize bandwidth utilization but would probably increase processing time at each relay and could destroy information that might be useful to network management functions.

b. The source node will be included as the first entry in every Topology Update (see 5.4.1.2) sent by the INC. The Node Address and Node Predecessor will be set to the station ID (link address) of the source node. The Quiet and Non-relay Status bits will be set to that station's current status. The hop length field will be set to 0. The remaining entries in the Topology Update have no implied ordering. A node aware only of itself will generate an initial update containing just its own entry.

c. Topology Update messages (see 5.4.1.2) are broadcast unreliably.

d. In the Topology Update Data Structure (FIGURE 32), the "node address" and "node predecessor address" (see 5.4.1.2.3 and 5.4.1.2.5, respectively) have been implemented in the INC and some IDMs in the following manner, for single octet addressing only:

Both of these addresses are "the link address of the node in the Intranet". The link address is seven bits long (see 5.3.4.2.2.1). As such, bits 0 through 6 contain the "link address" used in the node address and node predecessor address. Bit 7 will be zero. Note: The C/R bit and the extension bit associated with the link address will not be used in the Topology Update Data Structure.

e. Topology Update (see 5.4.1.2) and Topology Update Request messages (see 5.4.1.3) use Data Link Type 1, unacknowledged, procedures.

f. The precedence of Topology Update (see 5.4.1.2) and Topology Update Request messages (see 5.4.1.3) is user defined.

g. Receiving a Topology Update Request (see 5.4.1.3) indicates an operational two-way (bi-directional) link.

h. It is possible for the Min_Update_Per parameter (see H.4.4.2) to take different values on a node-by-node basis within a net. There is essentially no problem unless one of the nodes takes the value 0. Assume node A has this value set to 0. Node A is not permitted to respond to topology requests. Nodes without traffic for this node issue topology update requests to try to set up links. Node A does not respond. Once a node (e.g. B) sets up a valid link with a link layer acknowledgment, a topology update listing this connection is advertised. All other nodes without a link will switch to a 2-hop path using node B as a relay to node A. Therefore, it is logical that the Min_Update_Per value should be set on a network-wide basis. An alternative solution is available: The non-participant can announce this fact in a Topology Update message that identifies itself in the Node 1 Address field and the Node 1 Predecessor Address field and by setting the NR bit in the Node 1 Destination/Status Byte.

MIL-STD-188-220D w/ Change 1

i. I.5.3 presents the solution to Source Directed Relay Example 3 as C-E-F-G-H-D. An equally valid solution is D-C-E-F-G-H.

6.3.4.1 Allocation of memory required for reassembly.

The allocation of finite memory resources used for reassembling fragments must be considered. When available, implementations should allocate the total amount of memory required to reassemble the original data based on the Total Number of Fragments field value and the amount of data contained in the first complete fragment (i.e. not the fragment with Fragment Number equal to Total Number of Fragments) received. Once all of the memory required for reassembly is allocated, received fragments can be copied directly to the proper location within memory, even in the case that a fragment is received out of order. In the event that adequate memory is not available to reassemble a higher precedence message, the reassembly of one or more lower precedence messages with the smallest number of received fragments should be aborted such that the memory space required to begin reassembling the higher precedence message can be allocated.

6.3.4.2 Deallocation of memory used for reassembly.

The deallocation of finite memory resources used for reassembling fragments must be considered. After a IL-Data Indication has been generated (subsequent to the reassembly of all fragments associated with a source/originator and Message Identification Number) and the upper layer protocol has finished processing the received message, or if the Reassembly Inactivity Timer has expired, storage for that message can be deallocated and reused for the reassembly of subsequent packets.

6.3.5 CNR Management process using XNP.

a. The CNR Management process is recommended to reduce operator burden by providing automated support for the management function.

b. There is no requirement to respond to an XNP Join Request message (see E.4.2.1). If operational conditions permit, an interval timer may be used to schedule the retransmission of an XNP Join Request message (see E.6.2).

6.3.6 Interoperation with Internet Protocols.

a. Figure 4 of RFC 791 (Internet Protocol) is interpreted as having the LSB on the RIGHT. This means that the Internet Header Length (IHL) field will be transmitted before the Version Number by the MIL-STD-188-220 lower layers.

b. Message exchanges using this standard over CNR should be accomplished using User Datagram Protocol (UDP), as described in RFC 768. Transmission Control Protocol (TCP), described in RFC 793, should be reserved for upper layer services that require Transport layer reliability.

MIL-STD-188-220D w/ Change 1

c. The Internet Address Numbering Authority has assigned Open Shortest Path First Version 2 (OSPF2) (see RFC 2328) interface Type Value 85 for CNR.

6.4 Changes from previous issue.

Marginal notations are used in this revision to identify changes with respect to the previous issue.

MIL-STD-188-220D w/ Change 1

APPENDIX A

ABBREVIATIONS AND ACRONYMS

A.1 General.

A.1.1 Scope.

This appendix used to contain a list of abbreviations and acronyms pertinent to MIL-STD-188-220. The acronyms are in section 3 of this standard. This appendix is left blank to maintain appendix conformity.

MIL-STD-188-220D w/ Change 1

APPENDIX B

DOD STANDARDIZED PROFILE IMPLEMENTATION CONFORMANCE STATEMENTS (DSPICS) REQUIREMENTS LIST (DPRL)

B.1 General

This appendix has two functions:

- a. It provides the DoD Standardized Profile Implementation Conformance Statements (DSPICS) Requirements List (DPRL) for implementations of Combat Net Radios. An implementation's completed DPRL is called the DSPICS. The DSPICS states which features, capabilities and options have been implemented by any system built using this standard.
- b. It provides a summary of which MIL-STD-188-220 features and capabilities are mandatory or optional. In the event that there is an apparent conflict between this appendix and the main volume, one of the following actions shall be taken:
 1. The "mandatory" option shall be selected in preference to the "optional" option.
 2. The matter shall be referred to the CNRWG for adjudication.

This document contains numerous essential technical parameters in the form of mandatory and optional design objectives in which, in some situations, the parent capability is optional but the value is mandatory if the optional capability is elected. Even though the child value is mandatory, it does not mean the parent capability is mandatory.

Example: The Synchronous capability is a mandatory requirement that all systems must implement. The Asynchronous capability is an optional requirement, but if elected then the Frame Synchronization field is mandatory. The fact that the Frame Synchronization field is mandatory if the Asynchronous process is selected does not mean that the Asynchronous process is a mandatory requirement.

The main part of this appendix is a fixed-format questionnaire divided into a number of major sections; these can be divided into subsections each containing a group of individual items. Answers to the questionnaire items shall be provided in the Support column by simply marking an answer (i.e., by checking the applicable entry) to indicate a restricted choice (Yes or No) or by entering a value or a set of range of values.

MIL-STD-188-220D w/ Change 1

APPENDIX B

The structure of the DSPICS questionnaire consists of 3 main sections:

- (1) Physical Layer
- (2) Data Link Layer
- (3) Network Layer [Intranet and Subnetwork Dependent Convergence Function (SND CF)]

An item identification number in the first column identifies each item. The second column contains the statement of function or the question to be answered. The third column contains the reference to the material that specifies the item in the main body of the standard. The next two columns record the status of the item – whether support is mandatory, optional, prohibited or conditional – and provide the space for answers. The last column is used to list comments by their numerical endnote designator.

Implementers shall show the extent of compliance by completing the DPRL. That is, compliance to all mandatory requirements and the options that are not supported are shown. The resulting completed DPRL is called a DSPICS. If a conditional requirement is inapplicable, the “No” choice shall be used. If a mandatory requirement is not satisfied, exception information must be supplied by entering a reference Xi in the Notes column, where i is a unique identifier, to an accompanying rationale for the noncompliance.

B.1.1 Scope.

This appendix contains the minimum set of MIL-STD-188-220 features required for joint interoperability. It is intended to be used by a variety of personnel including system designers, procurers, implementers, developers and users. The following shall use the DSPICS:

- a. The protocol implementer, as a checklist to reduce the risk of failure to conform to the standard through oversight and to inform any interested parties of the system implementation.
- b. The supplier and acquirer or potential acquirer of the implementation, as a detailed indication of the capabilities of the implementation, stated relative to the common basis for understanding provided by the standard DSPICS proforma.
- c. The user or potential user of the implementation, as a basis for initially checking the level of interoperability with another implementation. (Note that, while interoperability can never be guaranteed, failure to interoperate can often be predicted from incompatible DSPICSs).
- d. A protocol tester, as the basis for selecting appropriate tests against which to assess the claim for conformance of the implementation.

B.1.2 Application.

The content of this appendix is a mandatory part of MIL-STD-188-220. The information contained herein is intended for compliance.

MIL-STD-188-220D w/ Change 1

APPENDIX B

B.2 Applicable documents.

None.

B.3 Notation.

The following notations and symbols are used in the DPRL to indicate the status of features:

Status Symbols

M	- mandatory
M.<n>	- support of every item of the group labeled by the same numeral <n> required, but only one is active at a time
O	- optional
O.<n>	- optional, <n> is the number of optional selections
P	- item number
P:O.<n>	- parent item number of this option and number of options related to the parent when there is more than one
C	- conditional
NA	- non-applicable (i.e., logically impossible in the scope of the profile)
X	- excluded or prohibited
i	- out of scope of profile (left as an implementation choice)

In addition, the symbol “•” is used to indicate an option whose status is not constrained by the profile (status in the base standard). The O.<n> notation is used to show a set of selectable options (i.e., one or more of the set must be implemented) with the same identifier <n>.

Notations for Conditional Status

The following predicate notations are used:

<predicate>:: This notation introduces a group of items, all of which are conditional on <predicate>.

<predicate>: This notation introduces a single item, which is conditional on <predicate>.

In each case, the predicate may identify a profile feature, or a Boolean combination of predicates. (“^” is the symbol for logical negation.)

<index>:	This predicate symbol means that the status following it applies only when the DSPICS states that the features identified by the index are supported. In the simplest case, <index> is the identifying tag of a single DSPICS item. The symbol <index> also may be a Boolean expression composed of several indices.
<index>::	When this group predicate is true, the associated clause should be completed.

MIL-STD-188-220D w/ Change 1

APPENDIX B

Support Column Symbols

The support of every item as claimed by the implementer is stated by checking the appropriate answer (Yes or No) in the support column:

- Yes Supported by the implementation
- No Not supported by the implementation
- Not applicable

B.4 Implementation requirements.

MIL-STD-188-220 requirements are described in Section 5 and APPENDIX B, APPENDIX C, APPENDIX D, APPENDIX E, APPENDIX F, APPENDIX G, APPENDIX H, APPENDIX I, APPENDIX J, APPENDIX K, and APPENDIX L. This appendix categorizes requirements, identified by MIL-STD-188-220 paragraph numbers, as Mandatory, Conditional or Optional. Unless otherwise specified, the category assigned to a requirement applies to all subordinate subparagraphs for the requirement. Fully compliant systems shall implement all mandatory and conditional requirements. Minimally compliant systems shall implement all mandatory requirements and some conditional requirements as described in this appendix.

B.5 Detailed requirements.

For detailed requirements see ANNEX A.

APPENDIX B

ANNEX A

A.1 MIL-STD-188-220D Profile Protocol Stack.

MIL-STD-188-220D Layers	Base Standard
NETWORK LAYER	5.4
INTRANET LAYER	5.4.1
DATA LINK LAYER	5.3
PHYSICAL LAYER	5.1 & 5.2

A.2 Implementation Identification.

Supplier	
Contact point for queries about the DSPICS	
Implementation Name(s) and Version(s)	
Other information necessary for full identification (e.g. name(s) and version(s) of machines and/or operating systems, system name(s))	

A.2.1 Protocol Summary.

Identification of Protocol Specification	Military Standard, Interoperability Standard for Digital Message Transfer Device Subsystems, MIL-STD-188-220D.
Identification of amendments and corrigenda to the DSPICS Proforma	Military Standard, Interoperability Standard for Digital Message Transfer Device Subsystems, MIL-STD-188-220D. Am.: Corr.:
	Am.: Corr.:
	Am.: Corr.:
	Am.: Corr.:
	Am.: Corr.:
Protocol Version(s) supported	
Date of Statement	

APPENDIX B

ANNEX A

A.3 CNR Requirements List.

The following tables give the DPRL for the MIL-STD-188-220 Intranet Layer, Data Link Layer and Physical Layer. The support column describes the implementation.

A.3.1 Basic Requirements.

Item (series)	Protocol Feature	Reference	Status	Support	Notes
100	Physical Layer	5.1 5.2	M	Yes__ No__	
200	Data Link Layer	5.3	M	Yes__ No__	
300	Network Layer	5.4	M	Yes__ No__	
301	Intranet Layer Protocol	5.4.1	M	Yes__ No__	
302	Subnetwork Dependent Convergence Function (SND CF)	5.4.2	M	Yes__ No__	
303	Lower layer protocol network settings	5.5	O	Yes__ No__	

A.4 Physical Layer DPRL.

Item	Protocol Feature	Reference	Status	Support	Notes
100	Physical Layer	5.1	M	Yes__ No__	
100.a	The physical layer (PL) shall provide the control functions required to activate, maintain, and deactivate the connections between communications systems	5.1	M	Yes__ No__	
101	Transmission Channel Interfaces	5.1.1 APPENDIX L	M	Yes__ No__	
102	Physical Layer Protocol	5.2	M	Yes__ No__	

A.4.1 Transmission Channel Interfaces.

Item	Protocol Feature	Reference	Status	Support	Notes
101	Transmission Channel Interfaces	5.1.1 APPENDIX L	M	Yes__ No__	

APPENDIX B

ANNEX A

A.4.2 Physical Layer Protocol.

Item	Protocol Feature	Reference	Status	Support	Notes
102	Physical Layer Protocol	5.2	M	Yes__ No__	
102.1	Physical Layer PDU	5.2.1	M	Yes__ No__	
102.1.a	The transmission frame shall be the basic PDU of the PL	5.2.1	M	Yes__ No__	
102.1.b	DMTD subsystems or applicable C4I systems shall support the Synchronous Mode of transmission as a minimum for joint interoperability purposes	5.2.1	M	Yes__ No__	
102.1.c	DMTD subsystems or applicable C4I systems may support the Asynchronous Mode of transmission at this standard interface	5.2.1	O	Yes__ No__	
102.1.d	DMTD subsystems or applicable C4I systems may support the Packet Mode of transmission at this standard interface	5.2.1	O	Yes__ No__	
102.1.1	Communication Security Preamble and Postamble	5.2.1.1	O	Yes__ No__	
102.1.1.a	COMSEC preamble field shall be used to achieve cryptographic synchronization over the link	5.2.1.1	102.1.1:M	Yes__ No__	
102.1.1.b	COMSEC postamble field shall be used to provide an end-of-transmission flag to the COMSEC equipment at the receiving station	5.2.1.1	102.1.1:M	Yes__ No__	
102.1.2	Phasing	5.2.1.2	102.1.b:O 102.1.c:M	Yes__ No__	
102.1.2.a	Phasing shall be a string of alternating ones and zeros, beginning with a one, sent by DTE	5.2.1.2	102.1.2:M	Yes__ No__	
102.1.2.b	For Packet Mode interfaces, the length of this field shall be 0 (zero)	5.2.1.2	412.1.1.6:M	Yes__ No__	
102.1.2.c	Phasing shall be used with Asynchronous mode.	5.2.1.2	102.1.2:M	Yes__ No__	
102.1.3	Transmission Synchronization Field	5.2.1.3	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
102.1.3.a	SFS shall be used to achieve synchronization when implementing the mandatory Synchronous Mode of Transmission	5.2.1.3	102.1.b :M	Yes__ No__	
102.1.3.b	SFS shall be used to achieve synchronization when implementing the optional Asynchronous Mode of Transmission	5.2.1.3	102.1.c :M	Yes__ No__	
102.1.3.c	RFS shall be used to achieve synchronization when implementing the optional Robust Communication Protocol (RCP) in the both Synchronous mode and Asynchronous mode	5.2.1.3	102.1.3.d:M	Yes__ No__	
102.1.3.d	The RCP, available in some radios is optional for both the Asynchronous and Synchronous modes	5.2.1.3	102.1.b and 102.1.c:O	Yes__ No__	
102.1.3.1	Synchronous Mode Transmission Synchronization Field	5.2.1.3.1	102.1.b :M	Yes__ No__	
102.1.3.1.1	Frame Synchronization subfield	5.2.1.3.1.1	102.1.3.1:M	Yes__ No__	
102.1.3.1.1.a	Frame synchronization subfield shall consist of one-of-two fixed 64-bit synchronization pattern as shown in FIGURE 6 or FIGURE 7.	5.2.1.3.1.1	102.1.3.1:M	Yes__ No__	
102.1.3.1.1.b	The receiver shall correlate for the frame synchronization pattern	5.2.1.3.1.1	102.1.3.1:M	Yes__ No__	
102.1.3.1.1.c	A pattern shall be detected if 13 or fewer bits are in error with non-inverted or inverted data	5.2.1.3.1.1	102.1.3.1:M	Yes__ No__	
102.1.3.1.1.d	If the correlation detects an inverted synchronization pattern, all received data shall be inverted before any other received processing is performed	5.2.1.3.1.1	102.1.3.1:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
102.1.3.1.1.e	If the standard Synchronization Pattern for Standard Frame Synchronization subfield is detected, the receiver shall assume the optional RCP processing is not requested for this transmission	5.2.1.3.1.1	102.1.3.1:M	Yes__ No__	
102.1.3.1.1.f	If the robust frame synchronization pattern is detected before the standard frame synchronization subfield, the receiver shall assume the optional RCP processing is requested for this transmission	5.2.1.3.1.1	102.1.3.c and 102.1.3.d:M	Yes__ No__	
102.1.3.1.1.g	If the robust frame synchronization pattern is detected, the robust frame format subfield shall be used to determine what physical level processing is required for data reception	5.2.1.3.1.1	102.1.3.1.f:M	Yes__ No__	
102.1.3.1.1.h	If the robust frame synchronization pattern is used, the standard frame synchronization pattern shall not be used	5.2.1.3.1.1	102.1.3.1:M	Yes__ No__	
102.1.3.1.2	Robust Frame Format subfield	5.2.1.3.1.2	102.1.3.c and 102.1.3.1.1.g:M	Yes__ No__	
102.1.3.1.2.a	The robust frame format subfield shall be used only with the robust frame synchronization subfield for RCP processing	5.2.1.3.1.2	102.1.3.1.2:M	Yes__ No__	
102.1.3.1.2.b	The robust frame format subfield shall be formatted with multi-dwell majority vote 3 out of 5 BCH (15,7) coding with no scrambling and no convolutional encoding.	5.2.1.3.1.2	102.1.3.1.2:M	Yes__ No__	
102.1.3.1.3	Message Indicator	5.2.1.3.1.3	102.1.1:O	Yes__ No__	
102.1.3.1.4	TWC subfield	5.2.1.3.1.4	102.1.3.1:M	Yes__ No__	
102.1.3.1.4.a	The TWC calculation shall include the length of the TWC and data field	5.2.1.3.1.4	102.1.3.1.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
102.1.3.1.4.b	If the number of bits in the data field will not be evenly divisible by 16, the word count shall be rounded to the next higher integer and a variable number of zeros, 0 to 15, shall be appended after the final link layer frame in order to make the Transmission Unit an integral number of 16-bit words	5.2.1.3.1.4	102.1.3.1.4:M	Yes__ No__	
102.1.3.1.4.c	These zeros shall not be subject to FEC or TDC	5.2.1.3.1.4 G.3.7.1.3	102.1.3.1.4:M	Yes__ No__	
102.1.3.2	Asynchronous Mode Transmission Synchronization Field	5.2.1.3.2	102.1.c:M	Yes__ No__	
102.1.3.2.1	Frame Synchronization subfield	5.2.1.3.2.1 5.2.1.3.1.1	102.1.3.2:M	Yes__ No__	
102.1.3.2.2	Robust Frame Format subfield	5.2.1.3.2.2 5.2.1.3.1.2	102.1.3.2:M	Yes__ No__	
102.1.3.2.3	Message Indicator	5.2.1.3.2.3 5.2.1.3.1.3	102.1.1:O	Yes__ No__	
102.1.3.2.4	TWC subfield	5.2.1.3.2.4 5.2.1.3.1.4	102.1.3.2:M	Yes__ No__	
102.1.3.3	Packet Mode Transmission Synchronization Field	5.2.1.3.3	102.1.d :O	Yes__ No__	
102.1.3.3.a	When a DTE has data to send to the radio (DCE) it shall transmit flags on the 'T' lead until flags are received from the radio (DCE) on the 'R' lead, then data shall be sent to the radio (DCE) on the 'T' lead	5.2.1.3.3	102.1.3.3:M	Yes__ No__	
102.1.3.3.b	A variable number (at least one) of lead flags shall be transmitted prior to the actual data	5.2.1.3.3	102.1.3.3:M	Yes__ No__	
102.1.3.3.c	On the receive side, the radio (DCE) shall send at least one flag prior to the data it sends to the DTE	5.2.1.3.3	102.1.3.3:M	Yes__ No__	
102.1.3.4	Robust Communication Protocol (RCP)	5.2.1.3.4	102.1.3.d:O	Yes__ No__	
102.1.4	Data field	5.2.1.4	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
102.1.4.a	The data field shall contain the string of bits, comprising the Transmission Header and concatenated data link frames, created by the data link layer following the procedures for framing, zero bit insertion, concatenation, FEC, TDC, and scrambling.	5.2.1.4	M	Yes__ No__	
102.1.5	Bit Synchronization field	5.2.1.5	102.1.3.1:O	Yes__ No__	
102.1.5.a	This field shall be used to provide the receiver a signal for re-establishing bit synchronization	5.2.1.5	102.1.5:M	Yes__ No__	
102.1.5.b	The bit synchronization field shall be a 64-bit pattern that consists of alternating ones and zeros, beginning with a one.	5.2.1.5	102.1.5 and 209.4:M	Yes__ No__	
102.2	NAC related indications	5.2.2	M	Yes__ No__	
102.2.a	Upon detection of a net busy, the net busy indicator shall be set	5.2.2	M	Yes__ No__	
102.2.b	The net busy sensing indicator shall be reset when neither digital data nor voice is detected by the net busy sensing function	5.2.2 C.4.1	M	Yes__ No__	
102.3	PL to upper layer interactions	5.2.3	M	Yes__ No__	
102.3.a	PL-Unitdata Request data/data length	5.2.3.a	102.3:O	Yes__ No__	
102.3.b	PL-Unitdata Indication data/data length	5.2.3.b	102.3:O	Yes__ No__	
102.3.c	PL-Status Indication net activity	5.2.3.c	102.3:O	Yes__ No__	

APPENDIX B

ANNEX A

A.5 Data Link Layer DPRL

Item	Protocol Feature	Reference	Status	Support	Notes
200	Data Link Layer	5.3	M	Yes__ No__	
200.a	The data link layer shall provide the control functions to ensure the transfer of information over established physical paths, to provide framing requirements for data, and to provide for error control	5.3	M	Yes__ No__	
201	Transmission Header	5.3.1	M	Yes__ No__	
202	Network Access Control (NAC)	5.3.2	M	Yes__ No__	
203	Types of Procedures	5.3.3	M	Yes__ No__	
204	Data Link Frame	5.3.4	M	Yes__ No__	
205	Operational Parameters	5.3.5	M	Yes__ No__	
206	Commands and Responses	5.3.6	M	Yes__ No__	
207	Description of Procedures by Type	5.3.7	M	Yes__ No__	
208	Data Link Initialization	5.3.8	M	Yes__ No__	
209	Frame Transfer	5.3.9	M	Yes__ No__	
210	Flow Control	5.3.10	M	Yes__ No__	
211	Acknowledgment and Response	5.3.11	M	Yes__ No__	
212	Invalid Frame	5.3.12	M	Yes__ No__	
213	Retransmission	5.3.13	M	Yes__ No__	
214	Error Detection and Correction (not used in packet mode)	5.3.14	102.1.3.1:M 102.1.3.2:M 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
215	Data Scrambling (not used in packet mode)	5.3.15	O	Yes__ No__	
216	Data Link Layer Interactions	5.3.16	O	Yes__ No__	

APPENDIX B

ANNEX A

A.5.1 Transmission Header.

Item	Protocol Feature	Reference	Status	Support	Notes
201	Transmission Header	5.3.1	M	Yes__ No__	
201.a	The TWC, MI and Transmission Header shall have Golay FEC applied when operating in the Asynchronous and Synchronous modes	5.3.1	M	Yes__ No__	
201.b	TDC (7x24) bit interleaving shall be applied in unison with the FEC on the TWC and Transmission Header	5.3.1	M	Yes__ No__	
201.c	The data shall be formatted into a TDC block composed of seven (7) 24-bit Golay (24,12) codewords in a manner analogous to 5.3.14.3	5.3.1, 5.3.14.3	M	Yes__ No__	
201.1	Selection Bits	5.3.1.1	M	Yes__ No__	
201.1.a	Scrambling, if used, shall be applied before any FEC and TDC is applied. FEC, TDC and scrambling are not applied when the Packet Mode Interface described in L.4.1.6 is used at the PL.	5.3.1.1	102.1.3.1:O 102.1.3.2:O 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
201.2	MIL-STD-188-220 Version	5.3.1.2	M	Yes__ No__	
201.2.a	This subfield shall identify the MIL-STD-188-220 Version used to generate this message	5.3.1.2	M	Yes__ No__	
201.2.b	MIL-STD-188-220D w/CHANGE 1 compliant systems shall use the value "2" for all transmitted messages	5.3.1.2	M	Yes__ No__	
201.2.c	Received DL PDUs with a MIL-STD-188-220 Version field value that is not equal to 2 shall be discarded by stations that implement only MIL-STD-188-220D w/CHANGE 1	5.3.1.2	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
201.2.d	A DL-Error Indication shall be generated indicating that an unsupported MIL-STD-188-220 Version field value was received.	5.3.1.2	M	Yes__ No__	
201.3	Transmission Queue Field	5.3.1.3	M	Yes__ No__	
201.3.1	T-bits	5.3.1.3.1	M	Yes__ No__	
201.3.1.a	If the T-bits are “00”, the transmission queue subfield does not contain information and is ignored	5.3.1.3.1	M	Yes__ No__	
201.3.1.b	If the T-bits are “01”, the transmission queue subfield is used in conjunction with RE-NAD.	5.3.1.3.1	202.4.4:M	Yes__ No__	
201.3.1.c	If the T-bits are “10”, the transmission queue subfield is used in conjunction with DAP-NAD and DAV-NAD.	5.3.1.3.1	202.4.5:M	Yes__ No__	
201.3.1.d	If the T-bits are “11”, this bit sequence is invalid and shall be ignored. Data link frame(s) after this header shall be processed normally.	5.3.1.3.1	M	Yes__ No__	
201.3.2	Queue Precedence	5.3.1.3.2	202.4.4:M	Yes__ No__	
201.3.3	Queue Length	5.3.1.3.3	202.4.4:M	Yes__ No__	
201.3.4	Data link Precedence	5.3.1.3.4	202.4.5:M	Yes__ No__	
201.3.4.a	It shall contain the value 0 if an urgent message is in the frame, 1 if a priority but no urgent message is in the frame and 2 if neither an urgent nor priority message is in the frame	5.3.1.3.4	201.3.4:M	Yes__ No__	
201.3.4.b	Undefined precedence values shall be handled as routine	5.3.1.3.4	201.3.4:M	Yes__ No__	
201.3.5	First Station Number	5.3.1.3.5	202.4.5:M	Yes__ No__	
201.4	Flag Sequence	5.3.4.2.1	M	Yes__ No__	
201.5	Frame Check Sequence	5.3.4.2.5	M	Yes__ No__	

APPENDIX B

ANNEX A

A.5.2 Net Access Control (NAC).

Item	Protocol Feature	Reference	Status	Support	Notes
202	NAC	5.3.2	M	Yes__ No__	
202.a	As a minimum, DAP-NAD and R-NAD shall be available to regulate transmission opportunities for all participants when the network is operating in Synchronous Mode.	5.3.2	M	Yes__ No__	
202.1	Network Busy Sensing Function	APPENDIX C	M	Yes__ No__	
202.2	Response Hold Delay (RHD)	APPENDIX C	M	Yes__ No__	
202.3	Timeout Period (TP)	APPENDIX C	M	Yes__ No__	
202.4	NAD	APPENDIX C	M	Yes__ No__	
202.4.1	R-NAD	APPENDIX C	M	Yes__ No__	
202.4.2	P-NAD	APPENDIX C	O	Yes__ No__	
202.4.3	H-NAD	APPENDIX C	O	Yes__ No__	
202.4.4	RE-NAD	APPENDIX C	O	Yes__ No__	
202.4.5	DAP-NAD	APPENDIX C	102.1.3.2:M	Yes__ No__	
202.4.6	DAV-NAD	APPENDIX C	O	Yes__ No__	
202.5	Scheduler	5.3.2.1, C.4.4.4.1.1 C.4.4.4.1.5 C.4.4.4.1.6	202.4.4:M	Yes__ No__	
202.5.a	When a station has data to transmit, it shall calculate the scheduler timer as indicated in APPENDIX C	5.3.2.1 C.4.4.4.1	202.5:M	Yes__ No__	
202.5.b	When this timer expires, the link layer shall first determine that the previous frame concatenation was transmitted by the PL	5.3.2.1	202.5:M	Yes__ No__	
202.5.c	If the frame concatenation was not transmitted, the link layer shall request its transmission	5.3.2.1	202.5:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
202.5.d	If a higher precedence individual frame becomes available for transmission, the concatenated frames shall be re-built to include the higher precedence frame	5.3.2.1	202.5:M	Yes__ No__	
202.5.e	If the previous frame concatenation was transmitted, the link layer shall build a new frame concatenation. This frame concatenation shall then be passed to the PL for transmission	5.3.2.1	202.5:M	Yes__ No__	

A.5.3 Types of Procedures.

Item	Protocol Feature	Reference	Status	Support	Notes
203	Types of Procedures	5.3.3	M	Yes__ No__	
203.1	Type 1 Operation (unacknowledged connectionless)	5.3.3.1	M	Yes__ No__	
203.2	Type 2 Operation (connection-mode)	5.3.3.2	O	Yes__ No__	
203.2.a	With Type 2 operation, a data link connection shall be established between two systems prior to any exchange of information bearing PDUs	5.3.3.2	203.2:M	Yes__ No__	
203.2.b	The connection normally shall remain open until a station leaves the net	5.3.3.2	203.2:M	Yes__ No__	
203.3	Type 3 Operation (acknowledged connectionless)	5.3.3.3	M	Yes__ No__	
203.4	Type 4 Operation (decoupled acknowledged connectionless)	5.3.3.4	O	Yes__ No__	
203.5	Station Class	5.3.3.5	M	Yes__ No__	
203.5.a	Class A	5.3.3.5	203.5:O.<4>	Yes__ No__	
203.5.b	Class B	5.3.3.5	203.5:O.<4>	Yes__ No__	
203.5.c	Class C	5.3.3.5	203.5:O.<4>	Yes__ No__	
203.5.d	Class D	5.3.3.5	203.5:O.<4>	Yes__ No__	

APPENDIX B

ANNEX A

A.5.4 Data Link Frame.

Item	Protocol Feature	Reference	Status	Support	Notes
204	Data Link Frame	5.3.4	M	Yes__ No__	
204.a	The data link frame shall be the basic PDU of the link layer	5.3.4	M	Yes__ No__	
204.1	Types of Frames	5.3.4.1	M	Yes__ No__	
204.1.1	Unnumbered Frame (U-PDU) Type 1 operations Type 2 operations Type 3 operations Type 4 operations	5.3.4.1.1	203.1:M 203.2:M 203.3:M 203.4:M	Yes__ No__ Yes__ No__ Yes__ No__ Yes__ No__	
204.1.2	Information Frame (I-PDU) Type 1 operations Type 2 operations Type 3 operations Type 4 operations	5.3.4.1.2	X 203.2:M X X	No Yes__ No__ No No	
204.1.3	Supervisory Frame (S-PDU) Type 1 operations Type 2 operations Type 3 operations Type 4 operations	5.3.4.1.3	X 203.2:M X 203.4:M	No Yes__ No__ No Yes__ No__	
204.2	Data Link Frame Structure	5.3.4.2	M	Yes__ No__	
204.2.a	The basic elements of the data link frame shall be the opening flag sequence, the address field, the control field, the information field, the FCS, and the closing flag sequence	5.3.4.2	M	Yes__ No__	
204.2.b	Each Type 1, Type 2, Type 3 and Type 4 data link frame shall be structured as shown in the data link frame portion of FIGURE 12	5.3.4.2	M	Yes__ No__	
204.2.1	Flag Sequence	5.3.4.2.1	M	Yes__ No__	
204.2.1.a	All frames shall start and end with the 8-bit flag sequence of one 0 bit, six 1 bits, and one 0 bit (01111110)	5.3.4.2.1	M	Yes__ No__	
204.2.1.b	The flag shall be used for data link frame synchronization	5.3.4.2.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.2.2	Address Fields	5.3.4.2.2	M	Yes__ No__	
204.2.2.a	These fields shall identify the data link layer addresses of the source and destinations	5.3.4.2.2	M	Yes__ No__	
204.2.2.1	Address Format	5.3.4.2.2.1	M	Yes__ No__	
204.2.2.1.a	Single octet addressing shall be mandatory for any system using IPv4 or N-Layer Pass-Through at the Network Layer for synchronous, asynchronous, and packet modes of operation.	5.3.4.2.2.1	M	Yes__ No__	
204.2.2.1.b	Four octet and six octet addressing shall be optional for any system using IPv4 or N-Layer Pass-Through at the Network Layer for synchronous, asynchronous, and packet modes of operation.	5.3.4.2.2.1	M	Yes__ No__	
204.2.2.1.c	Six octet addressing shall be mandatory for any system using IPv6 at the Network Layer for synchronous, asynchronous, and packet modes of operation.	5.3.4.2.2.1	M	Yes__ No__	
204.2.2.1.d	Any system transmitting messages using IPv6 at the Network Layer shall only use six octets addressing at the Data Link Layer for Individual Addresses.	5.3.4.2.2.1	M	Yes__ No__	
204.2.2.1.1	Single Octet Addressing	5.3.4.2.2.1.1	M	Yes__ No__	
204.2.2.1.1.a	The source address octet shall consist of a command/response (C/R) designation bit (the LSB) followed by a 7-bit address representing the source	5.3.4.2.2.1.1	M	Yes__ No__	
204.2.2.1.1.b	Each destination octet shall consist of an extension bit (the LSB) followed by the 7-bit destination address. The destination address uses a modification of the HDLC extended addressing format	5.3.4.2.2.1.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.2.2.1.1.c	The destination address field shall be terminated by an octet that has the extension bit set to 1	5.3.4.2.2.1.1	M	Yes__ No__	
204.2.2.1.1.d	The format of the address fields shall be in the extended address field format	5.3.4.2.2.1.1	M	Yes__ No__	
204.2.2.1.2	Four Octets Addressing	5.3.4.2.2.1.2	O	Yes__ No__	
204.2.2.1.2.a	The four octets of address space shall be preceded by a single octet 32-bit marker subfield	5.3.4.2.2.1.2	204.2.2.1.2: M	Yes__ No__	
204.2.2.1.2.b	In the source address field the 32-bit marker subfield shall consist of a command/response (C/R) designation bit (the LSB) followed by a 7-bit value=126	5.3.4.2.2.1.2	204.2.2.1.2: M	Yes__ No__	
204.2.2.1.2.c	In the destination address field the 32-bit marker subfield shall consist of an extension bit (the LSB) followed by the 7-bit value = 126	5.3.4.2.2.1.2	204.2.2.1.2: M	Yes__ No__	
204.2.2.1.2.d	If the destination address field is extended, it shall be indicated by setting the extension bit of the 32-bit marker subfield of a destination address octet to 0. This subsequent address may be formatted in either four octets or a single octet.	5.3.4.2.2.1.2	204.2.2.1.2: M	Yes__ No__	
204.2.2.1.2.e	The destination address field shall be terminated by an octet (either a valid address or the 32-bit marker subfield) that has the extension bit set to 1	5.3.4.2.2.1.2	204.2.2.1.2: M	Yes__ No__	
204.2.2.1.2.f	The destination address field shall be extendible from 1 address to 16 addresses	5.3.4.2.2.1.2	204.2.2.1.2: M	Yes__ No__	
204.2.2.1.2.g	Four octets addresses shall be assigned within the address range 0.0.0.0 to 255.255.255.255 in dot notation	5.3.4.2.2.1.2	204.2.2.1.2: M	Yes__ No__	
204.2.2.1.2.1	32-Bit marker Field	5.3.4.2.2.1.2.1	204.2.2.1.2:O	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.2.2.1.3	Six Octets Addressing	5.3.4.2.2.1.3	204.2.2.1.c: M	Yes__ No__	
204.2.2.1.3.a	The six octets of address space shall be preceded by a single octet 48-bit marker subfield	5.3.4.2.2.1.3	204.2.2.1.3: M	Yes__ No__	
204.2.2.1.3.b	In the source address field the 48-bit marker subfield shall consist of a command/response (C/R) designation bit (the LSB) followed by a 7-bit value = 125	5.3.4.2.2.1.3	204.2.2.1.3: M	Yes__ No__	
204.2.2.1.3.c	In the destination address field the 48-bit marker subfield shall consist of an extension bit (the LSB) followed by the 7-bit value = 125	5.3.4.2.2.1.3	204.2.2.1.3: M	Yes__ No__	
204.2.2.1.3.d	If the destination address field is extended, it shall be indicated by setting the extension bit of the 48-bit marker subfield of the destination address octet to 0. This subsequent address may be formatted in either six octets or a single octet (i.e. special, group multicast or global multicast).	5.3.4.2.2.1.3	204.2.2.1.3: M	Yes__ No__	
204.2.2.1.3.e	The destination address field shall be terminated by an octet (either a valid address or the 48-bit marker subfield) that has the extension bit set to 1	5.3.4.2.2.1.3	204.2.2.1.3: M	Yes__ No__	
204.2.2.1.3.f	The destination address field shall be extendible from 1 address to 16 addresses	5.3.4.2.2.1.3	204.2.2.1.3: M	Yes__ No__	
204.2.2.1.3.g	Six octet address shall be assigned within the address range 0 to $2^{48} - 1$ (00-00-00-00-00-00 to FF-FF-FF-FF-FF-FF in hex notation).	5.3.4.2.2.1.3	204.2.2.1.3: M	Yes__ No__	
204.2.2.1.3.1	48-Bit Marker Subfield	5.3.4.2.2.1.3.1	204.2.2.1.3:O	Yes__ No__	
204.2.2.1.3.1.a	Guaranteed Uniqueness of Six Octet Address when using IPv6	5.3.4.2.2.1.3.2	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.2.2.1.3.1.b	Systems using IPv6 at the Network Layer shall only use six octet addressing and shall ensure that they have a universally unique six octet Data Link Layer address.	5.3.4.2.2.1.3.2	M	Yes__ No__	
204.2.2.1.3.1.c	This universally unique six octet Data Link Layer address shall be static and shall not change while a system is an active participant on an IPv6 network.	5.3.4.2.2.1.3.2	M	Yes__ No__	
204.2.2.2	Multicast Address Format	5.3.4.2.2.2	M	Yes__ No__	
204.2.2.2.a	only members of the multicast group shall receive and pass the payload to the N+1 layer	5.3.4.2.2.2	204.2.2.2:M	Yes__ No__	
204.2.2.2.1	<u>One-hop Multicast Address</u>	5.3.4.2.2.2.1	204.2.2.2:M	Yes__ No__	
204.2.2.2.1.a	One-hop multicast, used when broadcasting messages to all One-hop neighbors in the MIL-STD-188-220 subnetwork, shall be implemented by specifying the bit pattern 1111111 (127) in the data link header as the destination address	5.3.4.2.2.2.1	204.2.2.2.1:M	Yes__ No__	
204.2.2.2.1.b	If the One-hop multicast is used, it shall be the only multicast destination address in the data header, but unicast addresses are allowed with the One-hop Multicast to specify stations which are required to acknowledge the data link frame	5.3.4.2.2.2.1	204.2.2.2.1:M	Yes__ No__	
204.2.2.2.1.c	All stations shall be capable of receiving and sending this address, and all stations shall process the information contained within the data link frame	5.3.4.2.2.2.1	204.2.2.2.1:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.2.2.2.1.d	Data link acknowledgment of the One-hop Multicast address shall not be allowed, although the TEST response PDU is allowed in the case where a TEST message is received with the One-hop Multicast address in the data link destination field and the poll bit is set to 0	5.3.4.2.2.2.1	204.2.2.2.1:M	Yes__ No__	
204.2.2.2.1.e	Coupled data link acknowledgment of the One-hop Multicast address using the F-bit shall not be transmitted	5.3.4.2.2.2.1	204.2.2.2.1:M	Yes__ No__	
204.2.2.2.1.f	An uncoupled TEST response PDU with its F-bit set to zero shall be sent in response to a TEST command PDU addressed to the One-hop address	5.3.4.2.2.2.1	204.2.2.2.1:M	Yes__ No__	
204.2.2.2.2	Global Group Multicast Address	5.3.4.2.2.2.2	204.2.2.2:O	Yes__ No__	
204.2.2.2.2	Group Multicast Address Format	5.3.4.2.2.2.3	204.2.2.2:M	Yes__ No__	
204.2.2.2.3.a	When a station receives a valid Data Link frame with Group Multicast addresses as a destination address and if the station is a member of the group, the payload shall be passed to the Intranet Layer for processing	5.3.4.2.2.2.3	204.2.2.2.3:M	Yes__ No__	
204.2.2.2.3.b	When using single, four or six octet addressing Destination address (e.g., IPv4, IPv6 or URN multicast address) shall be mapped to a Group Multicast address.	5.3.4.2.2.2.3	204.2.2.2.3:M	Yes__ No__	
204.2.2.2.3.c	While the assignment to group multicast addresses is optional, all stations shall be capable of recognizing received group addresses	5.3.4.2.2.2.3	204.2.2.2.3:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.2.2.2.3.d	If a receiving station does not implement group addressing procedures, it shall still process all received addresses, but ignore the group addresses	5.3.4.2.2.2.3	204.2.2.2.3: M	Yes__ No__	
204.2.2.2.3.e	When group addressing is implemented, a station shall be capable of sending and receiving 1 to 16 destination group addresses in a single intranet packet	5.3.4.2.2.2.3	204.2.2.2.3: M	Yes__ No__	
204.2.2.2.3.f	Link layer coupled data link acknowledgment of group multicast addresses using the F-bit shall not be allowed	5.3.4.2.2.2.3	204.2.2.2.3: M	Yes__ No__	
204.2.2.2.3.g	An uncoupled TEST response PDU with its F-bit set to zero shall be sent in response to a TEST command PDU addressed to a group multicast address when the receiving station is a member of the specified group	5.3.4.2.2.2.3	204.2.2.2.3: M	Yes__ No__	
204.2.2.2.4	Special Addresses	5.3.4.2.2.2.4	204.2.2.2:O	Yes__ No__	
204.2.2.2.5	Reserved Address	5.3.4.2.2.2.5	204.2.2.2:M	Yes__ No__	
204.2.2.2.5.a	A station receiving a value of "0" in the destination address field shall ignore the address and continue processing any remaining addresses	5.3.4.2.2.2.5	204.2.2.2.5: M	Yes__ No__	
204.2.2.3	Addressing Convention	5.3.4.2.2.3	M	Yes__ No__	
204.2.2.3.a	The following addressing conventions shall be implemented in the 7 address bits of each address octet, 32-bit marker octet, or 48-bit marker octet.	5.3.4.2.2.3	M	Yes__ No__	
204.2.2.3.1	Source and Destination	5.3.4.2.2.3.1	M	Yes__ No__	
204.2.2.3.1.1	Source Address	5.3.4.2.2.3.1.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status		Support		Notes
204.2.2.3.1.1.a	If IPv6 is used at the Network Layer, the Source Address shall be six octets	5.3.4.2.2.3.1.1	M		Yes__ No__		
204.2.2.3.1.1.b	The C/R designation bit shall be set to 0 for commands and 1 for responses.	5.3.4.2.2.3.1.1	M		Yes__ No__		
204.2.2.3.1.2	Destination Address(es)	5.3.4.2.2.3.1.2	M		Yes__ No__		
204.2.2.3.1.2.a	Stations shall be capable of sending and receiving 1 to 16 individual destination addresses in a single data link frame	5.3.4.2.2.3.1.2	M		Yes__ No__		
204.2.2.3.1.2.b	Sending stations shall use any address just once in a data link frame	5.3.4.2.2.3.1.2	M		Yes__ No__		
204.2.2.3.1.2.c	A receiving station shall receive all addresses, search for its unique unicast address or multicast group for which it is a member, and follow the media access procedures described in APPENDIX C	5.3.4.2.2.3.1.2 APPENDIX C	M		Yes__ No__		
204.2.2.3.1.3	Unicast, Special and Multicast Addresses Mixed	5.3.4.2.2.3.1.3	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes__ No__	Recv: Yes__ No__	
204.2.2.3.1.3.a	All stations shall be capable of sending and receiving One-hop multicast, unicast, and optionally group multicast addresses	5.3.4.2.2.3.1.3	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes__ No__	Recv: Yes__ No__	
204.2.2.3.1.3.b	The reception and acknowledgment procedures shall be for all stations even those that do not implement multicast addressing procedures	5.3.4.2.2.3.1.3	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes__ No__	Recv: Yes__ No__	
204.2.2.3.1.3.c	The total number of destination addresses shall not exceed 16	5.3.4.2.2.3.1.3.a	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes__ No__	Recv: Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status		Support		Notes
204.2.2.3.1.3.d	All unicast and special addresses shall precede multicast addresses	5.3.4.2.2.3.1.3.b	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.e	The special address 3, if used, shall follow all unicast, reserved, and other special addresses	5.3.4.2.2.3.1.3.c	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.f	The special address 3, if used, shall precede multicast addresses	5.3.4.2.2.3.1.3.c	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.g	Unicast addresses occurring after the special address 3 shall be ignored by receiving stations	5.3.4.2.2.3.1.3.d	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.h	Specifically, the receiving stations whose unicast address is listed after special address 3 shall not generate a Type 3 acknowledgment in response to receipt of the Type 3 frame, and other receiving stations shall not reserve an acknowledgment time slot for stations matching these unicast addresses to send acknowledgments	5.3.4.2.2.3.1.3.d	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.i	Only one type of multicast (group or One-hop) shall be mixed in a destination address subfield	5.3.4.2.2.3.1.3.e	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.j	If multicast, special and unicast addresses are mixed, only the unicast and special addresses shall be acknowledged when indicated	5.3.4.2.2.3.1.3.f	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.k	Multicast addresses shall not be acknowledged but a data link response (using a TEST Response PDU) is allowed in the case where a TEST message is received with a multicast address in the destination field and the poll bit is set to 0	5.3.4.2.2.3.1.3.g	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status		Support		Notes
204.2.2.3.1.3.l	A station that implements multicast addressing shall also be capable of sending and receiving multicast, special and unicast addresses “mixed” in a destination subfield	5.3.4.2.2.3.1.3.h	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.m	Stations shall treat single, four, and six octet addresses as separate and distinct addresses	5.3.4.2.2.3.1.3.i	Send: 204.2.2.1.3.1:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.n	Reserved, Special, Group and Multicast Addresses, and the 32-bit and 48-bit Markers shall always be single octet addresses.	5.3.4.2.2.3.1.3.j	Send: 204.2.2.3.1.3:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.2.3.1.3.o	Only single octet addresses shall represent Reserved, Special, Group and Multicast Addresses, and the 32-bit and 48-bit Markers.	5.3.4.2.2.3.1.3.j	Send: 204.2.2.3.1.3:M	Recv: M	Send: Yes___ No___	Recv: Yes___ No___	
204.2.3	Control Field	5.3.4.2.3	M		Yes___ No___		
204.2.3.1	Type 1 Operations	5.3.4.2.3.1	M		Yes___ No___		
204.2.3.1.a	Type 1 URR and URNR PDUs shall use only unicast addresses or multicast (One-hop or group) addresses.	5.3.4.2.3.1	M		Yes___ No___		
204.2.3.2	Type 2 Operations	5.3.4.2.3.2	203.2:M		Yes___ No___		
204.2.3.2.a	The Type 2 control field shall be repeated if more than one destination address is present	5.3.4.2.3.2	203.2:M		Yes___ No___		
204.2.3.2.b	Each destination address field shall have a corresponding control field	5.3.4.2.3.2	203.2:M		Yes___ No___		
204.2.3.2.c	Each of the corresponding control fields (when repeated) shall be identical except for the P/F bit and sequence numbers	5.3.4.2.3.2	203.2:M		Yes___ No___		
204.2.3.3	Type 3 Operations	5.3.4.2.3.3	M		Yes___ No___		
204.2.3.3.a	To set to a busy or clear status to all stations, the Type 1 URR/URNR command shall be utilized	5.3.4.2.3.3	M		Yes___ No___		
204.2.3.4	Type 4 Operations	5.3.4.2.3.4	203.4:M		Yes___ No___		

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.2.3.5	P/F Bit Type 1 Type 2 Type 3 Type 4	5.3.4.2.3.5	M 203.2:M M X	Yes__ No__ Yes__ No__ Yes__ No__ No	
204.2.3.5. a	The P-bit set to 1 shall be used to solicit a response PDU, with the F-bit set to 1	5.3.4.2.3.5	M	Yes__ No__	
204.2.3.5. b	On a data link, at most one PDU with P-bit set to 1 shall be outstanding in a given direction at a given time Type 1 Type 2 Type 3 Type 4	5.3.4.2.3.5	203.1:M 203.2:M 203.3:M X	Yes__ No__ Yes__ No__ Yes__ No__ No	
204.2.3.5. c	Before a station issues another PDU with the P-bit set to 1 to a particular destination, it shall have received a response PDU from that remote station with the F-bit set to 1 or have timed out waiting for that response PDU	5.3.4.2.3.5	M	Yes__ No__	
204.2.3.6	Sequence Numbers	5.3.4.2.3.6	203.2:M	Yes__ No__	
204.2.3.6. a	The Type 2 I and S PDUs shall contain sequence numbers	5.3.4.2.3.6	203.2:M	Yes__ No__	
204.2.3.6. b	The sequence numbers shall be in the range of 0-127	5.3.4.2.3.6	203.2:M	Yes__ No__	
204.2.3.7	Identification Numbers	5.3.4.2.3.7	203.4:M	Yes__ No__	
204.2.3.7. a	The Type 4 DIA and DRR/DRNR response S PDUs shall contain an identification number	5.3.4.2.3.7	203.4:M	Yes__ No__	
204.2.3.7. b	The identification numbers shall be in the range of 1-255	5.3.4.2.3.7	203.4:M	Yes__ No__	
204.2.3.7. c	The identification number of an S PDU command (bits 9-16) shall be filled with zeroes	5.3.4.2.3.7	203.4:M	Yes__ No__	
204.2.3.8	Precedence	5.3.4.2.3.8	203.4:M	Yes__ No__	
204.2.4	Information field	5.3.4.2.4	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.2.4.a	The length of the information field shall be a multiple of 8 bits, not to exceed 3345 octets	5.3.4.2.4	M	Yes__ No__	
204.2.4.b	If the data is not a multiple of 8 bits, 1 to 7 fill bits (0) shall be added to meet this requirement	5.3.4.2.4	M	Yes__ No__	
204.2.5	FCS	5.3.4.2.5	M	Yes__ No__	
204.2.5.a	For error detection, all frames shall include a 32-bit FCS prior to the closing flag sequence	5.3.4.2.5	M	Yes__ No__	
204.2.5.b	FCS generation shall be in accordance with the paragraph entitled "32-bit Frame Checking Sequence" in ISO 3309, and implemented in a manner that provides a unique remainder when a frame is received without bit errors incurred during transmission	5.3.4.2.5	M	Yes__ No__	
204.2.5.c	When the FCS is implemented via a 32-bit shift register, the shift register shall be initialized to all ones before checking or calculation of the FCS	5.3.4.2.5	M	Yes__ No__	
204.2.5.d	If the FCS of a received frame proves the frame to be invalid, the frame shall be discarded	5.3.4.2.5	M	Yes__ No__	
204.3	Data link PDU Construction	5.3.4.3	M	Yes__ No__	
204.3.1	Order-of-Bit Transmission	5.3.4.3.1	M	Yes__ No__	
204.3.1.a	The Information Field and control field(s) shall be transmitted LSB of each octet first	5.3.4.3.1	M	Yes__ No__	
204.3.1.b	The flag shall be transmitted LSB first	5.3.4.3.1	M	Yes__ No__	
204.3.1.c	For the FCS, the MSB shall be transmitted first	5.3.4.3.1	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
204.3.1.d	For four octets addressing, the single octet 32-bit marker shall be transmitted first and the actual four octets link layer address shall be transmitted in the most significant to least significant octet order.	5.3.4.3.1	204.2.2.1.2: M	Yes__ No__	
204.3.1.e	The information field octets shall be transmitted in the same order as received from the upper layers, LSB of each octet first	5.3.4.3.1	M	Yes__ No__	
204.3.2	Zero-bit Insertion Algorithm	5.3.4.3.2	M	Yes__ No__	
204.3.2.a	The occurrence of a spurious flag sequence within a frame or Transmission Header shall be prevented by employing a 0-bit insertion algorithm	5.3.4.3.2	M	Yes__ No__	
204.3.2.b	After the entire frame has been constructed, the transmitter shall always insert a 0 bit after the appearance of five 1's in the frame (with the exception of the flag fields)	5.3.4.3.2	M	Yes__ No__	
204.3.2.c	After detection of an opening flag sequence, the receiver shall search for a pattern of five 1's.	5.3.4.3.2	M	Yes__ No__	
204.3.2.d	When the pattern of five 1's appears, the sixth bit shall be examined	5.3.4.3.2	M	Yes__ No__	
204.3.2.e	If the sixth bit is a 0, the 5 bits shall be passed as data, and the 0 shall be deleted	5.3.4.3.2	M	Yes__ No__	
204.3.2.f	If the sixth bit is a 1, the receiver shall inspect the seventh bit	5.3.4.3.2	M	Yes__ No__	
204.3.2.g	If the seventh bit is a 0, a flag sequence has been received. If the seventh bit is a 1, an invalid message has been received and shall be discarded	5.3.4.3.2	M	Yes__ No__	

APPENDIX B

ANNEX A

A.5.5 Operational Parameters.

Item	Protocol Feature	Reference	Status	Support	Notes
205	Operational Parameters	5.3.5	M	Yes__ No__	
205.1	Type 1 Operational Parameters	5.3.5.1	M	Yes__ No__	
205.1.1	The Poll (P) bit shall be set to 0 for all Type 1 PDUs.	5.3.5.1.1	M	Yes__ No__	
205.1.2	The Topology Update ID field of this PDU shall contain the full 8-bit Topology Update ID used in the most recent Topology Update	5.3.5.1.2	M	Yes__ No__	
205.1.3	The CANTPRO Version Number subfield of the PDU Control field shall contain the unsupported Version from the received PDU	5.3.5.1.3	M	Yes__ No__	
205.1.4	The Preferred Version Number subfield of the PDU Control field shall contain the preferred Version for future communications	5.3.5.1.4	M	Yes__ No__	
205.2	Type 2 Operational Parameters	5.3.5.2	203.2:M	Yes__ No__	
205.2.1	Modulus	5.3.5.2.1	203.2:M	Yes__ No__	
205.2.1.a	Each I PDU shall be sequentially numbered with a numeric value between 0 and MODULUS minus ONE (where MODULUS is the modulus of the sequence numbers)	5.3.5.2.1	203.2:M	Yes__ No__	
205.2.1.b	MODULUS shall equal 128 for the Type 2 control field format	5.3.5.2.1	203.2:M	Yes__ No__	
205.2.1.c	The sequence numbers shall cycle through the entire range	5.3.5.2.1	203.2:M	Yes__ No__	
205.2.1.d	The maximum number of sequentially numbered I PDUs that may be outstanding (that is, unacknowledged) in a given direction of a data link connection at any given time shall never exceed one less than the modulus of the sequence numbers	5.3.5.2.1	203.2:M	Yes__ No__	
205.2.2	PDU State Variables and Sequence Numbers	5.3.5.2.2	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
205.2.2.a	A station shall maintain a V(S) for the I PDUs it sends and a V(R) for the I PDUs it receives on each data link connection	5.3.5.2.2	203.2:M	Yes__ No__	
205.2.2.b	The operation of V(S) shall be independent of the operation of V(R)	5.3.5.2.2	203.2:M	Yes__ No__	
205.2.2.1	Send-state Variable V(S)	5.3.5.2.2.1	203.2:M	Yes__ No__	
205.2.2.1.a	The V(S) shall denote the sequence number of the next in-sequence I PDU to be sent on a specific data link connection	5.3.5.2.2.1	203.2:M	Yes__ No__	
205.2.2.1.b	The V(S) shall take on a value between 0 and MODULUS minus ONE	5.3.5.2.2.1	203.2:M	Yes__ No__	
205.2.2.1.c	The value of V(S) shall be incremented by one with each successive I PDU transmission on the associated data link connection, but shall not exceed receive sequence number N(R) of the last received PDU by more than MODULUS minus ONE	5.3.5.2.2.1	203.2:M	Yes__ No__	
205.2.2.2	Send-sequence Number N(S)	5.3.5.2.2.2	203.2:M	Yes__ No__	
205.2.2.2.a	Only I PDUs shall contain N(S), the send sequence number of the sent PDU	5.3.5.2.2.2	203.2:M	Yes__ No__	
205.2.2.2.b	Prior to sending an I PDU, the value of the N(S) shall be set equal to the value of the V(S) for that data link connection, except for multicast (One-hop or group) addresses	5.3.5.2.2.2	203.2:M	Yes__ No__	
205.2.2.2.c	The value for N(S) shall be set to 0 for multicast (One-hop or group) addresses and the P-bit shall be set to 0	5.3.5.2.2.2	203.2:M	Yes__ No__	
205.2.2.3	Receive-state Variable V(R)	5.3.5.2.2.3	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
205.2.2.3. a	The V(R) shall denote the sequence number of the next in-sequence I PDU to be received on a specific data link connection	5.3.5.2.2.3	203.2:M	Yes__ No__	
205.2.2.3. b	The V(R) shall take on a value between 0 and MODULUS minus ONE	5.3.5.2.2.3	203.2:M	Yes__ No__	
205.2.2.3. c	The value of the V(R) associated with a specific data link connection shall be incremented by one whenever an error-free I PDU is received whose N(S) equals the value of the V(R) for the data link connection	5.3.5.2.2.3	203.2:M	Yes__ No__	
205.2.2.4	Receive-sequence Number N(R)	5.3.5.2.2.4	203.2:M	Yes__ No__	
205.2.2.4. a	All I and S PDUs shall contain N(R), the expected sequence number of the next received I PDU on the specified data link connection	5.3.5.2.2.4	203.2:M	Yes__ No__	
205.2.2.4. b	Prior to sending an I or S PDU, the value of N(R) shall be set equal to the current value of the associated V(R) for that data link connection, except when the multicast (One-hop or group) address is utilized	5.3.5.2.2.4	203.2:M	Yes__ No__	
205.2.2.4. c	When a multicast (One-hop or group) address is used, the associated N(R) shall be set to 0	5.3.5.2.2.4	203.2:M	Yes__ No__	
205.2.2.4. d	N(R) shall indicate that the station sending the N(R) has received correctly all I PDUs numbered up through N(R)-1 on the specified data link connection, except for the N(R) associated with a multicast (One-hop or group) address	5.3.5.2.2.4	203.2:M	Yes__ No__	
205.2.2.4. e	multicast (One-hop or group) addresses provide no indication regarding correctly received PDUs	5.3.5.2.2.4	203.2:M	Yes__ No__	
205.2.3	P/F bit	5.3.5.2.3	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
205.2.3.a	The P/F bit shall serve a function in Type 2 operation in both command and response PDUs	5.3.5.2.3	203.2:M	Yes__ No__	
205.2.3.b	In command PDUs the P/F bit shall be referred to as the P-bit	5.3.5.2.3	203.2:M	Yes__ No__	
205.2.3.c	In response PDUs it shall be referred to as the F-bit	5.3.5.2.3	203.2:M	Yes__ No__	
205.2.3.1	Poll-bit Functions	5.3.5.2.3.1	203.2:M	Yes__ No__	
205.2.3.1.a	A command PDU with the P-bit set to 1 shall be used to solicit (poll) a response PDU with the F-bit set to 1 from the addressed station on a data link connection	5.3.5.2.3.1	203.2:M	Yes__ No__	
205.2.3.1.b	Only one Type 2 PDU with a P-bit set to 1 shall be outstanding in a given direction at a given time on the data link connection between any specified pair of stations	5.3.5.2.3.1	203.2:M	Yes__ No__	
205.2.3.1.c	Before a station issues another PDU on the same data link connection with the P-bit set to 1, the station shall have received a response PDU with the F-bit set to 1 from the addressed station	5.3.5.2.3.1	203.2:M	Yes__ No__	
205.2.3.1.d	If no valid response PDU is received within a system-defined P-bit timer time-out period, the resending of a command PDU with the P-bit set to 1 shall be permitted for error recovery purposes	5.3.5.2.3.1	203.2:M	Yes__ No__	
205.2.3.2	Final-bit Functions	5.3.5.2.3.2	203.2:M	Yes__ No__	
205.2.3.2.a	The F-bit set to 1 shall be used to respond to a command PDU with the P-bit set to 1	5.3.5.2.3.2	203.2:M	Yes__ No__	
205.2.3.2.b	Following the receipt of a command PDU with the P-bit set to 1, the station shall send a response PDU with the F-bit set to 1 on the appropriate data link connection at the first possible opportunity	5.3.5.2.3.2	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
205.2.3.2.c	The response PDU shall be assigned an URGENT precedence	5.3.5.2.3.2	203.2:M	Yes__ No__	
205.2.3.2.d	The station shall be permitted to send appropriate response PDUs with the F-bit set to 0 at any net access opportunity without the need for a command PDU	5.3.5.2.3.2	203.2:M	Yes__ No__	
205.3	Type 3 Operational Parameters	5.3.5.3	M	Yes__ No__	
205.3.a	The P-bit shall be set to 1 to solicit (poll) an immediate correspondent response PDU with the F-bit set to 1 from the addressed station	5.3.5.3	M	Yes__ No__	
205.3.b	The response with F-bit set to 1 shall be transmitted in accordance with the RHD procedures defined in APPENDIX C	5.3.5.3 C.4.2	M	Yes__ No__	
205.4	Type 4 Operational Parameters	5.3.5.4	203.4:M	Yes__ No__	
205.4.1	Identification Number	5.3.5.4.1	203.4:M	Yes__ No__	
205.4.1.a	Each station shall keep a number for originating PDUs	5.3.5.4.1	203.4:M	Yes__ No__	
205.4.1.b	Duplicate frame identification numbers from the same originator shall not be used for more than one outstanding (unacknowledged) DIA PDU	5.3.5.4.1	203.4:M	Yes__ No__	
205.4.2	Type 4 duplicate frame detection	5.3.5.4.2	203.4:M	Yes__ No__	
205.4.2a	Each station shall maintain historical information about recently received Type 4 DIA command frames	5.3.5.4.2	203.4:M	Yes__ No__	
205.4.2b	This historical information shall include, as a minimum, the source address, destination address, Identification number, FCS value, number of octets of user data and the number of times the DIA Command Frame has been received	5.3.5.4.2	203.4:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
205.4.2c	The history shall not contain any more than 255 entries for any sending station	5.3.5.4.2	203.4:M	Yes__No__	
205.4.2d	When a station receives a Type 4 DIA command frame, it shall compare the frame against historical information about any DIA command in the history with the same Identification number that was previously received from the same sender	5.3.5.4.2	203.4:M	Yes__No__	
205.4.2e	The DIA command frame shall be declared a non-duplicate if no matching history entry is found	5.3.5.4.2	203.4:M	Yes__No__	
205.4.2f	If a matching history is found, the DIA command frame shall be declared a duplicate if both DIA command frames have the same number of octets of user data and the DIA command frame has been received fewer than seven times and either the just received DIA command frame has fewer non-reserved destination addresses, or it has the same number of non-reserved destination addresses and the two frames have identical FCSs	5.3.5.4.2	203.4:M	Yes__No__	
205.4.2g	If a matching history is found and the DIA command frame is not declared a duplicate, or whenever an XNP Hello or XNP Goodbye message is received from the sending station, all history entries associated with the sending station shall be discarded	5.3.5.4.2	203.4:M	Yes__No__	

A.5.6 Commands and Responses.

Item	Protocol Feature	Reference	Status	Support	Notes
206	Commands and Responses	5.3.6	M	Yes__No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.a	A single multi-addressed frame shall not contain different PDU types nor contain the same unicast address more than once	5.3.6	M	Yes__ No__	
206.b	The control field for all addresses in a single multi-addressed frame shall be the same except for the P/F bit and sequence number	5.3.6	M	Yes__ No__	
206.c	Response PDUs requiring "earliest opportunity" transmission shall be queued ahead of all other PDUs, except those queued for "first possible opportunity" for transmission during the next network access opportunity	5.3.6	M	Yes__ No__	
206.d	The response PDU shall assume the precedence level of the highest PDU queued or the mid (PRIORITY) level, whichever is greater	5.3.6	M	Yes__ No__	
206.e	The Type 4 DRR response PDU shall assume the precedence of the DIA frame it is acknowledging	5.3.6	M	Yes__ No__	
206.1	Type 1 Operation Commands and indications	5.3.6.1	M	Yes__ No__	
206.1.1	UI Command	5.3.6.1.1	M	Yes__ No__	
206.1.1.a	The UI PDU shall be used to send information to one or more stations	5.3.6.1.1	M	Yes__ No__	
206.1.1.b	The UI PDU shall be addressed to unicast, special, or multicast (One-hop or group) addresses	5.3.6.1.1	M	Yes__ No__	
206.1.1.c	The source address shall be the unicast address of the transmitting station	5.3.6.1.1	M	Yes__ No__	
206.1.2	URR Command	5.3.6.1.2	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.1.2.a	The Type 1 URR command PDU with P-bit set to 0 shall be transmitted to one or more stations to indicate that the sending station is ready to receive I, DIA and UI PDUs.	5.3.6.1.2	M	Yes__ No__	
206.1.2.b	The URR PDU shall be addressed to unicast or multicast (One-hop or group) addresses	5.3.6.1.2	M	Yes__ No__	
206.1.2.c	The source address shall be the unicast address of the transmitting station	5.3.6.1.2	M	Yes__ No__	
206.1.3	URNR Command	5.3.6.1.3	M	Yes__ No__	
206.1.3.a	The Type 1 URNR command PDU, with P-bit set to 0, shall be transmitted to one or more stations to indicate that the sending station is busy and cannot receive I, DIA or UI PDUs	5.3.6.1.3	M	Yes__ No__	
206.1.3.b	The URNR PDU shall be addressed to unicast or multicast (One-hop or group) addresses	5.3.6.1.3	M	Yes__ No__	
206.1.3.c	The source address shall be the unicast address of the transmitting station	5.3.6.1.3	M	Yes__ No__	
206.1.4	Topology Update ID Indication	5.3.6.1.4	M	Yes__ No__	
206.1.4.a	The Type 1 Topology Update ID indication PDU, with P-bit set to 0, shall be periodically transmitted to the One-hop multicast address (single octet 127) to indicate the most recent Topology Update ID in accordance with APPENDIX H (see H.4.4.3), if and only if Topology Updates are used (see 5.4.1.2)	5.3.6.1.4	M	Yes__ No__	
206.1.4.b	If no Topology Updates have been issued on the current network, this PDU shall not be transmitted	5.3.6.1.4	M	Yes__ No__	
206.1.5	Version CANTPRO Indication	5.3.6.1.5	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.1.5.a	The Type 1 Version CANTPRO indication PDU, with P-bit set to 0, shall be transmitted to a single station upon receipt of an incoming PDU with an unsupported MIL-STD-188-220 Version indicated in the subfield of the received Transmission Information header field.	5.3.6.1.5	M	Yes__ No__	
206.1.5.b	The PDU shall be transmitted to the station indicated in the originator address of the received PDU with the unsupported Version subfield	5.3.6.1.5	M	Yes__ No__	
206.1.5.c	The “C” bits of the PDU Control field (see FIGURE 15) shall contain the received unsupported Version subfield	5.3.6.1.5	M	Yes__ No__	
206.1.5.d	The “P” bits of the PDU Control field (see FIGURE 15) shall contain the preferred Version for future communications	5.3.6.1.5	M	Yes__ No__	
206.1.6	TEST Command	5.3.6.1.6	M	Yes__ No__	
206.1.6.a	The TEST command shall be used to cause the destination station to respond with the TEST response at the earliest opportunity, thus performing a basic test of the transmission path	5.3.6.1.6	M	Yes__ No__	
206.1.6.b	If present, however, the required information field shall be returned, if possible, by the addressed station in the TEST response PDU	5.3.6.1.6	M	Yes__ No__	
206.1.6.c	The Type 1 TEST command, with the P-bit set to 0 shall cause each destination station (including members of multicast (One-hop or group) addresses) to respond with a TEST response (with information field) with the F-bit set to 0 at the earliest opportunity	5.3.6.1.6	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.1.6.d	The TEST command PDU shall be addressed to a unicast and/or multicast (One-hop or group) destination addresses	5.3.6.1.6	M	Yes__ No__	
206.1.6.e	The source address shall be a unicast address	5.3.6.1.6	M	Yes__ No__	
206.1.7	TEST Response	5.3.6.1.7	M	Yes__ No__	
206.1.7.a	The Type 1 TEST response, with the F-bit set to 0, shall be used by all addresses (unicast, group multicast and One-hop multicast) to reply to the TEST command with the P-bit set to 0 at the earliest opportunity	5.3.6.1.7	M	Yes__ No__	
206.1.7.b	If an information field was present in the TEST command PDU that had the P-bit set to 0, the TEST response PDU shall contain the same information field contents	5.3.6.1.7	M	Yes__ No__	
206.1.7.c	The source and destination addresses shall be a unicast address	5.3.6.1.7	M	Yes__ No__	
206.2	Type 2 Operation Commands and Responses	5.3.6.2	203.2:M	Yes__ No__	
206.2.1	Information-Transfer-Format Command and Response	5.3.6.2.1	203.2:M	Yes__ No__	
206.2.1.a	The function of the I command and response shall be to transfer sequentially numbered PDUs that contain an information field across a data link connection	5.3.6.2.1	203.2:M	Yes__ No__	
206.2.1.b	N(S) and N(R) associated with multicast (One-hop or group) addresses shall be set to zero by the transmitter and ignored by the receiver and are not acknowledged	5.3.6.2.1	203.2:M	Yes__ No__	
206.2.1.c	The encoding of the I PDU control field for Type 2 operation shall be as listed in FIGURE 17	5.3.6.2.1	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.2.1.d	The I PDU control field shall contain two sequence number subfields: N(S), which shall indicate the sequence number associated with the I PDU; and N(R), which shall indicate the sequence number (as of the time the PDU is sent) of the next expected I PDU to be received, and, consequently, shall indicate that the I PDUs numbered up through N(R)-1 have been received correctly	5.3.6.2.1	203.2:M	Yes__ No__	
206.2.2	Supervisory-Format Commands and Responses	5.3.6.2.2	203.2:M	Yes__ No__	
206.2.2.a	S PDUs shall be used to perform numbered supervisory functions such as acknowledgments, temporary suspension of information transfer, or error recovery	5.3.6.2.2	203.2:M	Yes__ No__	
206.2.2.b	S PDUs shall not contain an information field and, therefore, shall not increment the V(S) at the sender or the V(R) at the receiver	5.3.6.2.2	203.2:M	Yes__ No__	
206.2.2.c	Encoding of the S PDU control field for Type 2 operation shall be as shown in FIGURE 18	5.3.6.2.2	203.2:M	Yes__ No__	
206.2.2.d	An S PDU shall contain an N(R), which shall indicate, at the time of sending, the sequence number of the next expected I PDU to be received. This shall acknowledge that all I PDUs numbered up through N(R)-1 have been received correctly, except in the case of the selective reject (SREJ) PDU.	5.3.6.2.2	203.2:M	Yes__ No__	
206.2.2.1	RR Command and Response	5.3.6.2.2.1	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.2.2.1. a	The RR PDU shall be used by a station to indicate it is ready to receive I PDUs	5.3.6.2.2.1	203.2:M	Yes__ No__	
206.2.2.1. b	I PDUs numbered up through N(R)-1 shall be considered as acknowledged	5.3.6.2.2.1	203.2:M	Yes__ No__	
206.2.2.1. c	When the RR command is transmitted using a multicast (One-hop or group) address, the receive sequence number in the control field associated with that multicast (One-hop or group) address shall be set to 0 and the P-bit shall be set to 0	5.3.6.2.2.1	203.2:M	Yes__ No__	
206.2.2.1. d	If the RR PDU is mixed with unicast and multicast (One-hop or group) addresses, each destination address shall have a control field associated with that address.	5.3.6.2.2.1	203.2:M	Yes__ No__	
206.2.2.2	REJ Command and Response	5.3.6.2.2.2	203.2:M	Yes__ No__	
206.2.2.2. a	The REJ PDU shall be used by a station to request the resending of I PDUs, starting with the PDU numbered N(R)	5.3.6.2.2.2	203.2:M	Yes__ No__	
206.2.2.2. b	I PDUs numbered up through N(R)-1 shall be considered as acknowledged	5.3.6.2.2.2	203.2:M	Yes__ No__	
206.2.2.2. c	It shall be possible to send additional I PDUs awaiting initial sending after the resent I PDUs	5.3.6.2.2.2	203.2:M	Yes__ No__	
206.2.2.2. d	With respect to each direction of sending on a data link connection, only one "sent REJ" condition shall be established at any given time	5.3.6.2.2.2	203.2:M	Yes__ No__	
206.2.2.2. e	The "sent REJ" condition shall be cleared upon receipt of an I PDU with an N(S) equal to the N(R) of the REJ PDU	5.3.6.2.2.2	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.2.2.2.f	Receipt of a REJ PDU shall indicate the clearance of a busy condition except as noted in 5.3.7.2.5.8	5.3.6.2.2.2 5.3.7.2.5.8	203.2:M	Yes__ No__	
206.2.2.3	RNR Command and Response	5.3.6.2.2.3	203.2:M	Yes__ No__	
206.2.2.3.a	The RNR PDU shall be used by a station to indicate a busy condition (a temporary inability to accept subsequent I PDUs)	5.3.6.2.2.3	203.2:M	Yes__ No__	
206.2.2.3.b	I PDUs numbered up through N(R)-1 shall be considered as acknowledged	5.3.6.2.2.3	203.2:M	Yes__ No__	
206.2.2.3.c	I PDUs numbered N(R) and any subsequent I PDUs received shall not be considered as acknowledged; the acceptance status of these PDUs shall be indicated in subsequent exchanges	5.3.6.2.2.3	203.2:M	Yes__ No__	
206.2.2.3.d	When the RNR command is transmitted using the multicast (One-hop or group) address, the receive sequence number in the control field associated with that multicast (One-hop or group) address shall be set to 0, and the P-bit shall be set to 0	5.3.6.2.2.3	203.2:M	Yes__ No__	
206.2.2.4	SREJ Command and Response	5.3.6.2.2.4	203.2:M	Yes__ No__	
206.2.2.4.a	If the P/F-bit in the SREJ PDU is set to 1, then I PDUs numbered up to N(R)-1 shall be considered acknowledged. If the P/F bit is set to 0, then the N(R) of the SREJ PDU does not indicate acknowledgment of any I PDUs	5.3.6.2.2.4	203.2:M	Yes__ No__	
206.2.2.4.b	Each SREJ exception condition shall be cleared (reset) upon receipt of an I PDU with an N(S) equal to the N(R) of the SREJ PDU	5.3.6.2.2.4	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.2.2.4.c	I PDUs that have been transmitted following the I PDU designated by the SREJ PDU shall not be retransmitted as the result of receiving the SREJ PDU	5.3.6.2.2.4	203.2:M	Yes__ No__	
206.2.3	U Commands and Responses	5.3.6.2.3	203.2:M	Yes__ No__	
206.2.3.a	U commands and responses shall be used in Type 2 operations to extend the number of data link connection control functions	5.3.6.2.3	203.2:M	Yes__ No__	
206.2.3.b	The U PDUs shall not increment the state variables on the data link connection at either the sending or the receiving station	5.3.6.2.3	203.2:M	Yes__ No__	
206.2.3.c	Encoding of the U PDU control field shall be as in FIGURE 19	5.3.6.2.3	203.2:M	Yes__ No__	
206.2.3.1	SABME Command	5.3.6.2.3.1	203.2:M	Yes__ No__	
206.2.3.1.a	The SABME command PDU shall be used to establish a data link connection to the destination station in the ABM	5.3.6.2.3.1	203.2:M	Yes__ No__	
206.2.3.1.b	No information shall be permitted with the SABME command PDU	5.3.6.2.3.1	203.2:M	Yes__ No__	
206.2.3.1.c	The destination station shall confirm receipt of the SABME command PDU by sending a UA response PDU on that data link connection at the earliest opportunity	5.3.6.2.3.1	203.2:M	Yes__ No__	
206.2.3.1.d	Upon acceptance of the SABME command PDU, the destination station V(S)s and V(R)s shall be set to 0	5.3.6.2.3.1	203.2:M	Yes__ No__	
206.2.3.1.e	If the UA response PDU is received correctly, then the initiating station shall also assume the ABM with its corresponding V(S)s and V(R)s set to 0	5.3.6.2.3.1	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.2.3.1.f	Previously sent I PDUs that are unacknowledged when this command is executed shall remain unacknowledged	5.3.6.2.3.1	203.2:M	Yes__ No__	
206.2.3.2	DISC Command	5.3.6.2.3.2	203.2:M	Yes__ No__	
206.2.3.2.a	The DISC command PDU shall be used to terminate an ABM previously set by a SABME command PDU	5.3.6.2.3.2	203.2:M	Yes__ No__	
206.2.3.2.b	It shall be used to inform the destination station that the source station is suspending operation of the data link connection and the destination station should assume the logically disconnected mode	5.3.6.2.3.2	203.2:M	Yes__ No__	
206.2.3.2.c	No information field shall be permitted with the DISC command PDU	5.3.6.2.3.2	203.2:M	Yes__ No__	
206.2.3.2.d	Prior to executing the command, the destination station shall confirm the acceptance of the DISC command PDU by sending a UA response PDU on that data link connection	5.3.6.2.3.2	203.2:M	Yes__ No__	
206.2.3.2.e	Previously sent I PDUs that are unacknowledged when this command is executed shall remain unacknowledged	5.3.6.2.3.2	203.2:M	Yes__ No__	
206.2.3.3	RSET Command	5.3.6.2.3.3	203.2:M	Yes__ No__	
206.2.3.3.a	The RSET command PDU shall be used by a station in an operational mode to reset the V(R) in the addressed station	5.3.6.2.3.3	203.2:M	Yes__ No__	
206.2.3.3.b	No information field shall be permitted with the RSET command PDU	5.3.6.2.3.3	203.2:M	Yes__ No__	
206.2.3.3.c	The addressed station shall confirm acceptance of the RSET command by transmitting a UA response PDU at the earliest opportunity	5.3.6.2.3.3	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.2.3.3.d	Upon acceptance of this command, the V(R) of the addressed station shall be set to 0	5.3.6.2.3.3	203.2:M	Yes__ No__	
206.2.3.3.e	If the UA response PDU is received correctly, the initializing station shall reset its V(S) to 0	5.3.6.2.3.3	203.2:M	Yes__ No__	
206.2.3.4	UA Response	5.3.6.2.3.4	203.2:M	Yes__ No__	
206.2.3.4.a	The UA response PDU shall be used by a station on a data link connection to acknowledge receipt and acceptance of the SABME, DISC and RSET command PDUs	5.3.6.2.3.4	203.2:M	Yes__ No__	
206.2.3.4.b	These received command PDUs shall not be executed until the UA response PDU is sent	5.3.6.2.3.4	203.2:M	Yes__ No__	
206.2.3.4.c	No information field shall be permitted with the UA response PDU	5.3.6.2.3.4	203.2:M	Yes__ No__	
206.2.3.5	DM Response	5.3.6.2.3.5	203.2:M	Yes__ No__	
206.2.3.5.a	The DM response PDU shall be used to report status indicating that the station is logically disconnected from the data link connection and is in ADM	5.3.6.2.3.5	203.2:M	Yes__ No__	
206.2.3.5.b	No information field shall be permitted with the DM response PDU	5.3.6.2.3.5	203.2:M	Yes__ No__	
206.2.3.6	FRMR Response	5.3.6.2.3.6	203.2:M	Yes__ No__	
206.2.3.6.a	The FRMR response PDU shall be used by the station in the ABM to report that one of the following conditions, which is not correctable by resending the identical PDU, resulted from the receipt of a PDU from the remote station:	5.3.6.2.3.6	203.2:M	Yes__ No__	
206.2.3.6.a.1	The receipt of a command PDU or a response PDU that is invalid or not implemented	5.3.6.2.3.6.a	206.2.3.6.a:O .<4>	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.2.3.6.a.2	The receipt of an I PDU with an information field that exceeded the established maximum information field length that can be accommodated by the receiving station for that data link connection.	5.3.6.2.3.6.b	206.2.3.6.a:O .<4>	Yes__ No__	
206.2.3.6.a.3	The receipt of an invalid N(R) from the remote station. An invalid N(R) shall be defined as one that signifies an I PDU that has previously been sent and acknowledged, or one that signifies an I PDU that has not been sent and is not the next sequential I PDU waiting to be sent.	5.3.6.2.3.6.c	206.2.3.6.a:O .<4>	Yes__ No__	
206.2.3.6.a.4	The receipt of an invalid N(S) from the remote station. An invalid N(S) shall be defined as an N(S) that is greater than or equal to the last sent N(R)+ k, where k is the maximum number of outstanding I PDUs. The parameter k is the window size indicated in the XNP message.	5.3.6.2.3.6.d APPENDIX E	206.2.3.6.a:O .<4>	Yes__ No__	
206.2.3.6.b	The responding station shall send the FRMR response PDU at the earliest opportunity	5.3.6.2.3.6	203.2:M	Yes__ No__	
206.2.3.6.c	An information field shall be returned with the FRMR response PDU to provide the reason for the PDU rejection	5.3.6.2.3.6	203.2:M	Yes__ No__	
206.2.3.6.d	The information field shall contain the fields shown in FIGURE 20	5.3.6.2.3.6	203.2:M	Yes__ No__	
206.2.3.6.e	The station receiving the FRMR response PDU shall be responsible for initiating the appropriate mode setting or resetting corrective action by initializing one or both directions of transmission on the data link connection, using the SABME, RSET or DISC command PDUs, as applicable	5.3.6.2.3.6	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status		Support	Notes
206.3	Type 3 Operation Commands and Responses	5.3.6.3	M		Yes__ No__	
206.3.1	UI Command	5.3.6.3.1	M		Yes__ No__	
206.3.1.a	The UI PDU shall be used to send information to one or more stations	5.3.6.3.1	M		Yes__ No__	
206.3.1.b	The UI PDU shall be addressed to unicast, special, multicast (One-hop or group) addresses	5.3.6.3.1	M		Yes__ No__	
206.3.1.c	The source address shall be the unicast address of the transmitting station	5.3.6.3.1	M		Yes__ No__	
206.3.2	URR Response	5.3.6.3.2	M		Yes__ No__	
206.3.2.a	The URR response shall be used to acknowledge a Type 3 UI command	5.3.6.3.2	M		Yes__ No__	
206.3.2.b	The URR response shall be the first PDU sent by the receiving station upon receiving a UI command after the appropriate RHD period	5.3.6.3.2 C.4.2	M		Yes__ No__	
206.3.2.c	The source and destination shall be unicast addresses	5.3.6.3.2	M		Yes__ No__	
206.3.3	URNR Response	5.3.6.3.3	Send: O	Recv: M	Send: Yes__ No__	Recv: Yes__ No__
206.3.3.a	The URNR response PDU shall be used to reply to a Type 3 UI command, if the UI command cannot be processed due to a busy condition	5.3.6.3.3	206.3.3:M		Yes__ No__	
206.3.3.b	If used, the URNR response shall be the first PDU transmitted by the receiving station, upon receiving a UI command, after the appropriate RHD period	5.3.6.3.3 and C.4.2	206.3.3:M		Yes__ No__	
206.3.3.c	The URNR response shall have the F-bit set to 1 and shall be addressed to the source of the UI command	5.3.6.3.3	M		Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.3.4	TEST Command	5.3.6.3.4	M	Yes__ No__	
206.3.4.a	The TEST command shall be used to cause the destination station to respond with the TEST response at the earliest opportunity, thus performing a basic test of the transmission path	5.3.6.3.4	M	Yes__ No__	
206.3.4.b	If an information field is present, the received information field shall be returned, if possible, by the addressed station in the TEST response PDU	5.3.6.3.4	M	Yes__ No__	
206.3.4.c	The Type 3 TEST command, with the P-bit set to 1, shall cause the unicast addressed destination station(s) to respond with a TEST response PDU (with no information field), with the F-bit set to 1, after the appropriate RHD period.	5.3.6.3.4 C.4.2	M	Yes__ No__	
206.3.4.d	The TEST command PDU shall be addressed to a unicast and/or multicast (One-hop or group) destination addresses	5.3.6.3.4	M	Yes__ No__	
206.3.4.e	The source address shall be an unicast address	5.3.6.3.4	M	Yes__ No__	
206.3.5	TEST Response	5.3.6.3.5	M	Yes__ No__	
206.3.5.a	The TEST response, with F-bit set to 1, without an information field shall be used by unicast addresses to reply to the TEST command with the P-bit set to 1	5.3.6.3.5	M	Yes__ No__	
206.3.5.b	The TEST response shall be the first PDU sent by the receiving station upon receiving a TEST command PDU, after the appropriate RHD period	5.3.6.3.5 C.4.2	M	Yes__ No__	
206.3.5.c	The source and destination addresses shall be an unicast address	5.3.6.3.5	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
206.4	Type 4 Operation Commands and Responses	5.3.6.4	203.4:M	Yes__ No__	
206.4.1	Unnumbered Information (DIA) Transfer Format Command	5.3.6.4.1	203.4:M	Yes__ No__	
206.4.1.a	The function of the Type 4 DIA commands shall be to transfer PDUs that contain an identification number and an information field across a connectionless link	5.3.6.4.1	203.4:M	Yes__ No__	
206.4.1.b	The encoding of the PDU control field for Type 4 operation shall be as listed in FIGURE 22	5.3.6.4.1	203.4:M	Yes__ No__	
206.4.1.1	DIA PDU Acknowledgment	5.3.6.4.1.1	203.4:M	Yes__ No__	
206.4.2	Supervisory Format Commands and Responses	5.3.6.4.2	203.4:M	Yes__ No__	
206.4.2.a	The S PDUs shall be used to convey link acknowledgment of a DIA PDU and whether or not a station is ready to receive Type 4 PDUs	5.3.6.4.2	203.4:M	Yes__ No__	
206.4.2.b	The command S PDU level of precedence shall be set to the highest precedence while response S PDUs shall use the precedence of the DIA PDU which they are acknowledging	5.3.6.4.2	203.4:M	Yes__ No__	
206.4.2.c	The encoding of the S PDU control field for Type 4 operation shall be as listed in FIGURE 23	5.3.6.4.2	203.4:M	Yes__ No__	

A.5.7 Description of Procedures by Type.

Item	Protocol Feature	Reference	Status	Support	Notes
207	Description of Procedures by Type	5.3.7	M	Yes__ No__	
207.1	Description of Type 1 Procedures	5.3.7.1	M	Yes__ No__	
207.1.a	Stations shall combine network status information (URR/URNR) for Type 1 and Type 3 communication procedures	5.3.7.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.1.1	Modes of Operation	5.3.7.1.1	M	Yes__ No__	
207.1.1.a	A station using Type 1 procedures shall support the entire procedure set whenever it is operational on the network	5.3.7.1.1	M	Yes__ No__	
207.1.2	Procedure for Addressing	5.3.7.1.2	M	Yes__ No__	
207.1.2.a	The address fields shall be used to indicate the source and destinations of the transmitted PDU	5.3.7.1.2	M	Yes__ No__	
207.1.2.b	The first bit in the source address field shall be used to identify whether a command or a response is contained in the PDU	5.3.7.1.2	M	Yes__ No__	
207.1.2.c	Unicast, special and multicast (One-hop or group) addressing shall be supported for destination addresses in command PDUs	5.3.7.1.2	M	Yes__ No__	
207.1.2.d	The source address field shall contain an unicast or special address	5.3.7.1.2	M	Yes__ No__	
207.1.3	Procedure for Using the P/F Bit	5.3.7.1.3	M	Yes__ No__	
207.1.3.a	The P-bit shall always be set to 0 for Type 1 communications	5.3.7.1.3	M	Yes__ No__	
207.1.4	Procedures for Logical Data Link Set-up and Disconnection	5.3.7.1.4	M	Yes__ No__	
207.1.5	Procedures for Information Transfer	5.3.7.1.5	M	Yes__ No__	
207.1.5.1	Sending UI Command PDUs	5.3.7.1.5.1	M	Yes__ No__	
207.1.5.1.a	Information transfer from an initiating station to a responding station shall be accomplished by sending the UI command PDU	5.3.7.1.5.1	M	Yes__ No__	
207.1.5.1.b	Transmission of UI commands to stations detected as busy (due to receipt of a URNR Command or Response) shall be discontinued until the busy state is cleared	5.3.7.1.5.1	M	Yes__ No__	
207.1.5.2	Receiving UI Command PDUs	5.3.7.1.5.2	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.1.5.2. a	Reception of the UI command PDU with P-bit set to 0 shall not be acknowledged	5.3.7.1.5.2	M	Yes__ No__	
207.1.5.3	Sending URNR Command PDUs	5.3.7.1.5.3	M	Yes__ No__	
207.1.5.4	Receiving URNR Command PDUs	5.3.7.1.5.4	M	Yes__ No__	
207.1.5.5	Sending URR Command PDUs	5.3.7.1.5.5	M	Yes__ No__	
207.1.5.6	Receiving URR Command PDUs	5.3.7.1.5.6	M	Yes__ No__	
207.1.5.7	Using TEST Command and Response PDUs	5.3.7.1.5.7	M	Yes__ No__	
207.1.5.7. a	Any TEST command PDU received in error shall be discarded and no response PDU sent	5.3.7.1.5.7	M	Yes__ No__	
207.1.5.10 .b	In the event of a test failure, it shall be the responsibility of the TEST function initiator to determine any future actions	5.3.7.1.5.7	M	Yes__ No__	
207.2	Description of Type 2 Procedures	5.3.7.2	203.2:M	Yes__ No__	
207.2.1	Modes of Operation	5.3.7.2.1	203.2:M	Yes__ No__	
207.2.1.1	Operational Mode	5.3.7.2.1.1	203.2:M	Yes__ No__	
207.2.1.1. a	The operational mode shall be the ABM	5.3.7.2.1.1	203.2:M	Yes__ No__	
207.2.1.1. b	Either station shall be able to send commands at any time and initiate response transmissions without receiving explicit permission from the other station	5.3.7.2.1.1	203.2:M	Yes__ No__	
207.2.1.1. c	Such an asynchronous transmission shall contain one or more PDUs that shall be used for information transfer and to indicate status changes in the station (for example, the number of the next expected I PDU; transition from a ready to a busy condition, or vice versa; occurrence of an exception condition)	5.3.7.2.1.1	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.1.1. d	A station in ABM receiving a DISC command PDU shall respond with the UA response PDU if it is capable of executing the command	5.3.7.2.1.1	203.2:M	Yes__ No__	
207.2.1.2	Non-Operational Mode	5.3.7.2.1.2	203.2:M	Yes__ No__	
207.2.1.2. a	The non-operational mode shall be the ADM	5.3.7.2.1.2	203.2:M	Yes__ No__	
207.2.1.2. b	ADM differs from ABM in that the data link connection is logically disconnected from the physical medium such that no information (user data) shall be sent or accepted	5.3.7.2.1.2	203.2:M	Yes__ No__	
207.2.1.2. c	A data link connection shall be system-predefined as to the conditions that cause it to assume ADM	5.3.7.2.1.2	203.2:M	Yes__ No__	
207.2.1.2. d	A station on a data link connection in ADM shall be required to monitor transmissions received from its PL to accept and respond to one of the mode-setting command PDUs (SABME, DISC), or to send a DM response PDU at a medium access opportunity, when required	5.3.7.2.1.2	203.2:M	Yes__ No__	
207.2.1.2. e	A station in ADM receiving a DISC command PDU or any I or S PDU shall respond with the DM response PDU	5.3.7.2.1.2	203.2:M	Yes__ No__	
207.2.1.2. f	A station in ADM shall not establish a FRMR exception condition	5.3.7.2.1.2	203.2:M	Yes__ No__	
207.2.2	Procedure for Addressing	5.3.7.2.2	203.2:M	Yes__ No__	
207.2.2.a	The address fields for a PDU shall be used to indicate the unicast source and up to 16 destinations	5.3.7.2.2	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.2.b	The first bit in the source address field shall be used to identify whether a command or response is contained in the PDU	5.3.7.2.2	203.2:M	Yes__ No__	
207.2.3	Procedures for Using the P/F Bit	5.3.7.2.3	203.2:M	Yes__ No__	
207.2.3.a	A unicast addressed station receiving a command PDU (SABME, DISC, RR, RNR, REJ, or I) with the P-bit set to 1 shall send a response PDU with the F-bit set to 1	5.3.7.2.3	203.2:M	Yes__ No__	
207.2.3.b	The response PDU returned by a station to a RSET, SABME or DISC command PDU with the P-bit set to 1 shall be a UA or DM response PDU with the F-bit set to 1	5.3.7.2.3	203.2:M	Yes__ No__	
207.2.3.c	The response PDU returned by a station to an I, RR or REJ command PDU with the P-bit set to 1 shall be an I, RR, REJ, RNR, DM or FRMR response PDU with the F-bit set to 1	5.3.7.2.3	203.2:M	Yes__ No__	
207.2.3.d	The response PDU returned by a station to an RNR command PDU with the P-bit set to 1 shall be an RR, REJ, RNR, DM or FRMR response PDU with the F-bit set to 1	5.3.7.2.3	203.2:M	Yes__ No__	
207.2.3.e	The response PDU returned by a station to a SREJ with the P-bit set to one shall be the requested I PDU (response) with the F-bit set to one	5.3.7.2.3	203.2:M	Yes__ No__	
207.2.4	Procedures for Logical Data Link Set-up and Disconnection	5.3.7.2.4	203.2:M	Yes__ No__	
207.2.4.1	Data Link Connection Phase	5.3.7.2.4.1	203.2:M	Yes__ No__	
207.2.4.1.a	Either station shall be able to take the initiative to initialize the data link connection	5.3.7.2.4.1	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.4.1.1	Initiator Action	5.3.7.2.4.1.1	203.2:M	Yes__ No__	
207.2.4.1.1.a	When the station wishes to initialize the link, it shall send the SABME command PDU to one or more unicast addresses and start the acknowledgment timer(s)	5.3.7.2.4.1.1	203.2:M	Yes__ No__	
207.2.4.1.1.b	Upon receipt of the UA response PDU, the station shall reset both the V(S) and V(R) to 0 for the corresponding data link connection, shall stop the acknowledgment timer and shall enter the information transfer phase	5.3.7.2.4.1.1	203.2:M	Yes__ No__	
207.2.4.1.1.c	When receiving the DM response PDU, the station that originated the SABME command PDU shall stop the acknowledgment timers for that link, shall not enter the information transfer phase for that station, and shall report to the higher layer for appropriate action	5.3.7.2.4.1.1	203.2:M	Yes__ No__	
207.2.4.1.1.d	Should any acknowledgment timer run out before receiving all UA or DM response PDUs, the station shall resend the SABME command PDU, after deleting the address and control fields corresponding to the received UAs or DMs, and restart the acknowledgment timers	5.3.7.2.4.1.1	203.2:M	Yes__ No__	
207.2.4.1.1.e	After resending the SABME command PDU N2 times, the station shall stop sending the SABME command PDU, may report to the higher layer protocol and may initiate other error recovery action	5.3.7.2.4.1.1	203.2:M	Yes__ No__	
207.2.4.1.1.f	Other Type 2 PDUs received (commands and responses) while attempting to connect shall be ignored by the station	5.3.7.2.4.1.1	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.4.1.2	Respondent Action	5.3.7.2.4.1.2	203.2:M	Yes__ No__	
207.2.4.1.2.a	When a SABME command PDU is received, and the connection is desired, the station shall return a UA response PDU to the remote station, set both the V(S) and V(R) to 0 for the corresponding data link connection, and enter the information transfer phase	5.3.7.2.4.1.2	203.2:M	Yes__ No__	
207.2.4.1.2.b	The return of the UA response PDU shall take precedence over any other response PDU that may be pending at the station for that data link connection	5.3.7.2.4.1.2	203.2:M	Yes__ No__	
207.2.4.1.2.c	It shall be possible to follow the UA response PDU with additional PDUs, if pending	5.3.7.2.4.1.2	203.2:M	Yes__ No__	
207.2.4.1.2.d	If the connection is not desired, the station shall return a DM response PDU to the remote station and remain in the link disconnected mode	5.3.7.2.4.1.2	203.2:M	Yes__ No__	
207.2.4.2	Information Transfer Phase	5.3.7.2.4.2	203.2:M	Yes__ No__	
207.2.4.2.a	After having sent the UA response PDU to an SABME command PDU or having received the UA response PDU to a sent SABME command PDU, the station shall accept and send I and S PDUs according to the procedures described in 5.3.7.2.5	5.3.7.2.4.2 5.3.7.2.5	203.2:M	Yes__ No__	
207.2.4.2.b	When receiving an SABME command PDU while in the information transfer phase, the station shall conform to the resetting procedure described in 5.3.7.2.6	5.3.7.2.4.2 5.3.7.2.6	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.4.2. c	When receiving an RSET command PDU while in the information transfer phase, the station shall conform to the resetting procedure described in 5.3.7.2.7	5.3.7.2.4.2 5.3.7.2.7	203.2:M	Yes__ No__	
207.2.4.3	Data Link Disconnection Phase	5.3.7.2.4.3	203.2:M	Yes__ No__	
207.2.4.3. a	During the information transfer phase, either station shall be able to initiate disconnecting of the data link connection by sending a DISC command PDU and starting the acknowledgment timer	5.3.7.2.4.3 5.3.8.1.3.a	203.2:M	Yes__ No__	
207.2.4.3. b	When receiving a DISC command PDU, the station shall return a UA response PDU and enter the data link disconnected phase	5.3.7.2.4.3	203.2:M	Yes__ No__	
207.2.4.3. c	The return of the UA response PDU shall take precedence over any other response PDU that may be pending at the station for that data link connection	5.3.7.2.4.3	203.2:M	Yes__ No__	
207.2.4.3. d	Upon receipt of the UA or DM response PDU from a remote station, the station shall stop its acknowledgment timer for that link, and enter the link disconnected mode	5.3.7.2.4.3	203.2:M	Yes__ No__	
207.2.4.3. e	Should the acknowledgment timer run out before receiving the UA or DM response PDU for a particular link, the station shall send another DISC command PDU and restart the acknowledgment timer	5.3.7.2.4.3	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.4.3. f	After sending the DISC command PDU N2 times, the sending station shall stop sending the DISC command PDU, shall enter the data link disconnected phase, and shall report to the higher layer for the appropriate error recovery action.	5.3.7.2.4.3 5.3.8.1.3.d	203.2:M	Yes__ No__	
207.2.4.4	Data Link Disconnected Phase	5.3.7.2.4.4	203.2:M	Yes__ No__	
207.2.4.4. a	After having received a DISC command PDU from the remote station and returned a UA response PDU, or having received the UA response PDU to a sent DISC command PDU, the station shall enter the data link disconnected phase	5.3.7.2.4.4	203.2:M	Yes__ No__	
207.2.4.4. b	In the disconnected phase, the station shall react to the receipt of an SABME command PDU, as described in 5.3.7.2.4.1, and shall send a DM response PDU in answer to a received DISC command PDU	5.3.7.2.4.4 5.3.7.2.4.1	203.2:M	Yes__ No__	
207.2.4.4. c	When receiving any other Type 2 command, I or S PDU, the station in the disconnected phase shall send a DM response PDU	5.3.7.2.4.4	203.2:M	Yes__ No__	
207.2.4.4. d	In the disconnected phase, the station shall be able to initiate a data link connection	5.3.7.2.4.4	203.2:M	Yes__ No__	
207.2.4.5	Contention of Unnumbered Mode-Setting Command PDUs	5.3.7.2.4.5	203.2:M	Yes__ No__	
207.2.4.5. a	A contention situation on a data link connection shall be resolved in the following way: If the sent and received mode-setting command PDUs are the same, each station shall send the UA response PDU at the earliest opportunity	5.3.7.2.4.5	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.4.5. b	Each station shall enter the indicated phase either after receiving the UA response PDU, or after its acknowledgment timer expires	5.3.7.2.4.5	203.2:M	Yes__ No__	
207.2.4.5. c	If the sent and received mode-setting command PDUs are different, each station shall enter the data link disconnected phase and shall issue a DM response PDU at the earliest opportunity	5.3.7.2.4.5	203.2:M	Yes__ No__	
207.2.5	Procedures for Information Transfer	5.3.7.2.5	203.2:M	Yes__ No__	
207.2.5.1	Sending I PDUs	5.3.7.2.5.1	203.2:M	Yes__ No__	
207.2.5.1. a	When the station has an I PDU to send (that is, an I PDU not already sent), it shall send the I PDU with an N(S) equal to its current V(S) and an N(R) equal to its current V(R) for that data link connection	5.3.7.2.5.1	203.2:M	Yes__ No__	
207.2.5.1. b	At the end of sending the I PDU, the station shall increment its V(S) by 1	5.3.7.2.5.1	203.2:M	Yes__ No__	
207.2.5.1. c	If the acknowledgment timer is not running at the time that an I PDU is sent, the acknowledgment timer shall be started	5.3.7.2.5.1	203.2:M	Yes__ No__	
207.2.5.1. d	If the data link connection V(S) is equal to the last value of N(R) received plus k (where k is the maximum number of outstanding I PDUs), the station shall not send any new I PDUs on that data link connection, but shall be able to resend an I PDU	5.3.7.2.5.1 5.3.8.1.3.e 5.3.7.2.5.6 5.3.7.2.5.9	203.2:M	Yes__ No__	
207.2.5.1. e	Upon sending an I PDU that causes the number of outstanding I PDUs to be equal to the k2 value for that connection, the station shall send an RR (or RNR) command to the destination station	5.3.7.2.5.1	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.1.f	The destination station shall respond with a RR Response with the N(R) indicating the last received I PDU	5.3.7.2.5.1	203.2:M	Yes__ No__	
207.2.5.1.g	When a local station on a data link connection is in the busy condition, the station shall still be able to send I PDUs, provided that the remote station on this data link connection is not also busy	5.3.7.2.5.1	203.2:M	Yes__ No__	
207.2.5.1.h	When the station is in the FRMR exception condition for a particular data link connection, it shall stop transmitting I PDUs on that data link connection	5.3.7.2.5.1	203.2:M	Yes__ No__	
207.2.5.1.i	When a station is in the timer recovery condition, it shall not send any new I PDUs on that data link connection	5.3.7.2.5.1 5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.2	Receiving I PDU	5.3.7.2.5.2	203.2:M	Yes__ No__	
207.2.5.2.a	When the station is not in a busy condition and receives an I PDU whose N(S) is equal to its V(R), the station shall accept the information field of this PDU, increment by 1 its V(R), and act as follows:	5.3.7.2.5.2	207.2.5.2:M	Yes__ No__	
207.2.5.2.a.1	If an I PDU is available to be sent, the station shall be able to act as in 5.3.7.2.5.1 and acknowledge the received I PDU by setting N(R) in the control field of the next sent I PDU to the value of its V(R). The station shall also be able to acknowledge the received I PDU by sending an RR PDU with the N(R) equal to the value of its V(R).	5.3.7.2.5.2.a 5.3.7.2.5.1	207.2.5.2.a:O .<3>	Yes__ No__	
207.2.5.2.a.2	If no I PDU is available to be sent by the station, then the station shall either:	5.3.7.2.5.2.b	207.2.5.2.a:O .<3>	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.2.a.2.a	If the received I PDU is a command PDU with the P-bit set to 1, then send an S PDU with its F-bit set to 1 and its N(R) equal to the current value of V(R) at the first possible opportunity (this transmission is time critical to maintaining the connection), and stop the Response Delay Timer	5.3.7.2.5.2.b(1)	207.2.5.2.a.2: O.<2>	Yes__ No__	
207.2.5.2.a.2.b	If the received I PDU is not a command PDU with the P-bit set to 1, then the station shall	5.3.7.2.5.2.b(2)	207.2.5.2.a.2: O.<2>	Yes__ No__	
207.2.5.2.a.2.b.1	If the number of outstanding I PDUs received since the last I PDU for which an acknowledgment was sent is equal to or greater than k_3 , then send an S PDU with its N(R) equal to the current value of V(R) at the earliest opportunity, and stop the Response Delay Timer	5.3.7.2.5.2.b(2)(a) 5.3.8.1.3.g	207.2.5.2.a.2: b:O.<2>	Yes__ No__	
207.2.5.2.a.2.b.2	If the number of outstanding I PDUs received since the last I PDU for which an acknowledgment was sent is less than k_3 , and if the Response Delay Timer is not already running, then start the Response Delay Timer. When the Response Delay Timer is running then the station shall:	5.3.7.2.5.2.b(2)(b) 5.3.8.1.3.g	207.2.5.2.a.2: b:O.<2>	Yes__ No__	
207.2.5.2.a.2.b.2(i)	If an I PDU is sent back to the originator of the recently received I PDU before the Response Delay Timer expires, then stop the Response Delay Timer. The N(R) in the outgoing I frame will acknowledge any recently received correct in sequence I PDU frames as described in 5.3.7.2.5.1 (No S PDU needs to be sent)	5.3.7.2.5.2.b(2)(b)(i) 5.3.7.2.5.1	207.2.5.2.a.2: b.2:O.<3>	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.2. a.2.b.2(ii)	If another PDU of any type that can be concatenated is transmitted to any destination and adequate space exists to concatenate additional frames, then concatenate onto this PDU an S PDU with its N(R) equal to the current value of V(R) addressed to the originator of the recently received I PDU, and stop the Response Delay Timer	5.3.7.2.5.2.b(2)(b) (ii)	207.2.5.2.a.2. b.2:O.<3>	Yes__ No__	
207.2.5.2. a.2.b.2(iii)	If the Response Delay Timer expires, then at the earliest opportunity, send an S PDU with its N(R) equal to the current value of V(R). (Note that S PDUs to other destinations may be concatenated with this frame as described in the preceding paragraph.)	5.3.7.2.5.2.b(2)(b) (iii)	207.2.5.2.a.2. b.2:O.<3>	Yes__ No__	
207.2.5.2. a.3	If receipt of the I PDU caused the station to go into the busy condition with regard to any subsequent I PDUs, the station shall send an RNR PDU with the N(R) equal to the value of its V(R). If I PDUs are available to send, the station shall be able to send them (as in 5.3.7.2.5.1) prior to or following the sending of the RNR PDU.	5.3.7.2.5.2.c 5.3.7.2.5.1	207.2.5.2.a:O <3>	Yes__ No__	
207.2.5.2. b	When the station is in a busy condition, the station shall be able to ignore the information field contained in any received I PDU on that data link connection	5.3.7.2.5.2 5.3.7.2.5.10	207.2.5.2:M	Yes__ No__	
207.2.5.3	Receiving Incorrect PDUs	5.3.7.2.5.3	203.2:M	Yes__ No__	
207.2.5.3. a	When the station receives an invalid PDU or a PDU with an incorrect source address, the entire PDU shall be discarded	5.3.7.2.5.3	203.2:M	Yes__ No__	
207.2.5.4	Receiving Out-of-Sequence PDUs	5.3.7.2.5.4	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.4. a	When the station receives one or more I PDUs whose N(S)s are not in the expected sequence, that is, not equal to the current V(R) but is within the receive window, the station shall respond by sending a REJ or a SREJ PDU as described in either 5.3.7.2.5.4.1 or 5.3.7.2.5.4.2	5.3.7.2.5.4 5.3.7.2.5.4.1 5.3.7.2.5.4.2	203.2:M	Yes__ No__	
207.2.5.4. 1	Reject Response	5.3.7.2.5.4.1	203.2:M	Yes__ No__	
207.2.5.4. 1.a	When an I PDU has been received out-of-sequence and more than one frame is missing, the station may discard the information field of the I PDU and send a REJ PDU with the N(R) set to the value of V(R). The station shall then discard the information field of all I PDUs until the expected I PDU is correctly received	5.3.7.2.5.4.1	203.2:M	Yes__ No__	
207.2.5.4. 1.b	When receiving the expected I PDU, the station shall acknowledge the PDU	5.3.7.2.5.4.1 5.3.7.2.5.2	203.2:M	Yes__ No__	
207.2.5.4. 1.c	The station shall use the N(R) and P-bit indications in the discarded I PDU	5.3.7.2.5.4.1	203.2:M	Yes__ No__	
207.2.5.4. 1.d	On a given data link connection, only one "sent REJ" exception condition from a given station to another given station shall be established at a time	5.3.7.2.5.4.1	203.2:M	Yes__ No__	
207.2.5.4. 1.e	A "sent REJ" condition shall be cleared when the requested I PDU is received	5.3.7.2.5.4.1	203.2:M	Yes__ No__	
207.2.5.4. 1.f	The "sent REJ" condition shall be able to be reset when a REJ timer time-out function runs out	5.3.7.2.5.4.1	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.4.1.g	When the station perceives by REJ timer time-out that the requested I PDU will not be received, because either the requested I PDU or the REJ PDU was in error or lost, the station shall be able to resend the REJ PDU up to N2 times to reestablish the “sent REJ” condition	5.3.7.2.5.4.1 5.3.8.1.3.d	203.2:M	Yes__ No__	
207.2.5.4.2	Selective Reject Response	5.3.7.2.5.4.2	203.2:M	Yes__ No__	
207.2.5.4.2.a	A SREJ PDU shall not be transmitted if an earlier REJ condition has not been cleared	5.3.7.2.5.4.2	203.2:M	Yes__ No__	
207.2.5.4.2.b	When the station perceives by the REJ timer time-out that the request I PDU will not be received, because either the requested I PDU or the SREJ PDU was in error or lost, the station shall be able to resend all outstanding SREJ PDUs in order to reestablish the “sent SREJ” condition up to N2 times	5.3.7.2.5.4.2 5.3.8.1.3.d	203.2:M	Yes__ No__	
207.2.5.5	Receiving Acknowledgment	5.3.7.2.5.5	203.2:M	Yes__ No__	
207.2.5.5.a	When correctly receiving an I or S PDU, even in the busy condition, the receiving station shall consider the N(R) contained in this PDU as an acknowledgment for all the I PDUs it has sent on this data link connection with an N(S) up to and including the received N(R) minus one	5.3.7.2.5.5 5.3.7.2.5.10	203.2:M	Yes__ No__	
207.2.5.5.b	The station shall reset the acknowledgment timer when it correctly receives an I or Type 2 S PDU with the N(R) higher than the last received N(R) (actually acknowledging some I PDUs)	5.3.7.2.5.5	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.5. c	If the timer has been reset and there are outstanding I PDUs still unacknowledged on this data link connection, the station shall restart the acknowledgment timer	5.3.7.2.5.5	203.2:M	Yes__ No__	
207.2.5.5. d	If the timer then runs out, the station shall follow the procedures in 5.3.7.2.5.11 with respect to the unacknowledged I PDUs	5.3.7.2.5.5 5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.6	Receiving SREJ PDU	5.3.7.2.5.6	203.2:M	Yes__ No__	
207.2.5.6. a	If the received transmission is an SREJ command or response PDU, the I PDU corresponding to the N(R) being rejected shall be retransmitted	5.3.7.2.5.6	203.2:M	Yes__ No__	
207.2.5.7	Receiving RSET PDU	5.3.7.2.5.7	203.2:M	Yes__ No__	
207.2.5.7. a	Upon the receipt of the RSET command PDU, the receiving station shall reply with a UA response PDU and shall then set its V(R) to 0 for the initiating station	5.3.7.2.5.7	203.2:M	Yes__ No__	
207.2.5.8	Receiving REJ PDU	5.3.7.2.5.8	203.2:M	Yes__ No__	
207.2.5.8. a	When receiving an REJ PDU, the station shall set its V(S) to the N(R) received in the REJ PDU control field	5.3.7.2.5.8	203.2:M	Yes__ No__	
207.2.5.8. b	The station shall resend the corresponding I PDU as soon as it is available	5.3.7.2.5.8	203.2:M	Yes__ No__	
207.2.5.8. c	If other unacknowledged I PDUs had already been sent on that data link connection following the one indicated in the REJ PDU, then those I PDUs shall be resent by the station following the resending of the requested I PDU	5.3.7.2.5.8	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.8. d	If retransmission beginning with a particular PDU occurs while waiting acknowledgment and an REJ PDU is received, which would also start retransmission with the same I PDU [as identified by the N(R) in the REJ PDU], the retransmission resulting from the REJ PDU shall be inhibited	5.3.7.2.5.8 5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.9	Receiving RNR PDU	5.3.7.2.5.9	203.2:M	Yes__ No__	
207.2.5.9. a	A station receiving an RNR PDU shall, with one exception described below, stop sending I PDUs on the indicated data link connection at the earliest possible time and shall start the busy-state timer, if not already running. EXCEPTION: A station may include a busy destination in a PDU that is addressed to multiple destination addresses if at least one of the multiple destinations is not busy.	5.3.7.2.5.9	203.2:M	Yes__ No__	
207.2.5.9. b	When the busy-state timer runs out, the station shall follow the procedure described in 5.3.7.2.5.11	5.3.7.2.5.9 5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.9. c	In any case, the station shall not send any other I PDUs on that data link connection before receiving an RR or REJ PDU, or before receiving an I response PDU with the F-bit set to 1, or before the completion of a resetting procedure on that data link connection	5.3.7.2.5.9	203.2:M	Yes__ No__	
207.2.5.10	Station-Busy Condition	5.3.7.2.5.10	203.2:M	Yes__ No__	
207.2.5.10 .a	A station shall enter the busy condition on a data link connection when it is temporarily unable to receive or continue to receive I PDUs due to internal constraints	5.3.7.2.5.10	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.10 .b	When the station enters the busy condition, it shall send an RNR PDU at the first possible opportunity	5.3.7.2.5.10	203.2:M	Yes__ No__	
207.2.5.10 .c	It shall be possible to send I PDUs waiting to be sent on that data link connection prior to or following the sending of the RNR PDU	5.3.7.2.5.10	203.2:M	Yes__ No__	
207.2.5.10 .d	While in the busy condition, the station shall accept and process supervisory PDUs and return an RNR response PDU with the F-bit set to 1 if it receives an S or I command PDU with the P-bit set to 1 on the affected data link connection	5.3.7.2.5.10	203.2:M	Yes__ No__	
207.2.5.10 .e	To indicate the clearance of a busy condition on a data link connection, the station shall send an I response PDU with the F-bit set to 1 if a P-bit set to 1 is outstanding, an REJ response PDU, or an RR response PDU on the data link connection with N(R) set to the current V(R), depending on whether or not the station discarded information fields of correctly received I PDUs	5.3.7.2.5.10	203.2:M	Yes__ No__	
207.2.5.10 .f	The sending of a SABME command PDU or a UA response PDU shall indicate the clearance of a busy condition at the sending station on a data link connection	5.3.7.2.5.10	203.2:M	Yes__ No__	
207.2.5.11	Waiting Acknowledgment	5.3.7.2.5.11	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.11 .a	The station maintains an internal retransmission count variable for each data link connection, which shall be set to 0 when the station receives or sends a UA response PDU to a SABME command PDU, when the station receives an RNR PDU, or when the station correctly receives an I or S PDU with the N(R) higher than the last received N(R) (actually acknowledging some outstanding I PDUs)	5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.11 .b	If the acknowledgment timer, busy-state timer, or the P-bit timer runs out, the station on this data link connection shall enter the timer recovery condition and add 1 to its retransmission count variable	5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.11 .c	When a station is in the timer recovery condition, the station shall not send any new I PDUs to the destination station	5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.11 .d	The station shall then start the P-bit timer and send an S command PDU with the P-bit set to 1	5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.11 .e	The timer recovery condition shall be cleared on the data link connection when the station receives a valid I or S PDU from the remote station with the F-bit set to 1	5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.11 .f	If, while in the timer recovery condition, the station correctly receives a valid I or S PDU with one of the following:	5.3.7.2.5.11	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.5.11.f.1	The F-bit set to 1 and the N(R) within the range from the last value of N(R) received to the current V(S) inclusive, the station shall clear the timer recovery condition, set its V(S) to the received N(R), stop the P-bit timer, and resend any unacknowledged PDUs	5.3.7.2.5.11.a	207.2.5.11.f: O.<2>	Yes__ No__	
207.2.5.11.f.2	The P/F bit set to 0 and the N(R) within the range from the last value of N(R) received to the current V(S) inclusive, the station shall not clear the timer recovery condition but shall treat the N(R) value received as an acknowledgment for the indicated previously transmitted I PDUs	5.3.7.2.5.11.b 5.3.7.2.5.5	207.2.5.11.f: O.<2>	Yes__ No__	
207.2.5.11.g	If the P-bit timer runs out in the timer recovery condition, the station shall add 1 to its retransmission count variable	5.3.7.2.5.11	203.2:M	Yes__ No__	
207.2.5.11.h	If the retransmission count variable is less than N2, the station shall resend an S PDU with the P-bit set to 1 and restarts its P-bit timer	5.3.7.2.5.11 5.3.8.1.3.d	203.2:M	Yes__ No__	
207.2.5.11.i	If the retransmission count variable is equal to N2, the station shall initiate a resetting procedure, by sending a SABME command PDU	5.3.7.2.5.11 5.3.8.1.3.d 5.3.7.2.6	203.2:M	Yes__ No__	
207.2.6	Procedures for Mode Resetting	5.3.7.2.6	203.2:M	Yes__ No__	
207.2.6.a	The resetting phase shall apply only during ABM	5.3.7.2.6	203.2:M	Yes__ No__	
207.2.6.b	Either station shall be able to initiate a resetting of both directions by sending a SABME command PDU and starting its acknowledgment timer	5.3.7.2.6	203.2:M	Yes__ No__	
207.2.6.1	Receiver Action	5.3.7.2.6.1	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.6.1. a	After receiving a SABME command PDU, the station shall return one of two types of responses, at the earliest opportunity: 5.3.7.2.6.1.a or 5.3.7.2.6.1.b	5.3.7.2.6.1	203.2:M	Yes__ No__	
207.2.6.1. a.1	A UA response PDU and reset its V(S) and V(R) to 0 to reset the data link connection	5.3.7.2.6.1.a	207.2.6.1.a:O .<2>	Yes__ No__	
207.2.6.1. a.2	A DM response PDU if the data link connection is to be terminated	5.3.7.2.6.1.b	207.2.6.1.a:O .<2>	Yes__ No__	
207.2.6.1. b	The return of the UA or DM response PDU shall take precedence over any other response PDU for that data link connection that may be pending at the station	5.3.7.2.6.1	203.2:M	Yes__ No__	
207.2.6.1. c	It shall be possible to follow the UA PDU with additional PDUs, if pending	5.3.7.2.6.1	203.2:M	Yes__ No__	
207.2.6.2	Initiator Action	5.3.7.2.6.2	203.2:M	Yes__ No__	
207.2.6.2. a	If the UA PDU is received correctly by the initiating station, it shall reset its V(S) and V(R) to 0 and stop its acknowledgment timer	5.3.7.2.6.2	203.2:M	Yes__ No__	
207.2.6.2. b	This shall also clear all exception conditions that might be present at either of the stations involved in the reset	5.3.7.2.6.2	203.2:M	Yes__ No__	
207.2.6.2. c	The exchange shall also indicate clearance of any busy condition that may have been present at either station involved in the reset	5.3.7.2.6.2	203.2:M	Yes__ No__	
207.2.6.2. d	If a DM response PDU is received, the station shall enter the data link disconnected phase, shall stop its acknowledgment timer, and shall report to the higher layer for appropriate action	5.3.7.2.6.2	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.6.2.e	If the acknowledgment timer runs out before a UA or DM response PDU is received, the SABME command PDU shall be resent and the acknowledgment timer shall be started	5.3.7.2.6.2	203.2:M	Yes__ No__	
207.2.6.2.f	After the timer runs out N2 times, the sending station shall stop sending the SABME command PDU, and shall enter the ADM, may report to the higher layer protocol and may initiate other error recovery actions	5.3.7.2.6.2 5.3.8.1.3.d	203.2:M	Yes__ No__	
207.2.6.2.g	Other Type 2 PDUs, with the exception of the SABME and DISC command PDUs, received by the station before completion of the reset procedure shall be discarded	5.3.7.2.6.2	203.2:M	Yes__ No__	
207.2.6.3	Resetting with the FRMR PDU	5.3.7.2.6.3	203.2:M	Yes__ No__	
207.2.6.3.a	Under certain FRMR exception conditions, it shall be possible for the initiating station, by sending a FRMR response PDU, to ask the remote station to reset the data link connection	5.3.7.2.6.3 5.3.7.2.8	203.2:M	Yes__ No__	
207.2.6.3.b	Upon receiving the FRMR response PDU (even during a FRMR exception condition), the remote station shall either initiate a resetting procedure, by sending a SABME or RSET command PDU, or initiate a disconnect procedure, by sending a DISC command PDU	5.3.7.2.6.3	203.2:M	Yes__ No__	
207.2.6.3.c	After sending an FRMR response PDU, the initiating station shall enter the FRMR exception condition	5.3.7.2.6.3	203.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.6.3.d	The FRMR exception condition shall be cleared when the station receives or sends a SABME or DISC command PDU, DM response PDU or RSET command PDU	5.3.7.2.6.3	203.2:M	Yes__ No__	
207.2.6.3.e	Any other Type 2 command PDU received while in the FRMR exception condition shall cause the station to resend the FRMR response PDU with the same information field as originally sent	5.3.7.2.6.3	203.2:M	Yes__ No__	
207.2.6.3.f	In the FRMR exception condition, additional I PDUs shall not be sent, and received I and S PDUs shall be discarded by the station	5.3.7.2.6.3	203.2:M	Yes__ No__	
207.2.6.3.g	It shall be possible for the station to start its acknowledgment timer on the sending of the FRMR response PDU	5.3.7.2.6.3	203.2:M	Yes__ No__	
207.2.6.3.h	If the timer runs out before the reception of a SABME or DISC command PDU from the remote station, it shall be possible for the station to resend the FRMR response PDU and restart its acknowledgment timer	5.3.7.2.6.3	203.2:M	Yes__ No__	
207.2.6.3.i	After the acknowledgment timer has run out N2 times, the station shall reset the data link connection by sending a SABME command PDU	5.3.7.2.6.3 5.3.8.1.3.d	203.2:M	Yes__ No__	
207.2.6.3.j	When an additional FRMR response PDU is sent while the acknowledgment timer is running, the timer shall not be reset or restarted	5.3.7.2.6.3	203.2:M	Yes__ No__	
207.2.7	Procedures for Sequence Number Resetting	5.3.7.2.7	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.2.7.a	The addressed station shall confirm acceptance of the RSET command by transmission of a UA response at the earliest opportunity	5.3.7.2.7	203.2:M	Yes__ No__	
207.2.7.b	Upon acceptance of this command, the addressed station V(R) shall be set to 0	5.3.7.2.7	203.2:M	Yes__ No__	
207.2.7.c	If the UA response is received correctly, the initialization station shall reset its V(S) to 0	5.3.7.2.7	203.2:M	Yes__ No__	
207.2.7.d	The RSET command shall reset all PDU rejection conditions in the addressed station, except for an invalid N(R) sequence number condition which the addressed station has reported by FRMR	5.3.7.2.7	203.2:M	Yes__ No__	
207.2.7.e	To clear an invalid N(R) frame rejection condition with an RSET command, the RSET command shall be transmitted by the station that detects the invalid N(R)	5.3.7.2.7	203.2:M	Yes__ No__	
207.2.8	FRMR Exception Conditions	5.3.7.2.8	203.2:M	Yes__ No__	
207.2.8.a	The station shall request a resetting procedure by sending an FRMR response PDU, after receiving, during the information transfer phase, a PDU with one of the conditions identified in 5.3.6.2.3.6	5.3.7.2.8 5.3.7.2.6.3 5.3.6.2.3.6	203.2:M	Yes__ No__	
207.2.8.b	The other station shall initiate a resetting procedure by sending a SABME or RSET command PDU, after receiving the FRMR response PDU	5.3.7.2.8 5.3.7.2.6	203.2:M	Yes__ No__	
207.3	Description of Type 3 Procedures	5.3.7.3	M	Yes__ No__	
207.3.a	Stations shall combine network status information (URR/URNR) for Type 1 and Type 3 communication procedures	5.3.7.3	M	Yes__ No__	
207.3.1	Modes of Operation	5.3.7.3.1	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.3.1.a	A station using Type 3 procedures shall support the entire procedure set whenever it is operational on the network	5.3.7.3.1	M	Yes__ No__	
207.3.2	Procedure for Addressing	5.3.7.3.2	M	Yes__ No__	
207.3.2.a	The address fields shall be used to indicate the source and destinations of the transmitted PDU	5.3.7.3.2	M	Yes__ No__	
207.3.2.b	The first bit in the source address field shall be used to identify whether a command or a response is contained in the PDU	5.3.7.3.2	M	Yes__ No__	
207.3.2.c	Unicast, special and multicast (One-hop or group) addressing shall be supported for destination addresses in command PDUs	5.3.7.3.2	M	Yes__ No__	
207.3.2.d	The source address field shall contain a unicast or special address	5.3.7.3.2	M	Yes__ No__	
207.3.3	Procedure for Using the P/F Bit	5.3.7.3.3	M	Yes__ No__	
207.3.3.a	The P-bit shall always be set to 1 for Type 3 communications.	5.3.7.3.3	M	Yes__ No__	
207.3.4	Procedures for Logical Data Link Set-up and Disconnection	5.3.7.3.4	M	Yes__ No__	
207.3.5	Procedures for Information Transfer	5.3.7.3.5	M	Yes__ No__	
207.3.5.1	Sending UI Command PDUs	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.a	Information transfer from an initiating station to a responding station shall be accomplished by sending the UI command PDU	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.b	When a sending station sends a UI command PDU with the P-bit set to 1, it shall start an acknowledgment timer for that transmission and initialize the internal transmission count variable to zero	5.3.7.3.5.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.3.5.1.c	If all expected URR and URNR response PDUs are not received before the timer runs out, the sending station shall resend the UI command PDU, increment the internal transmission count variable, and restart the acknowledgment timer	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.d	Prior to resending the UI command PDU, the multicast (One-hop or group) addresses shall be removed as well as unicast and special addresses from which a response (URR or URNR) was received	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.e	The special address 3, if used, shall not be removed prior to retransmission unless it is the only address remaining	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.f	No retransmission shall be attempted unless a unicast or special address other than 3 remains	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.g	If a URR response PDU is still not received, this resending procedure shall be repeated until the value of the internal transmission count variable is equal to the value of the logical link parameter N4, at which time a DL-Status-Indication shall be reported to the upper layer indicating an acknowledgment failure	5.3.7.3.5.1 5.3.8.1.4.c	M	Yes__ No__	
207.3.5.1.h	An internal transmission count shall be maintained for each UI information exchange (where P-bit = 1) between a pair of sending and receiving stations	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.i	Both the acknowledgment timer and internal transmission count, for that exchange, shall not affect the information exchange with other receiving stations	5.3.7.3.5.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.3.5.1.j	If a URNR response PDU is received in response to a UI command with the P-bit set to 1, the receiving station shall designate the sending station as busy	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.k	The retransmission of the UI command shall follow the rules for the busy condition	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.1.l	Transmission of the UI commands to that station shall be discontinued until the busy state is cleared	5.3.7.3.5.1	M	Yes__ No__	
207.3.5.2	Receiving UI Command PDUs	5.3.7.3.5.2	M	Yes__ No__	
207.3.5.2.a	A station shall acknowledge the receipt of a valid UI command PDU, which has the P-bit set to 1 and contains the station unicast address, by sending a URR response PDU to the originator of the command UI PDU	5.3.7.3.5.2	M	Yes__ No__	
207.3.5.2.b	If the receiving station is unable to accept UI PDUs due to a busy condition, it may respond with a URNR response PDU	5.3.7.3.5.2	O	Yes__ No__	
207.3.5.3	Sending URR Response PDUs	5.3.7.3.5.3	M	Yes__ No__	
207.3.5.3.a	A URR response PDU, with the F-bit set to 1, shall be sent only upon receipt of a UI command PDU, with the P-bit set to 1	5.3.7.3.5.3	M	Yes__ No__	
207.3.5.3.b	The URR response PDU shall be sent to the originator of the associated UI command PDU	5.3.7.3.5.3	M	Yes__ No__	
207.3.5.4	Sending URNR Response PDUs	5.3.7.3.5.4	206.1.9:M	Yes__ No__	
207.3.5.4.a	A URNR response PDU, with the F-bit set to 1, may be sent by the remote station to advise the originator of the associated UI command PDU that it is experiencing a busy condition and is unable to accept UI PDUs	5.3.7.3.5.4	O	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.3.5.5	Receiving UI Acknowledgment	5.3.7.3.5.5	M	Yes__ No__	
207.3.5.5. a	After sending a UI command PDU with the P-bit set to 1, the sending station shall expect to receive an acknowledgment in the form of a URR response PDU from the station to which the command PDU was sent	5.3.7.3.5.5	M	Yes__ No__	
207.3.5.5. b	No acknowledgment shall be expected from multicast (One-hop or group) addresses or from the special address 3	5.3.7.3.5.5	M	Yes__ No__	
207.3.5.5. c	Upon receiving such a response PDU, the station shall stop the acknowledgment timer associated with the transmission for which the acknowledgment was received and reset the associated internal transmission count to zero	5.3.7.3.5.5	M	Yes__ No__	
207.3.5.5. d	If the response was a URNR response PDU, the sending station shall stop sending UI, I, and DIA PDUs to that remote station until a URR command PDU is received or the busy-state timer expires	5.3.7.3.5.5	M	Yes__ No__	
207.3.5.6	Using TEST Command and Response PDUs	5.3.7.3.5.6	M	Yes__ No__	
207.3.5.6. a	Any TEST command PDU received in error shall be discarded and no response PDU sent	5.3.7.3.5.6	M	Yes__ No__	
207.3.5.6. b	In the event of a test failure, it shall be the responsibility of the TEST function initiator to determine any future actions	5.3.7.3.5.6	M	Yes__ No__	
207.4	Description of Type 4 Procedures	5.3.7.4	203.4:M	Yes__ No__	
207.4.1	Modes of Operation	5.3.7.4.1	203.4:M	Yes__ No__	
207.4.1.a	A station using Type 4 procedures shall support the entire set whenever it is operational on the network	5.3.7.4.1	203.4:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.4.2	Procedure for Addressing	5.3.7.4.2	203.4:M	Yes__ No__	
207.4.2.a	The address field shall be used to indicate the source and destinations of the transmitted PDU	5.3.7.4.2	203.4:M	Yes__ No__	
207.4.2.b	The first bit in the source address shall be used to identify whether a command or a response is contained in the PDU	5.3.7.4.2	203.4:M	Yes__ No__	
207.4.2.c	Unicast, and multicast (One-hop or group) addressing shall be supported for the destination addresses in command PDUs	5.3.7.4.2	203.4:M	Yes__ No__	
207.4.2.d	The source address shall contain a unicast address	5.3.7.4.2	203.4:M	Yes__ No__	
207.4.3	Procedure for Using the P/F Bit	5.3.7.4.3	X	---	
207.4.4	Procedures for Logical Data Link Set-up and Disconnection	5.3.7.4.4	203.4:M	Yes__ No__	
207.4.4.a	All stations shall advance to the information transfer state	5.3.7.4.4	203.4:M	Yes__ No__	
207.4.5	Procedures for Information Transfer	5.3.7.4.5	203.4:M	Yes__ No__	
207.4.5.1	Sending DIA Command Frames	5.3.7.4.5.1	203.4:M	Yes__ No__	
207.4.5.2	DRNR Procedure	5.3.7.4.5.2	203.4:M	Yes__ No__	
207.4.5.2.1	Sending DRNR Command PDU	5.3.7.4.5.2.1	203.4:M	Yes__ No__	
207.4.5.2.2	Receiving DRNR Command PDU	5.3.7.4.5.2.2	203.4:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.4.5.2.2.a	Upon receipt of a DRNR PDU a station shall, with one exception described below, inhibit transmission of DIA PDUs to the station which originated the DRNR command by updating the station status table to reflect this busy condition. EXCEPTION: A station may include a busy destination in a PDU that is addressed to multiple destination addresses if at least one of the multiple destinations is not busy	5.3.7.4.5.2.2	203.4:M	Yes__ No__	
207.4.5.2.2.b	The DRNR PDU shall not change the Quiet Mode status of a station	5.3.7.4.5.2.2	203.4:M	Yes__ No__	
207.4.5.2.2.c	Any PDUs in the retransmission queue addressed to the busy station shall be modified to delete (null) the busy station from the destination address list	5.3.7.4.5.2.2	203.4:M	Yes__ No__	
207.4.5.2.2.d	Normal transmission of DIA PDUs to that station shall resume upon receipt of a DRR command from the station	5.3.7.4.5.2.2	203.4:M	Yes__ No__	
207.4.5.2.3	Sending DRNR Response PDU	5.3.7.4.5.2.3	203.4:M	Yes__ No__	
207.4.5.2.3.a	A station shall generate and transmit a DRNR response PDU after it has sent a DRNR command PDU (if its Quiet Mode is disabled) while it is processing frames in its receive queues in the busy condition	5.3.7.4.5.2.3	203.4:M	Yes__ No__	
207.4.5.2.4	Receiving DRNR Response PDU	5.3.7.4.5.2.4	203.4:M	Yes__ No__	
207.4.5.2.4.a	Upon receipt of a DRNR response PDU, a station shall search the destination addresses associated with the identification number in the DRNR response PDU	5.3.7.4.5.2.4	203.4:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
207.4.5.2.4.b	The response PDU originator's address shall be deleted from the destination address field (if it is still there) of the DIA being acknowledged	5.3.7.4.5.2.4	203.4:M	Yes__ No__	
207.4.5.3	DRR Procedures	5.3.7.4.5.3	203.4:M	Yes__ No__	
207.4.5.3.1	Sending a DRR PDU	5.3.7.4.5.3.1	203.4:M	Yes__ No__	
207.4.5.3.1.a	A station shall generate and transmit a DRR PDU if its Quiet Mode is disabled and one of the following conditions exist:	5.3.7.4.5.3.1	203.4:M	Yes__ No__	
207.4.5.3.1.a.1	The station is no longer busy and had previously sent a DRNR command PDU	5.3.7.4.5.3.1.a	207.3.5.3.1.a: O.<3>	Yes__ No__	
207.4.5.3.1.a.2	The station is not busy and the station received a DIA PDU from a transmitting station which requires acknowledgment	5.3.7.4.5.3.1.b	207.3.5.3.1.a: O.<3>	Yes__ No__	
207.4.5.3.1.a.3	If directed by the user interface	5.3.7.4.5.3.1.c	207.3.5.3.1.a: O.<3>	Yes__ No__	
207.4.5.3.1.1	Sending a DRR Command PDU	5.3.7.4.5.3.1.1	203.4:M	Yes__ No__	
207.4.5.3.1.2	Sending a DRR Response PDU	5.3.7.4.5.3.1.2	203.4:M	Yes__ No__	
207.4.5.3.2	Receiving DRR Response PDU	5.3.7.4.5.3.2	203.4:M	Yes__ No__	
207.4.5.3.2.a	Upon receipt of a DRR response PDU a station shall search the destination addresses associated with the identification number in the DRR response PDU	5.3.7.4.5.3.2	203.4:M	Yes__ No__	
207.4.5.3.2.b	The DRR response PDU originator's address shall be deleted from the destination address field of the DIA being acknowledged	5.3.7.4.5.3.2	203.4:M	Yes__ No__	

APPENDIX B

ANNEX A

A.5.8 Data Link Initialization.

Item	Protocol Feature	Reference	Status	Support	Notes
208	Data Link Initialization	5.3.8	M	Yes__ No__	
208.a	The Join Request is sent to the default NETCON destination address, which shall be the station assigned to perform NETCON station responsibilities	5.3.8	O	Yes__ No__	
208.1	List of Data Link Parameters	5.3.8.1	M	Yes__ No__	
208.1.a	The maximum number of octets in the information field of a UI, I or DIA PDU is an adjustable data link parameter in the range of 708 – 3345	5.3.8.1.1	M	Yes__ No__	
208.1.1	Type 1 Logical Data Link Parameters	5.3.8.1.2	M	Yes__ No__	
208.1.1.a	The logical data link parameters for Type 1 operation shall be as follows:	5.3.8.1.2	M	Yes__ No__	
208.1.1.a.1	The busy-state timer is a data link parameter that defines the time interval following receipt of the URNR command PDU during which the station shall wait for the other station to clear the busy condition. Default value is 120 seconds.	5.3.8.1.2.a	M	Yes__ No__	
208.1.1.a.2	The minimum-length valid data link PDU shall contain 2 flags, 2 addresses, one 8-bit control field, and the FCS. The minimum number of octets in a valid data link PDU shall be 9.	5.3.8.1.2.b	M	Yes__ No__	
208.1.1.a.3	If the TTTL time expires and the TEST Response frame has not been transmitted then the TEST Response frame shall be deleted from the queue.	5.3.8.1.2.c	M	Yes__ No__	
208.1.1.a.4	A value of 0 indicates that the message shall not time out (see E.4.3.3).	5.3.8.1.2.c	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
208.1.2	Type 2 Logical Data Link Parameters	5.3.8.1.3	203.2:M	Yes__ No__	
208.1.2.a	The logical data link connection parameters for Type 2 operation shall be as follows:	5.3.8.1.3	208.1.2:M	Yes__ No__	
208.1.2.a. 1	The acknowledgment timer is a data link connection parameter that shall define the time interval during which the station shall expect to receive acknowledgment to one or more outstanding I PDUs or an expected response to a sent U command PDU. The acknowledgment timer should not be activated until the corresponding PDU has been transmitted. Time values are established at protocol initialization and are in the range of 10 to 1800 seconds in one-second increments. Default is 120 seconds.	5.3.8.1.3.a	203.2:M	Yes__ No__	
208.1.2.a. 2	The P-bit timer is a data link connection parameter that defines the time interval during which the station shall expect to receive a frame with the F-bit set to 1 in response to a sent Type 2 command with the P-bit set to 1. The P-bit timer should not be activated until the corresponding PDU has been transmitted. Time values are established at protocol initialization and are in the range of 10 to 60 seconds in increments of 1 second. Default is 10 seconds.	5.3.8.1.3.b	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
208.1.2.a. 3	The REJ timer is a data link connection parameter that defines the time interval during which the station shall expect to receive a reply to a sent REJ or SREJ PDU. The REJ timer value shall be equal to or less than twice the acknowledgment timer. The REJ timer should not be activated until the corresponding PDU has been transmitted.	5.3.8.1.3.c	203.2:M	Yes__ No__	
208.1.2.a. 4	N2 is a data link connection parameter that indicates the maximum number of times that a PDU (including the S command PDU that is sent as a result of the acknowledgment P-bit or REJ timer expiring) is sent, following the running out of the acknowledgment timer, the P-bit timer, or the REJ timer. The maximum number of times that a PDU is retransmitted following the expiration of the timers is established at protocol initialization. This value is in the range of 0 through 5 and defaults to 2. The retransmission of PDUs may be overridden by the Quiet Mode parameter, which is described in 5.3.11.2.	5.3.8.1.3.d 5.3.11.2	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
208.1.2.a. 5	The maximum number (k) of sequentially numbered I PDUs that the sending station may have outstanding (i.e., unacknowledged) on a single data link connection simultaneously. The value of this parameter is in the range 1 through 127. (This value of this parameter may be established through the use of the Type 2 k Window field of an XNP message as described in APPENDIX E, "Type 2 Parameters".)	5.3.8.1.3.e APPENDIX E	203.2:M	Yes__ No__	
208.1.2.a. 6	The maximum number (k_2) of outstanding (i.e., unacknowledged) I PDUs that can be sent by a source station on a data link connection before the station requests acknowledgment. When this threshold is reached the sending station sends an S PDU that both acknowledges received I frames and causes an S PDU to be sent in return to acknowledge outstanding I PDUs. The value of this parameter is in the range 1 through 127, but would normally be less than or equal to the value of parameter k .	5.3.8.1.3.f	203.2:M	Yes__ No__	
208.1.2.a. 7	The maximum number (k_3) of correct in sequence I PDUs received on a data link connection since the last I PDU received on the data link connection was acknowledged. When this threshold is reached the receiving station generates an S PDU to acknowledge received frames. The value of this parameter is in the range 1 through 127, but would normally be less than or equal to the value of parameter k .	5.3.8.1.3.g	203.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
208.1.2.a.8	The amount of time, as a percent of Type 2 Acknowledgment Timer seconds, that a station waits after an I PDU Response or an I PDU Command with its P-bit set to 0 is received until it is acknowledged by transmission of an S PDU in the case that no other frames are available for transmission. The value of this parameter is in the range of 0 - 99%. (The value of this parameter may be established by the Type 2 Acknowledgment Timer and Response Timer fields of an XNP Parameter Update message as described in APPENDIX E, "Type 2 Parameters" or from the Protocol Parameters Table.)	5.3.8.1.3.h APPENDIX E	203.2:M	Yes__ No__	
208.1.2.a.9	A minimum-length valid data link PDU shall contain exactly 2 flags, 2 address fields, 1 control field and the FCS. Thus, the minimum number of octets in a valid data link PDU shall be 9 or 10, depending on whether the PDU is a U PDU, or an I or S PDU, respectively.	5.3.8.1.3.i	203.2:M	Yes__ No__	
208.1.3	Type 3 Logical Data Link Parameters	5.3.8.1.4	M	Yes__ No__	
208.1.3.a	The logical data link parameters for Type 3 operation shall be as follows:	5.3.8.1.4	M	Yes__ No__	
208.1.3.a.1	The acknowledgment timer is a data link parameter that shall define the timeout period (TP) during which the sending station shall expect an acknowledgment from a specified destination station. The acknowledgment timer should not be activated until the corresponding PDU has been transmitted.	5.3.8.1.4.a	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
208.1.3.a. 2	TP shall take into account any delay introduced by the physical sublayer. The value of TP is described in APPENDIX C (C.4.3).	5.3.8.1.4.a C.4.3	M	Yes__ No__	
208.1.3.a. 3	The busy-state timer is a data link parameter that defines the time interval following receipt of the URNR command PDU during which the station shall wait for the other station to clear the busy condition. Default value is 120 seconds.	5.3.8.1.4.b	M	Yes__ No__	
208.1.3.a. 4	N4 is a data link parameter that indicates the maximum number of times that an UI or TEST command PDU is retransmitted by a station trying to accomplish a successful information exchange. Normally, N4 is set large enough to overcome the loss of a PDU due to link error conditions. The maximum number of times that a PDU is retransmitted following the expiration of the acknowledgment timer is established at protocol initialization. This value is in the range of 0 through 5 and defaults to 2. The retransmission of PDUs may be overridden by the Quiet Mode parameter, which is described in 5.3.11.2.	5.3.8.1.4.c 5.3.11.2	M	Yes__ No__	
208.1.3.a. 5	The minimum-length valid data link PDU shall contain 2 flags, 2 addresses, one 8-bit control field, and the FCS. The minimum number of octets in a valid data link PDU shall be 9.	5.3.8.1.4.d	M	Yes__ No__	
208.1.4	Type 4 Logical Data Link Parameters	5.3.8.1.5	203.4:M	Yes__ No__	
208.1.4.a	The logical data link parameters for Type 4 operation shall be as follows:	5.3.8.1.5	208.1.3:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
208.1.4.a.1	The T1 timer is the maximum time a station shall wait for an acknowledgment of a transmitted DIA PDU before that PDU is retransmitted	5.3.8.1.5.a	203.4:M	Yes__ No__	
208.1.4.a.2	The value of T1 shall be in the range of 5 - 120 seconds in increments of 0.2 seconds	5.3.8.1.5.a	203.4:M	Yes__ No__	
208.1.4.a.3	Each DIA PDU transmitted shall be assigned a T1 timer	5.3.8.1.5.a	203.4:M	Yes__ No__	
208.1.4.a.4	When the T1 timer expires for DIA PDU, that DIA PDU shall be retransmitted in the next transmission opportunity for that precedence, assuming the N2 count has not been reached	5.3.8.1.5.a	203.4:M	Yes__ No__	
208.1.4.a.5	DIA PDUs with only one destination shall be discarded if the destination replied with a DRNR or DRR response PDU	5.3.8.1.5.a	203.4:M	Yes__ No__	
208.1.4.a.6	If the DIA PDU is multi-addressed, the receive station is removed (nulled) from the destination address field	5.3.8.1.5.a	203.4:M	Yes__ No__	
208.1.4.a.7	This timer shall be paused whenever the net is busy with voice. This timer is resumed when voice transmission has completed.	5.3.8.1.5.a	203.4:M	Yes__ No__	
208.1.4.a.8	The N2 parameter shall indicate the maximum number of retransmission attempts to complete the successful transmission of a DIA PDU	5.3.8.1.5.b	203.4:M	Yes__ No__	
208.1.4.a.9	The value of N2 shall be the maximum retransmit value (range = 0 - 5)	5.3.8.1.5.b	203.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
208.1.4.a.10	The value of k indicates the maximum number of DIA PDUs that a station may have outstanding (awaiting acknowledgment) to all stations at any given time. The value of k ranges from 5 - 40 DIA PDUs.	5.3.8.1.5.c	203.4:M	Yes__ No__	
208.1.4.a.11	A minimum-length valid data link PDU shall contain exactly 2 flags, 2 address fields, one (1) 16-bit control field, and the FCS	5.3.8.1.5.d	203.4:M	Yes__ No__	
208.1.4.a.12	The minimum number of octets in a valid data link PDU shall be 10	5.3.8.1.5.d	203.4:M	Yes__ No__	
208.1.4.a.13	The number of Type 4 DIA frames remembered in the list used to detect and discard duplicates. The number in the list can range from 0 - 255. The value of "0" is used to turn off this detect capability.	5.3.8.1.5.e	203.4:M	Yes__ No__	

A.5.9 Frame Transfer.

Item	Protocol Feature	Reference	Status	Support	Notes
209	Frame Transfer	5.3.9	M	Yes__ No__	
209.a	The data link layer shall request the transmission of a frame by the PL	5.3.9	M	Yes__ No__	
209.1	PDU Transmission	5.3.9.1	M	Yes__ No__	
209.1.a	PDUs shall be queued for transmission in such a manner that the highest precedence PDUs are transmitted before lower precedence PDUs	5.3.9.1	M	Yes__ No__	
209.1.b	If a prioritized net access scheme is active, the precedence access level used shall be the precedence of the PDU that is to be transmitted next	5.3.9.1	M	Yes__ No__	
209.1.c	Transmission units of the same precedence shall be in FIFO order	5.3.9.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
209.1.d	Type 2 I PDUs for a particular connection shall be transmitted in the order of their sequence numbers	5.3.9.1	203.2:M	Yes__ No__	
209.2	Data Link Concatenation	5.3.9.2	M	Yes__ No__	
209.2.a	All receiving stations shall be able to de-concatenate the reception into separate PDUs	5.3.9.2	M	Yes__ No__	
209.2.b	Data link concatenation to add another interior data frame shall not be performed if the resulting frame would take longer to transmit than the maximum transmit time allowed for the network	5.3.9.2	M	Yes__ No__	
209.3	Physical Layer Concatenation	5.3.9.3	O	Yes__ No__	
209.3.a	The time to transmit the combined length of the transmission frame, shall not exceed the maximum transmit time allowed for the network	5.3.9.3	O	Yes__ No__	
209.3.b	The PL shall transmit each transmission unit following the complete PL procedures with no additional bits between Interior Transmission Units (except for bit synchronization when used in Asynchronous Mode)	5.3.9.3	O	Yes__ No__	
209.3.c	Note that the Phasing field shall precede the first Interior Transmission Unit only	5.3.9.3 5.2.1.2	O	Yes__ No__	
209.4	PDU Transmissions	5.3.9.4	M	Yes__ No__	
209.4.a	The PDU that did not allow concatenation shall be at the head of its appropriate queue for the next net access period	5.3.9.4	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
209.4.b	If the first PDU in the highest precedence level queue (or only queue) does not allow concatenation, it shall be the only PDU transmitted in that net access period	5.3.9.4	M	Yes__ No__	

A.5.10 Flow Control.

Item	Protocol Feature	Reference	Status	Support	Notes
210	Flow Control	5.3.10	M	Yes__ No__	
210.1	Type 1 Flow Control	5.3.10.1	M	Yes__ No__	
210.1.a	Stations shall correlate Flow Control information for Type 1 and Type 3 communications	5.3.10.1	M	Yes__ No__	
210.2	Type 2 Flow Control	5.3.10.2	203.2:M	Yes__ No__	
210.2.a	The maximum number (k) of sequentially numbered I PDUs that may be outstanding (that is, unacknowledged) at any given time is a data link connection parameter, which shall never exceed 127	5.3.10.2	203.2:M	Yes__ No__	
210.3	Type 3 Flow Control	5.3.10.3	M	Yes__ No__	
210.3.a	Stations shall correlate Flow Control information for Type 1 and Type 3 communications	5.3.10.3	M	Yes__ No__	
210.4	Type 4 Flow Control	5.3.10.4	203.4:M	Yes__ No__	

A.5.11 Acknowledgment and Response.

Item	Protocol Feature	Reference	Status	Support	Notes
211	Acknowledgment and Response	5.3.11	M	Yes__ No__	
211.a	All UI, DIA or I PDUs that require an acknowledgment shall be acknowledged except for the following cases:	5.3.11	203.3:M 203.2:M 203.4:M	Yes__ No__ Yes__ No__ Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
211.a.1	The control field of the received PDU specifies that no acknowledgment is required	5.3.11.a	203.3:M 203.2:M 203.4:M	Yes__ No__ Yes__ No__ Yes__ No__	
211.a.2	The Quiet Mode (described in 5.3.11.2), has been set to ON	5.3.11.b 5.3.11.2	203.3:M 203.2:M 203.4:M	Yes__ No__ Yes__ No__ Yes__ No__	
211.a.3	The receiving station is a multicast (One-hop or group) addressee only	5.3.11.c	203.3:M 203.2:M 203.4:M	Yes__ No__ Yes__ No__ Yes__ No__	
211.a.4	The receiving station's unicast address is not in the address field	5.3.11.d	203.3:M 203.2:M 203.4:M	Yes__ No__ Yes__ No__ Yes__ No__	
211.a.5	The PDU is invalid	5.3.11.e	203.3:M 203.2:M 203.4:M	Yes__ No__ Yes__ No__ Yes__ No__	
211.1	Acknowledgment	5.3.11.1	M	Yes__ No__	
211.1.1	Type 3 Acknowledgment	5.3.11.1.1	M	Yes__ No__	
211.1.1.a	Each Type 3 PDU, shall be responded to before another PDU is transmitted	5.3.11.1.1	M	Yes__ No__	
211.1.1.b	All Type 3 UI and TEST command PDUs shall be acknowledged	5.3.11.1.1	M	Yes__ No__	
211.1.1.c	The RHD procedures shall be followed by all stations on the network to allow each responding station an interval in which they can transmit their response	5.3.11.1.1 C.4.2	M	Yes__ No__	
211.1.2	Type 2 Acknowledgment	5.3.11.1.2	203.2:M	Yes__ No__	
211.1.2.a	Type 2 PDUs that require acknowledgment shall activate the acknowledgment timer	5.3.11.1.2	203.2:M	Yes__ No__	
211.1.3	Type 4 Acknowledgment	5.3.11.1.3	203.4:M	Yes__ No__	
211.1.3.a	The DIA PDU shall activate the acknowledgment timer	5.3.11.1.3	203.4:M	Yes__ No__	
211.2	Quiet Mode	5.3.11.2	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
211.2.a	The protocol shall allow an operator to initiate Quiet Mode as an override feature that, when invoked, prevents any transmission (including retransmission) without explicit permission from the operator	5.3.11.2	M	Yes__ No__	
211.2.b	As a security feature, the operator shall be able to turn off automatic transmission but still continue to receive	5.3.11.2	M	Yes__ No__	
211.2.c	Normal protocol exchange shall occur when the Quiet Mode is OFF	5.3.11.2	M	Yes__ No__	
211.2.d	The Quiet Mode shall override the Maximum Number of Retransmissions data link parameters	5.3.11.2	M	Yes__ No__	
211.2.e	UI, I or DIA PDUs received by a station with Quiet Mode ON shall be serviced in the normal way except nothing is returned nor queued for later transmission	5.3.11.2	M	Yes__ No__	
211.3	Immediate Retransmission	5.3.11.3	O	Yes__ No__	

A.5.12 Invalid Frame.

Item	Protocol Feature	Reference	Status	Support	Notes
212	Invalid Frame	5.3.12	M	Yes__ No__	
212.a	A frame is invalid if it has one or more of the following characteristics:	5.3.12	M	Yes__ No__	
212.a.1	Frame not bounded by a beginning and ending flag	5.3.12.a	M	Yes__ No__	
212.a.2	Frame is too short if it is < 9 bytes	5.3.12.b	M	Yes__ No__	
212.a.3	Frame is too long if it is > the maximum PDU length	5.3.12.c 5.3.8.1.1.a	M	Yes__ No__	
212.a.4	Frame has an invalid address or control field	5.3.12.d	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
212.a.5	Frame has an FCS error	5.3.12.e	M	Yes__ No__	
212.b	Any invalid frame shall be discarded	5.3.12	M	Yes__ No__	

A.5.13 Retransmission.

Item	Protocol Feature	Reference	Status	Support	Notes
213	Retransmission	5.3.13	M	Yes__ No__	
213.a	The data link layer shall retransmit a command frame waiting for a response. The default number of retransmissions is 2, but the data link layer protocol may be initialized to automatically retransmit 0 to 5 times	5.3.13	M	Yes__ No__	
213.b	If the Quiet Mode is ON, no automatic retransmissions shall be made	5.3.13	M	Yes__ No__	

A.5.14 Error Detection and Correction.

Item	Protocol Feature	Reference	Status	Support	Notes
214	Error Detection and Correction	5.3.14	102.1.3.1:M 102.1.3.2:M 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
214.a	If selected, the FEC process shall be used to encode the data link frame of 5.3.4	5.3.14 5.3.4	Send: 214:O	Recv: 214: M	Send: Yes__ No__ Recv: Yes__ No__
214.b	If selected, the TDC process shall be applied to the FEC-encoded data link frame and to the fill bits	5.3.14	Send: 214:O	Recv: 214: M	Send: Yes__ No__ Recv: Yes__ No__
214.c	Three modes of EDC shall be supported: FEC OFF, FEC ON with TDC, and FEC ON without TDC (NOTE: FEC ON without TDC may be used when the transmission channel provides the TDC capability)	5.3.14	Send: 214:O	Recv: 214: M	Send: Yes__ No__ Recv: Yes__ No__

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status		Support		Notes
214.1	Forward-Error-Correction Coding (not used in packet mode)	5.3.14.1	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.1.a	When either FEC only or FEC/TDC is selected, the Golay (24,12) cyclic block code, described in detail in APPENDIX F, shall be used for FEC	5.3.14.1 APPENDIX F	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.1.b	The generator polynomial to obtain the 11 check bits shall be $g(x) = x^{11} + x^{10} + x^6 + x^5 + x^4 + x^2 + 1$ where $g(x)$ is a factor of $x^{23} + 1$	5.3.14.1	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.2	FEC Preprocessing	5.3.14.2	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.2.a	When FEC is selected, data bits shall be divided into a sequence of 12-bit segments for Golay encoding	5.3.14.2	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.2.b	The total number of 12-bit segments shall be an integral number	5.3.14.2	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.2.c	If FEC/TDC is selected and a coupled acknowledgment of Type 3 URR, URNR and TEST Response frames with their F-bit set is being transmitted, the coupled acknowledgment frame shall be duplicated and then data link concatenated to the end of the original coupled acknowledgment frame. This shall not be applied when the four octets addressing, described in 5.3.4.2.2.1.2, or the six octet addressing described in 5.3.4.2.2.1.3 is used.	5.3.14.2	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status		Support		Notes
214.2.d	If the data bits do not divide into an integral number of 12-bit segments, after coupled acknowledgment duplication (as appropriate), then from 1 to 11 zeros (0's) shall be added at the end to form an integral number of 12-bit segments	5.3.14.2	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3	Time-Dispersive Coding	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.a	When TDC is selected, data shall be formatted into a sequence of TDC blocks composed of sixteen 24-bit Golay (24,12) codewords (that is, there are 384 FEC-encoded bits per TDC block)	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.b	Each TDC block shall contain a total of 16 FEC codewords	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.c	If the last TDC block of a message contains less than 16 FEC codewords, fill codewords shall be added to complete the TDC block	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.d	These 24-bit fill codewords shall be created by Golay-encoding an alternating sequence of 12-bit data words, with the first word composed of 12 ones followed by a word composed of 12 zeros	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.e	The fill codewords shall alternate until the TDC block is filled	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.f	The TDC block shall be structured into a 16 x 24 matrix (the Golay codewords appear as rows)	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.g	Each TDC block matrix shall be rotated to form a 24 x 16 matrix	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.h	At the receiver, the TDC-encoded bit stream shall be structured into a 24 x 16 matrix	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status		Support		Notes
214.3.i	Each received TDC block matrix shall be rotated to form the original 16 x 24 matrix	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	
214.3.j	The TDC decoder at the receiver shall perform the inverse of the TDC encoding process	5.3.14.3	Send: 214:O	Recv: 214:M	Send: Yes___ No___	Recv: Yes___ No___	

A.5.15 Data Scrambling.

Item	Protocol Feature	Reference	Status	Support	Notes
215	Data Scrambling	5.3.15	102.1.3.1:O 102.1.3.2:O 102.1.3.3:X	Yes___ No___ Yes___ No___ No	
215.a	Data scrambling shall be performed if the transmission medium does not have a DC response and there is the possibility that “long” strings of the NRZ ones and zeros are transmitted	5.3.15	215:M	Yes___ No___	
215.b	CCITT V.36 scrambling shall not be applied outside the FEC because bit errors at the receiver will be extended	5.3.15.b	215:M	Yes___ No___	
215.c	If CCITT V.36 scrambling/descrambling is used, the contents of the 20-state shift register shall be initialized to all ones prior to scrambling or descrambling data link frames in each interior transmission unit	5.3.15.b	O	Yes___ No___	
215.d	The adverse state detector (ASD) counter shall be initialized such that at least 32-bits are counted, starting from the first bit input to the 20-state shift register, when the first adverse state is detected	5.3.15.b	O	Yes___ No___	
215.e	The operation of the scrambling/descrambling shall be as shown	5.3.15.b	O	Yes___ No___	

APPENDIX B

ANNEX A

A.5.16 Data Link Layer Interactions.

Item	Protocol Feature	Reference	Status	Support	Notes
216	Data Link Layer Interactions	5.3.16	O	Yes__ No__	
216.a	DL Unitdata Request parameters	5.3.16.a	O	Yes__ No__	
216.b.1	DL-Unitdata Indication parameters	5.3.16.b	O	Yes__ No__	
216.b.2	DL-Status Indication parameters	5.3.16.b	O	Yes__ No__	
216.b.3	DL-Maximum Data Link Transmission Unit Indication	5.3.16.b	O	Yes__ No__	
216.b.4	DL-Address Indication	5.3.16.b	O	Yes__ No__	
216.b.5	DL-Error Indication	5.3.16.b	O	Yes__ No__	
216.c.1	Topology Update ID, in a DL-Unitdata Request, shall contain the most recent Topology Update ID sent from the upper layer	5.3.16.c(4)	O	Yes__ No__	
216.c.2	Topology Update ID, in a DL-Unitdata Indication, shall contain the Topology Update Identifier field from the Transmission Header	5.3.16.c(4)	O	Yes__ No__	
216.c.3	The precedence levels available to the network shall be mapped into three separate levels (urgent, priority, and routine), two levels (urgent and priority or a single level (urgent).	5.3.16.c(5)(a)	M	Yes__ No__	
216.c.4	Precedence levels shall be mapped from the Intranet Sublayer of the Network Layer as shown in TABLE VIII	5.3.16.c(5)(a)	M	Yes__ No__	
216.c.5	The mapping into three separate levels is the default but all three shall be available in all systems	5.3.16.c(5)(a)	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
216.c.6	Whenever there are multiple Network Precedence levels for a single Data Link Precedence, the higher Network Precedence PDU shall be queued for transmission ahead of lower Network Precedence PDUs (i.e., a PDU with a Network Precedence of Flash shall be transmitted prior to a PDU with a Network Precedence of Priority).	5.3.16.c(5)(a)	216.c.3:M	Yes__ No__	
216.c.7	Data Length parameter values that are larger than MDLTU shall be failed with the corresponding DL-Status Indication reflecting whether or not the message was transmitted as appropriate.	5.3.16.c(10)	O	Yes__ No__	
216.c.8	The default value for the MDLTU shall be 3345 octets.	5.3.16.c(10)	O	Yes__ No__	
216.c.9	MDLTU values contained in the MIL-STD-188-220D and MIL-STD-188-220D w/CHANGE 1 Parameter Table shall be used when applicable for a specific net configuration.	5.3.16.c(10)	O	Yes__ No__	

A.6 Network Layer DPRL.

Item	Protocol Feature	Reference	Status	Support	Notes
301	Intranet Protocol	5.4.1	M	Yes__ No__	
302	Subnetwork Dependent Convergence Function (SND CF)	5.4.2	M	Yes__ No__	

A.6.1 Intranet Protocol.

Item	Protocol Feature	Reference	Status	Support	Notes
301	Intranet Protocol	5.4.1	M	Yes__ No__	
301.1	Intranet Header	5.4.1.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.a	The Version Number, Message Type, Intranet Header Length (HLEN) and Type of Service (TOS) fields compose the mandatory fields of the Intranet Header and shall be present in the Intranet Header of all Intranet Data Packets	5.4.1.1	M	Yes__ No__	
301.1.b	Intranet Fragmentation/Reassembly.	5.4.1.1	301.1.7.1:M 301.1.7.2:M	Yes__ No__	
301.1.b(1)	When Intranet Fragmentation/Reassembly is invoked per the requirements of 5.4.1.1.7, the optional Message Identification Number, Total Number of Fragments, and Fragment Number fields shall be present in addition to the mandatory fields, and any other optional fields in use.	5.4.1.1	301.1.b:M	Yes__ No__	
301.1.c	Intranet Relay	5.4.1.1	O	Yes__ No__	
301.1.c(1)	When Intranet Relaying is being utilized the optional Message Identification Number, Maximum Hop Count, Originator Address, and one to many Destination/Relay Status and Destination/Relay Address fields shall be present in the Intranet Header as appropriate based on the topology of the network in addition to the mandatory fields, and any other optional fields in use	5.4.1.1	301.1.c:M	Yes__ No__	
301.1.d	The Intranet Header and any associated data contained in the IL Data Packet shall be exchanged using Data Link Layer UI, I, and/or DIA PDUs	5.4.1.1	M	Yes__ No__	
301.1.1	Version Number	5.4.1.1.1	M	Yes__ No__	
301.1.1.a	The version number shall indicate which version of the intranet protocol is being used.	5.4.1.1.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.1.b	Received IL PDUs with a Version field value that is not equal to “2” shall be discarded by stations that implement only MIL-STD-188-220D w/CHANGE 1.	5.4.1.1.1	M	Yes__ No__	
301.1.1.c	An IL-Error Indication shall be generated indicating that an invalid Version field value was received, IL PDU source/originator, the Message Type, and the unsupported Version field value.	5.4.1.1.1	M	Yes__ No__	
301.1.2	Message Types	5.4.1.1.2	M	Yes__ No__	
301.1.2.a	MIL-STD-188-220 compliant systems shall support the upper layer interactions indicated in the message type field for transmit and receive as indicated in TABLE X	5.4.1.1.2	M	Yes__ No__	
301.1.2.b	Intranet Acknowledgment shall be message type 1	5.4.1.1.2 TABLE X	C	Yes__ No__	
301.1.2.c	Topology Update shall be message type 2	5.4.1.1.2 TABLE X	C	Yes__ No__	
301.1.2.d	Topology Update Request shall be message type 3	5.4.1.1.2 TABLE X	C	Yes__ No__	
301.1.2.e	IPv4 Packets shall be message type 4	5.4.1.1.2 TABLE X	M	Yes__ No__	
301.1.2.f	ARP/RARP shall be message type 5	5.4.1.1.2 TABLE X	M	Yes__ No__	
301.1.2.f.1	All systems implementing IPv4 or N-Layer Pass-Through shall be able to respond to an ARP request in accordance with RFC 826	5.4.1.1.2.2	M	Yes__ No__	
301.1.2.f.2	For hardware type (ar\$hrd) = 22 (CNR), the source hardware address (ar\$sha) field shall contain the data link address	5.4.1.1.2.2 5.3.4.2.2	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.2.f.3	The hardware address length (ar\$hl\$) field value (specifying the number of octets in the hardware address field) shall be set to one octet when the net is configured for 7-bit addressing or to four octets when the net is configured for 32 bit addressing, or six octets when the net is configured for 48-bit addressing	5.4.1.1.2.2	M	Yes__ No__	
301.1.1.2.f.4	Any system implementing IPv6 shall implement both ICMPv6 and Neighbor Discovery. Systems shall not use ARP messages on IPv6 networks.	5.4.1.1.2.2	M	Yes__ No__	
301.1.2.g	XNP shall be message type 6	5.4.1.1.2 TABLE X APPENDIX E	M	Yes__ No__	
301.1.2.h	MIL-STD-2045-47001 Header (N-Layer Pass-Through) shall be message type 7	5.4.1.1.2 TABLE X	M	Yes__ No__	
301.1.2.i	Reserved Message Types shall be message types 0, 8, and 9.	5.4.1.1.2 TABLE X	M	Yes__ No__	
301.1.2.j	Segmentation/Reassembly shall be message type 10	5.4.1.1.2 TABLE X	M	Yes__ No__	
301.1.2.k	IPv6 Packets shall be message type 11	5.4.1.1.2 TABLE X	M	Yes__ No__	
301.1.2.l	Note for TABLE X: M indicates Mandatory for compliant systems, O indicates optional for compliant systems, C indicates Conditionally Mandatory for compliant systems implementing Intranet Relaying, X indicates that compliant systems should neither transmit nor accept IL packets with this field value.	5.4.1.1.2 TABLE X	M	Yes__ No__	
301.1.2.1	Interoperability with Internet Protocols (IP Packets)	5.4.1.1.2.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.2.1.a	Systems implementing the IP protocol at the Internet Sub-Layer of the Network Layer shall implement Intranet message type 4 (IPv4 Packets) and type 11 (IPv6 Packets) as defined in TABLE X at the Intranet Sub-Layer of the Network Layer.	5.4.1.1.2.1 TABLE X	M	Yes__ No__	
301.1.2.1.b	Systems implementing the IP protocol shall implement both IPv4 and IPv6 protocols as a dual stack.	5.4.1.1.2.1	M	Yes__ No__	
301.1.2.1.c	For each network attachment point, the system shall be able to configure that point to use either IPv4 or IPv6	5.4.1.1.2.1	M	Yes__ No__	
301.1.3	Intranet Header Length	5.4.1.1.3	M	Yes__ No__	
301.1.3.a	The HLEN field value shall indicate the number of octets in the Intranet Header only.	5.4.1.1.3	M	Yes__ No__	
301.1.3.b	The minimum HLEN value is 3 octets when no Intranet Fragmentation/Reassembly or Intranet Relaying is utilized	5.4.1.1.3	M	Yes__ No__	
301.1.3.c	The minimum HLEN value is 5 octets when Intranet Fragmentation/Reassembly is used but Intranet Relaying is not used	5.4.1.1.3	M	Yes__ No__	
301.1.3.d	The minimum HLEN value is 9 octets when Intranet Relaying is used	5.4.1.1.3	M	Yes__ No__	
301.1.4	Type of Service	5.4.1.1.4	M	Yes__ No__	
301.1.5	Message Identification Number	5.4.1.1.5	301.1.b:M	Yes__ No__	
301.1.5.a	The message identification number shall be a number, 0 - 255, assigned by the originating host for messages that require Intranet Fragmentation/Reassembly and/or that require Intranet Relaying	5.4.1.1.5	301.1.5:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.5.b	For messages that require Intranet Fragmentation/Reassembly without Intranet Relaying, the source address contained in the DL-Unitdata Indication combined with the Message Identification Number field value shall uniquely identify fragments of the same message	5.4.1.1.5	301.1.5:M	Yes__ No__	
301.1.5.c	For messages that require Intranet Relay, the Originator Address field value combined with the Message Identification Number field value shall uniquely identify relayed fragments of the same message	5.4.1.1.5	301.1.5:M	Yes__ No__	
301.1.5.d	Sending/Originating stations shall insure that the Message Identification Number field value assigned to each pending message transmission is unique	5.4.1.1.5	301.1.5:M	Yes__ No__	
301.1.5.e	After all 256 of the Message Identification field values have been associated with a message transmission for the first time, the least recently used Message identification field value associated with a message transmission that is no longer pending shall be used for the next new message transmission	5.4.1.1.5	301.1.5:M	Yes__ No__	
301.1.6	Fragment Number	5.4.1.1.6	301.1.b:M 301.1.c:M	Yes__ No__	
301.1.6.a	The Fragment Number field shall have a numeric value, from 1 to 15, that indicates the position of an intranet fragment relative to other intranet fragments generated by a source/originator for a single Message Identification Number	5.4.1.1.6	301.1.6:M	Yes__ No__	
301.1.6.b	The Fragment Number field value shall be less than or equal to the Total Number of Fragments field value	5.4.1.1.6	301.1.6:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.6.c	The Sending station shall number the fragments contiguously starting with 1	5.4.1.1.6	301.1.6:M	Yes__ No__	
301.1.6.d	When Intranet Fragmentation is not required and Intranet Relaying is required, the Fragment Number field value shall be set to 1	5.4.1.1.6	301.1.6:M	Yes__ No__	
301.1.7	Total Number of Fragments	5.4.1.1.7	301.1.b:M 301.1.c:M	Yes__ No__	
301.1.7.a	The Total Number of Fragments field shall have a numeric value, from 1 to 15, that indicates the total number of intranet fragments generated by an originator for a specific Message Identification Number field value	5.4.1.1.7	301.1.7:M	Yes__ No__	
301.1.7.b	All intranet fragments associated with the same Message Identification Number field value shall have the same Total Number of Fragments field value	5.4.1.1.7	301.1.7:M	Yes__ No__	
301.1.7.c	The Total Number of Fragments field value shall be greater than or equal to the Fragment Number field value	5.4.1.1.7	301.1.7:M	Yes__ No__	
301.1.7.d	When Intranet Fragmentation is not required and Intranet Relaying is required, the Total Number of Fragments field value shall be set to 1, indicating that Intranet Fragmentation is not used	5.4.1.1.7	301.1.7:M	Yes__ No__	
301.1.7.1	Sending IL Fragments	5.4.1.1.7.1	M	Yes__ No__	
301.1.7.1.a	When the number of octets contained in the Intranet Header combined with the number of data related octets needed to be sent exceeds the MDLTU, the Intranet Layer of the sending station shall break the data packet into fragments.	5.4.1.1.7.1	301.1.7.1:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.7.1. b	The number of octets in each data fragment, when combined with the size of the Intranet Header, shall be less than or equal to the MDLTU	5.4.1.1.7.1	301.1.7.1:M	Yes__ No__	
301.1.7.1. c	An identical Intranet Header, except for the Fragment Number field value, shall be pre-appended to each data fragment to form an IL PDU fragment	5.4.1.1.7.1	301.1.7.1:M	Yes__ No__	
301.1.7.1. d	The amount of data contained in each IL PDU fragment shall be the same, except possibly for the last fragment, which may be smaller	5.4.1.1.7.1	301.1.7.1:M	Yes__ No__	
301.1.7.1. e	The Fragment Number field of the Intranet Header of each IL PDU fragment shall indicate the unique position of each data fragment relative to the other fragments associated with the same Message Identification Number field value.	5.4.1.1.7.1	301.1.7.1:M	Yes__ No__	
301.1.7.1. 1	Sending IL fragments requiring ETE Acknowledgments	5.4.1.1.7.1.1	301.1.b:M 301.1.c:M	Yes__ No__	
301.1.7.1. 1.a	The maximum size of the Intranet Header for the initial and any subsequent retries shall be determined based on the current topology and then be subtracted from the MDLTU in order to determine the size of the data fragments	5.4.1.1.7.1.1	301.1.7.1.1: M	Yes__ No__	
301.1.7.1. 1.b	For a given topology the maximum Intranet Header size shall be bounded based on the maximum number of Intranet hops permitted and the ultimate number of destinations of the message	5.4.1.1.7.1.1	301.1.7.1.1: M	Yes__ No__	
301.1.7.2	Receiving IL Fragments	5.4.1.1.7.2	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.7.2. a	When an IL fragment is received, a destination station shall attempt to reassemble it with any other previously received fragments from the same source/originator having the same Message Identification Number and Total Number of Segments field values	5.4.1.1.7.2	301.1.7.2:M	Yes__ No__	
301.1.7.2. b	Related fragments received over time at the destination stations shall be reassembled back into the original data packet	5.4.1.1.7.2	301.1.7.2:M	Yes__ No__	
301.1.7.2. c	The fragments shall be reassembled at the proper location based on their relative positions as indicated by the Fragment Number field value, Total Number of Fragments field value, and the fact that all fragments except possibly the last fragment contain the same amount of data	5.4.1.1.7.2	301.1.7.2:M	Yes__ No__	
301.1.7.2. 1	Reassembly Logic	5.4.1.1.7.2.1	301.1.b:M	Yes__ No__	
301.1.7.2. 1.a	The reassembly logic shall be able to handle segments received in an order different from the order they were offered for transmission by the source/originator to its local Data Link Layer	5.4.1.1.7.2.1	301.1.7.2.1: M	Yes__ No__	
301.1.7.2. 1.b	The reassembly logic shall be able to handle the receipt of duplicate fragments, e.g., 2 of 15 is received a second time before 3 of 15 through 15 of 15 are received	5.4.1.1.7.2.1	301.1.7.2.1: M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.7.2.1.c	When all of the related data fragments are received (e.g., segment 2 of 4 could be the last of the four segments received) and the message has been successfully reassembled by the destination, an IL-Data Indication shall be generated by the destination Intranet Layer	5.4.1.1.7.2.1	301.1.7.2.1:M	Yes__ No__	
301.1.7.2.1.d	If an ETE Acknowledgment was requested by the source/originator, it shall be generated as described below in 5.4.1.1.9.5 when the final segment is received	5.4.1.1.7.2.1	301.1.7.2.1:M	Yes__ No__	
301.1.7.2.2	Reassembly Inactivity Timer	5.4.1.1.7.2.2	301.1.b:M	Yes__ No__	
301.1.7.2.2.a	Each time a fragment is received that is associated with a partially reassembled message, the Reassembly Inactivity Timer shall be started/restarted for the given message	5.4.1.1.7.2.2	301.1.7.2.2:M	Yes__ No__	
301.1.7.2.2.b	The default value of the Reassembly Inactivity Timer shall be two times the ETE Intranet Acknowledgment Timer.	5.4.1.1.7.2.2	301.1.7.2.2:M	Yes__ No__	
301.1.7.2.2.c	There shall be one Reassembly Inactivity Timer for each partially reassembled message	5.4.1.1.7.2.2	301.1.7.2.2:M	Yes__ No__	
301.1.8	Maximum Hop Count	5.4.1.1.8	301.1.c:M	Yes__ No__	
301.1.8.a	The maximum hop count shall be the maximum number of times this intranet packet can be relayed on the radio net	5.4.1.1.8	301.1.8:M	Yes__ No__	
301.1.8.b	If the maximum hop count is decremented to 0, the intranet packet shall not be forwarded any further, however it shall be processed locally if applicable	5.4.1.1.8	301.1.8:M	Yes__ No__	
301.1.9	Destination/Relay Status Byte	5.4.1.1.9	301.1.c:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.9.a	The Destination/Relay Status Byte shall provide intranet routing information for each destination and/or relay address	5.4.1.1.9	301.1.9:M	Yes__ No__	
301.1.9.1	Distance	5.4.1.1.9.1	301.1.9:M	Yes__ No__	
301.1.9.2	REL	5.4.1.1.9.2	301.1.9:M	Yes__ No__	
301.1.9.3	Relay Type	5.4.1.1.9.3 APPENDIX I	301.1.9:M	Yes__ No__	
301.1.9.4	DES	5.4.1.1.9.4	301.1.9:M	Yes__ No__	
301.1.9.5	ACK	5.4.1.1.9.5	301.1.9:M	Yes__ No__	
301.1.9.5.1	Receiver generation of ETE Intranet Acknowledgment	5.4.1.1.9.5.1	301.1.9:M	Yes__ No__	
301.1.9.5.1.a	When a node has received all of the IL fragment(s) associated with the same source/originator and Message Identification Number and the ACK bit is set in the IL fragment(s), it shall return an Intranet Acknowledgment packet at the first possible opportunity	5.4.1.1.9.5.1	301.1.9:M	Yes__ No__	
301.1.9.5.1.b	The Intranet Acknowledgment packet shall have the same Message Identification Number as the received Intranet fragment(s)	5.4.1.1.9.5.1	301.1.9:M	Yes__ No__	
301.1.9.5.1.c	The path specified in the Intranet Acknowledgment packet shall be the reverse path specified in the most recently received Intranet fragment(s)	5.4.1.1.9.5.1	301.1.9:M	Yes__ No__	
301.1.9.5.1.d	The Intranet Acknowledgment packet shall specify exactly one destination, namely the originator of the received Intranet fragment(s)	5.4.1.1.9.5.1	301.1.9:M	Yes__ No__	
301.1.9.5.2	ETE Intranet Acknowledgment Timer	5.4.1.1.9.5.2	301.1.9:M	Yes__ No__	
301.1.9.5.2.a	When an originator node sends an intranet fragment(s) with the ACK bit set, it shall start its ETE acknowledgment timer after the last fragment is sent	5.4.1.1.9.5.2	301.1.9:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.9.5.2.b	The ETE acknowledgment timer is an intranet parameter that defines the period within which a sending station shall expect to receive an ETE acknowledgment for the associated IL fragment(s) from the destination(s)	5.4.1.1.9.5.2	301.1.9:M	Yes__ No__	
301.1.9.5.2.c	The value of the ETE acknowledgment timer shall be a fixed factor plus a factor proportional to the number of hops required for all destinations to receive the last fragment	5.4.1.1.9.5.2	301.1.9:M	Yes__ No__	
301.1.9.5.2.d	The default value for the fixed factor shall be 20 seconds	5.4.1.1.9.5.2	301.1.9:M	Yes__ No__	
301.1.9.5.2.e	The default value for the proportional factor shall be twice the value of the DL acknowledgment timer, multiplied by the number of hops to the furthest destination	5.4.1.1.9.5.2	301.1.9:M	Yes__ No__	
301.1.9.5.2.f	The maximum value for the ETE Intranet Acknowledgment Timer shall be 10 minutes (600 seconds)	5.4.1.1.9.5.2	301.1.9:M	Yes__ No__	
301.1.9.5.3	Receiving an Intranet ETE Acknowledgment	5.4.1.1.9.5.3	301.1.9:M	Yes__ No__	
301.1.9.5.3.a	When an Intranet Acknowledgment Packet is received, that destination shall be removed from the list of destinations from which an acknowledgment is required	5.4.1.1.9.5.3	301.1.9:M	Yes__ No__	
301.1.9.5.3.b	If no destinations remain on the list, the ETE Intranet Acknowledgment Timer shall be stopped and an IL-Status Indication shall be generated indicating that all destinations did acknowledge.	5.4.1.1.9.5.3	301.1.9:M	Yes__ No__	
301.1.9.5.4	Expiration of the ETE Intranet Acknowledgment Timer	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.9.5.4.a	When the ETE acknowledgment timer expires and the maximum number of Intranet retransmissions has not been reached, the sending station shall retry the transmission of all of the associated IL fragment(s) to any destinations that have not yet acknowledged the receipt of the fragment(s)	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.9.5.4.b	The number of retries shall be a value between 1 and 4, with a default of 2	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.9.5.4.c	If only one path exists to a destination, that path shall be used until either the acknowledgment is received or the maximum number of Intranet retransmissions is exhausted	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.9.5.4.d	The size of the data contained in each IL fragment shall be the same for the initial and each subsequent retransmission for the same Message Identification Number.	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.9.5.4.e	If an acknowledgment is not received from every destination after the maximum number of Intranet retransmissions, an IL-Status-Indication shall be sent to the upper layer specifying which destination(s) did and did not acknowledge the IL PDU	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.9.5.4.f	The retransmitted packet shall have a recreated Intranet Header with the same TOS field and Message Identification Number	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.9.5.4.g	The Intranet Header shall be recreated to specify an alternative path to the remaining destination(s) (if an alternate path exists) and the Intranet Header Length field value shall be updated correspondingly.	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.1.9.5.4.h	This recreated Intranet Header shall specify paths only to nodes that have not already acknowledged the message	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.9.5.4.i	This recreated Intranet Header shall only specify paths to nodes from which an acknowledgment is required	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.9.5.4.j	This recreated Intranet Header shall include paths to all nodes from which an acknowledgment is required, but from which an acknowledgment has not yet been received	5.4.1.1.9.5.4	301.1.9:M	Yes__ No__	
301.1.10	Originator Address	5.4.1.1.10	301.1.b:M	Yes__ No__	
301.1.10.a	The originator address shall be the link layer address of the originating node	5.4.1.1.10	301.1.10:M	Yes__ No__	
301.1.10.b	The four octets of address space shall be preceded by a single octet 32-bit marker subfield, as per 5.3.4.2.2.2	5.4.1.1.10 5.3.4.2.2.2	301.1.10:M	Yes__ No__	
301.1.11	Destination/Relay Address	5.4.1.1.11	301.1.b:M	Yes__ No__	
301.1.11.a	The intranet destination/relay address shall be the link layer address	5.4.1.1.11	301.1.11:M	Yes__ No__	
301.1.11.b	The four octets or six octets of address space shall be preceded by a single octet 32-bit marker or 48-bit marker subfield, as per 5.3.4.2.2.2	5.4.1.1.11 5.3.4.2.2.2	301.1.11:M	Yes__ No__	
301.2	Topology Update	5.4.1.2	409:M	Yes__ No__	
301.2.1	Topology Update Length	5.4.1.2.1	301.2:M	Yes__ No__	
301.2.1.a	Topology Update Length shall be less than the MDLTU minus 3 octets	5.4.1.2.1	301.2:M	Yes__ No__	
301.2.2	Topology Update ID	5.4.1.2.2	301.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.2.2.a	This number shall be incremented by 1 every time a topology update is generated	5.4.1.2.2	301.2:M	Yes__ No__	
301.2.2.b	The Topology Update ID for the first topology update generated shall be 1	5.4.1.2.2	301.2:M	Yes__ No__	
301.2.3	Node Address	5.4.1.2.3	301.2:M	Yes__ No__	
301.2.4	Node Status Byte	5.4.1.2.4	301.2:M	Yes__ No__	
301.2.4.1	Link Quality	5.4.1.2.4.1	301.2.4:M	Yes__ No__	
301.2.4.2	Hop Length	5.4.1.2.4.2	301.2.4:M	Yes__ No__	
301.2.4.3	NR	5.4.1.2.4.3	301.2.4:M	Yes__ No__	
301.2.4.4	Quiet	5.4.1.2.4.4	301.2.4:M	Yes__ No__	
301.2.5	Node Predecessor Address	5.4.1.2.5	301.2:M	Yes__ No__	
301.3	Topology Update Request Message	5.4.1.3	301.2:M	Yes__ No__	
301.3.a	The maximum hop count and distance field shall be set to "1"	5.4.1.3	301.2:M	Yes__ No__	
301.3.b	The Relay, Relay Type and ACK bit shall be always zero "0"	5.4.1.3	301.2:M	Yes__ No__	
301.3.c	The DES bit shall be always "1"	5.4.1.3	301.2:M	Yes__ No__	
301.3.d	The destination address in the Intranet Header shall be the link layer address to which this request has been made	5.4.1.3	301.2:M	Yes__ No__	
301.4	Forwarding of Group Multicast Packets	5.4.1.4	O	Yes__ No__	
301.4.a	When an Intranet packet is received and Group Multicast Address is present as a destination addresses in the intranet header the packet shall be forwarded based the amount of topology information available	5.4.1.4	301.4:M	Yes__ No__	
301.4.b	If topology of the MIL-STD-188-220 subnetwork is not available (e.g., no optional intranet topology update as defined in APPENDIX H) the packet shall be forwarded via the limited flooding algorithm	5.4.1.4	301.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.4.c	If the topology is available, the packet shall be forwarded via Reverse Path Forwarding algorithm	5.4.1.4	301.4:M	Yes__ No__	
301.4.1	Limited Flooding Forwarding Algorithm	5.4.1.4.1	301.4:M	Yes__ No__	
301.4.1.a	When a packet has a Group multicast address as a destination address in the intranet header, it shall be forwarded via limited flooding when the topology is not known (e.g., intranet topology update as described in APPENDIX H is not being used)	5.4.1.4.1 APPENDIX H	301.4.1:M	Yes__ No__	
301.4.1.b	A received packet addressed to a group multicast address shall be forwarded only when the packet has been received for the first time	5.4.1.4.1	301.4.1:M	Yes__ No__	
301.4.1.c	When an intranet packet is addressed to a group multicast address is received, it should be checked for duplication at the intranet layer using the Originator Address field value, Message Identification Number field, and fragment ID – if the packet is a fragment; therefore, when a message is addressed to a Group multicast address, the Message Identification Number shall always be included	5.4.1.4.1	301.4.1:M	Yes__ No__	
301.4.1.d	If a received message is addressed to a group multicast address and it is not a duplicate, it shall be forwarded, and if this node is a member of the group it shall be passed up to the N+1 protocol layer	5.4.1.4.1	301.4.1:M	Yes__ No__	
301.4.1.e	If the intranet packet is a duplicate it shall be discarded; assuming there are not any unicast addresses included that need an acknowledgment	5.4.1.4.1	301.4.1:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.4.2	Reverse Path Forwarding Algorithm	5.4.1.4.2	301.4:M	Yes__ No__	
301.4.2.a	Intranet datagrams addressed to Group multicast shall be forwarded via Reverse Path Forwarding (RPF) when the topology is known (e.g., intranet topology update as described in APPENDIX H is being used)	5.4.1.4.2 APPENDIX H	301.4.2:M	Yes__ No__	
301.4.2.b	If the source link address of the multicast packet is on the shortest path back to the source, then the packet shall be forwarded; however, if the receiving station is at the end of the spanning tree the packet should not be forwarded	5.4.1.4.2	301.4.2:M	Yes__ No__	
301.4.3	Mapping of an Intranet Group Multicast address to Link layer address(es).	5.4.1.4.3	204.2.2.2:M		
301.4.3.a	When the Intranet Destination address is a group multicast address, this address shall be mapped to a link layer destination address.	5.4.1.4.3	301.4.3:M	Yes__ No__	
301.5	Intranet Layer (IL) Interactions	5.4.1.5	O	Yes__ No__	
301.5.1	IL Unitdata Request parameters	5.4.1.5.a	O	Yes__ No__	
301.5.2	IL - Unitdata Indication parameters	5.4.1.5.b	O	Yes__ No__	
301.5.3	IL - Status Indication parameters	5.4.1.5.b	O	Yes__ No__	
301.5.4	IL – Data Length Indication parameters	5.4.1.5.b	O	Yes__ No__	
301.5.5	IL – Error Indication parameters	5.4.1.5.b	O	Yes__ No__	
301.5.6.a	For IPv4, precedence shall be mapped from the TOS field	5.4.1.5.c.3(a) 5.4.1.1.4	301.5:M	Yes__ No__	
301.5.6.b	For IPv6 with Class Selector Codepoints (see RFC 2474), precedence shall be mapped from the Differentiated Services (DS) field as shown below	5.4.1.5.c.3(a) 5.4.1.1.4	301.5:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
301.5.6.c	For IPv6 with other DS Codepoints, the IL precedence shall be selected to match the Per Hop Behavior (PHB) defined by the DS Codepoint	5.4.1.5.c.3(a) 5.4.1.1.4	301.5:M	Yes__ No__	
301.5.6.d	For IPv4, the other Quality of Service parameters shall be mapped from the TOS field	5.4.1.5.c.3(b) 5.4.1.1.4	301.5:M	Yes__ No__	
301.5.6.e	For IPv6, the DTR bits shown below shall be set to match the PHB defined by the DS Codepoint in the DS field.	5.4.1.5.c.3(b) 5.4.1.1.4	301.5:M	Yes__ No__	
301.5.6.f	For IPv6 with Class Selector Codepoints (see RFC 2474), the D, T, and R bits shall be set to "0"	5.4.1.5.c.3(b) 5.4.1.1.4	301.5:M	Yes__ No__	
301.5.6.g	The ETE intranet acknowledgment procedures shall be used when R = 1, and relaying is used to deliver the message to any destination of the packet	5.4.1.5.c.3(c) 5.4.1.1.9.5	301.5:M	Yes__ No__	
301.5.6.h	IL-Unit Data Request with Data Length parameter values that are greater than the MTU shall be failed by the IL, resulting in no attempt to send the data	5.4.1.5.c.10	301.5:M	Yes__ No__	
301.5.6.i	Systems shall default the MTU to a value of 3090 bytes.	5.4.1.5.c.10	301.5:M	Yes__ No__	
301.5.6.j	IL-Unit Data Request with the Data Length parameter value that are greater than the MTU Without IL Fragmentation and less than or equal to MTU shall be honored using IL Fragmentation.	5.4.1.5.c.11	301.5:M	Yes__ No__	
301.5.6.k	IL-Unit Data Request with a Data Length parameter value that is less than or equal to the MTU Without IL Fragmentation shall be honored without the use of IL Fragmentation.	5.4.1.5.c.11	301.5:M	Yes__ No__	
301.5.6.l	Systems shall default the MTU Without IL Fragmentation value to 3090 bytes.	5.4.1.5.c.11	301.5:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

A.6.2 Subnetwork Dependent Convergence Function (SND CF).

Item	Protocol Feature	Reference	Status	Support	Notes
302	Subnetwork Dependent Convergence Function (SND CF)	5.4.2	M	Yes__ No__	
302.a	The layer shall assure that expected services are provided within a particular subnetwork type for both IP datagram exchanges and n-layer pass through exchanges	5.4.2	302:M	Yes__ No__	
302.b	Implementer's shall insure that n-layer pass through is supported	5.4.2	302:M	Yes__ No__	
302.c	Selective Directed Broadcast for IPv4	5.4.2	Send: O Recv: M	Send: Yes__ No__ Recv: Yes__ No__	
302.d	Selective Directed Broadcast for IPv6	5.4.2	Send: O Recv: O	Send: Yes__ No__ Recv: Yes__ No__	
302.1	Determine Destination Function	5.4.2.1	M	Yes__ No__	
302.1.a	For n-layer pass through exchanges, (MIL-STD-2045-47001 with or without S/R) the interface shall provide the necessary addresses using the IL Unit data Request primitive	5.4.2.1	302.1:M	Yes__ No__	
302.2	Address Mapping Function	5.4.2.2	M	Yes__ No__	
302.3	TOS Function	5.4.2.3	M	Yes__ No__	
302.4	Intranet Send Request	5.4.2.4	M	Yes__ No__	
302.5	Implementation Directions	5.4.3	M	Yes__ No__	
302.5.a	Shall utilize/support UDP/IP for transmit and receive of upper layer protocols	5.4.3	M	Yes__ No__	
302.5.b	Shall be able to utilize/support MIL-STD-188-220 N-Layer pass through for the transmission and receipt of upper layer protocols	5.4.3	M	Yes__ No__	

APPENDIX B

ANNEX A

A.6.3 Standard network settings.

Item	Protocol Feature	Reference	Status	Support	Notes
303	Lower layer protocol network settings	5.5	O	Yes__ No__	
303.1	TABLE XIV describes a standard set of lower layer protocols that may be used by all systems to enhance interoperability.	5.5.2	O	Yes__ No__	
303.2	Prior to inclusion of a new OPS code the C/S/A or nation sponsoring the required ICP shall provide DCE/Radio and DTE/System protocol parameter data.	5.5.6	303:M	Yes__ No__	

A.7 Appendixes.

Item	Protocol Feature	Reference	Status	Support	Notes
401	Abbreviations and Acronyms	APPENDIX A	NA	---	
402	Profile	APPENDIX B	M	Yes__ No__	
403	Network Access Control Algorithm (NAC)	APPENDIX C	M	Yes__ No__	
404	Communications Security Standards	APPENDIX D	O	Yes__ No__	
405	CNR Management Process	APPENDIX E	O	Yes__ No__	
406	Golay Coding Algorithm	APPENDIX F	102.1.3.1:M 102.1.3.2:M 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
407	Packet Construction and Bit Ordering	APPENDIX G	M	Yes__ No__	
408	Intranet Topology Update	APPENDIX H	301.2:M	Yes__ No__	
409	Source Directed Relay	APPENDIX I	301.1.a:O 301.1.c:M	Yes__ No__ Yes__ No__	
410	Robust Communications Protocol	APPENDIX J	102.1.3.4:M	Yes__ No__	
411	Bose-Chaudhuri-Hocquenghem (15, 7) Coding Algorithm	APPENDIX K	102.1.3.4:M	Yes__ No__	
412	Transmission Channel Interfaces	APPENDIX L	M	Yes__ No__	

APPENDIX B

ANNEX A

A.7.1 This paragraph was intentionally left blank for paragraph conformity.

A.7.2 Network Access Control Algorithm (NAC).

Item	Protocol Feature	Reference	Status	Support	Notes
403	Network Access Control Algorithm (NAC)	APPENDIX C	M	Yes__ No__	
403.1	Network Timing Model	C.3	M	Yes__ No__	
403.1.a	The network access control protocol shall be used to detect the presence of active transmissions on a multiple-station-access communications network	C.3	M	Yes__ No__	
403.1.b	The network access control protocol shall provide a means to preclude data transmissions from conflicting on the network	C.3	M	Yes__ No__	
403.1.c	All stations on a network must use the same network access control protocol and timing parameter values in order to maintain network discipline	C.3	M	Yes__ No__	
403.1.1	Network Timing Model Definitions	C.3.1	M	Yes__ No__	
403.1.2	Network Timing Model Parameters	C.3.2	M	Yes__ No__	
403.1.2.1	Equipment Preamble Time (EPRE)	C.3.2.1	M	Yes__ No__	
403.1.2.2	Phasing Transmission Time (PHASING)	C.3.2.2	M	Yes__ No__	
403.1.2.2.a	Phasing is the time the DTE sends an alternating sequence of one and zero bits after the completion of EPRE and prior to sending the first bit of DATA	C.3.2.2	403.1.2.2:M	Yes__ No__	
403.1.2.2.b	PHASING shall have a value between 0.000 and 10.000 seconds	C.3.2.2	M	Yes__ No__	
403.1.2.2.c	The DTE shall use the DCE bit rate to compute the number of PHASING bits to transmit	C.3.2.2	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.1.2.2.d	For Synchronous mode, PHASING shall be used if the DCE delivers extraneous clock edges to the DTE prior to the start of a valid, continuous transmit clock or if the DCE provides a transmit clock to the DTE before it is ready to reliably deliver bits from the DTE to receiving DCEs	C.3.2.2.a	M	Yes__ No__	
403.1.2.2.e	For Packet mode, phasing shall be zero.	C.3.2.2.c	M	Yes__ No__	
403.1.2.3	Data Transmission Time (DATA)	C.3.2.3	M	Yes__ No__	
403.1.2.3.a	DATA shall begin immediately after the end of PHASING	C.3.2.3	M	Yes__ No__	
403.1.2.3.b	The transmitting DTE shall indicate end of transmission immediately after the last bit of data is sent to the DCE	C.3.2.3	M	Yes__ No__	
403.1.2.4	Coupled Acknowledgment Transmission Time (S)	C.3.2.4	M	Yes__ No__	
403.1.2.4.a	For these frames, the length of the fields (including zero bit insertion) used in network timing equations when the Multi-Dwell protocol and convolutional coding are not used shall be:	C.3.2.4	M	Yes__ No__	
403.1.2.4.a.1	The 64-bit message synchronization field	C.3.2.4.a	M	Yes__ No__	
403.1.2.4.a.2	An optional embedded COMSEC MI field	C.3.2.4.b	M	Yes__ No__	
403.1.2.4.a.3	The 168-bit TWC and Transmission Header TDC block	C.3.2.4.c	M	Yes__ No__	
403.1.2.4.a.4	80 bits if neither the FEC nor TDC function is selected, 168 bits if only FEC is selected, and 384 bits if both FEC and TDC are selected	C.3.2.4.d	M	Yes__ No__	
403.1.2.5	Equipment Lag Time (ELAG)	C.3.2.5	M	Yes__ No__	
403.1.2.6	Turnaround Time (TURN)	C.3.2.6	M	Yes__ No__	
403.1.2.7	DTE ACK Preparation Time (DTEACK)	C.3.2.7	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.1.2.8	DTE Processing Time (DTEPROC)	C.3.2.8	M	Yes__ No__	
403.1.2.9	DTE Turnaround Time (DTETURN)	C.3.2.9	M	Yes__ No__	
403.1.2.9.a	DTETURN shall be a variable parameter where the range shall be from 0.000 to 0.100 seconds in one (1) millisecond resolution steps.	C.3.2.9	M	Yes__ No__	
403.1.2.10	Tolerance Time (TOL)	C.3.2.10	M	Yes__ No__	
403.1.2.10.a	SALT shall be less than or equal to the receiving DCE and transmitting DCE pair with the smallest delay in the network	C.3.2.10	M	Yes__ No__	
403.1.2.10.b	If SALT is not known, then zero (0) shall be assumed	C.3.2.10	M	Yes__ No__	
403.1.2.11	Maximum Transmit Time (MTT)	C.3.2.11	M	Yes__ No__	
403.2	Network Access Control	C.4	M	Yes__ No__	
403.2.a	The stations shall implement the following four basic NAC subfunctions:	C.4	M	Yes__ No__	
403.2.a.1	Network busy sensing	C.4.a	M	Yes__ No__	
403.2.a.2	Response hold delay (RHD)	C.4.b	M	Yes__ No__	
403.2.a.3	Timeout period (TP)	C.4.c	M	Yes__ No__	
403.2.a.4	Network Access Delay (NAD)	C.4.d	M	Yes__ No__	
403.2.1	Network Busy Sensing Function	C.4.1	M	Yes__ No__	
403.2.1.a	Network busy sensing for a data signal shall be provided	C.4.1	M	Yes__ No__	
403.2.1.1	Data network busy sensing	C.4.1.1	M	Yes__ No__	
403.2.1.1.a	When receiving a data transmission, network busy shall be detected within a fixed time	C.4.1.1	M	Yes__ No__	
403.2.1.1.b	Parameter B shall be used to compute this fixed time	C.4.1.1	M	Yes__ No__	
403.2.1.1.c	For synchronous mode B shall be less than or equal to $(32/n)$ seconds	C.4.1.1	M	Yes__ No__	
403.2.1.1.d	For asynchronous mode B shall be less than or equal to $(64/n)$ seconds	C.4.1.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.1.1.e	For packet mode B shall be less than or equal to 0.250 seconds	C.4.1.1	M	Yes__ No__	
403.2.1.1.f	Upon detection of data network busy, a data link network busy indicator shall be set	C.4.1.1	M	Yes__ No__	
403.2.1.1.g	Setting a data link network busy indicator shall inhibit all message transmissions, including coupled response messages	C.4.1.1	M	Yes__ No__	
403.2.1.1.h	The data link network busy indicator shall be reset upon indication from the physical layer that neither voice nor digital data is being detected by the station	C.4.1.1	M	Yes__ No__	
403.2.1.2	Voice Network Busy Sensing	C.4.1.2	M	Yes__ No__	
403.2.1.2.a	If voice transmissions are not detected, this function shall report that the network is never busy due to a voice transmission	C.4.1.2	M	Yes__ No__	
403.2.1.2.b	Upon detection of voice network busy, a data link network busy indicator shall be set	C.4.1.2	M	Yes__ No__	
403.2.1.2.c	Setting the data link network busy indicator shall inhibit all message transmissions, including coupled response messages	C.4.1.2	M	Yes__ No__	
403.2.1.2.d	The data link network busy indicator shall be reset upon indication from the physical layer that neither voice nor digital data is being detected by the station	C.4.1.2	M	Yes__ No__	
403.2.1.3	Network Busy Detect Time	C.4.1.3	M	Yes__ No__	
403.2.1.3.a	The time allowed to detect data network busy should be the same (within 1 msec) for all stations on the network	C.4.1.3	M	Yes__ No__	
403.2.1.3.b	The equation below shall be used as a default in cases where the parameter table has not been updated to reflect actual measurements for specific device	C.4.1.3	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.1.3.c	Where a communications device provides a signal to detect network busy earlier than the calculated parameter B value, the DTE shall interface to that signal	C.4.1.3	M	Yes__ No__	
403.2.1.3.d	Where the communication media does not provide special capabilities or these capabilities cannot be used by all stations on the network, the station shall examine received data to detect data network busy	C.4.1.3	M	Yes__ No__	
403.2.1.3.e	The time allowed to detect data network busy shall be given by the formula: Net_Busy_Detect_Time = EPRE + ELAG + B + TOL	C.4.1.3	M	Yes__ No__	
403.2.2	Response Hold Delay	C.4.2	M	Yes__ No__	
403.2.2.a	The individual RHD value to be used shall be determined by the position of the receiving station's individual or special address in the PDU destination portion of the address field	C.4.2	M	Yes__ No__	
403.2.2.b	The Reserved Address (0) in the destination portion of the address field shall be ignored	C.4.2	M	Yes__ No__	
403.2.2.c	When calculating an individual RHD value, the Reserved Address shall not be considered to occupy a position in the destination portion of the address field	C.4.2	M	Yes__ No__	
403.2.2.d	The RHD time shall start within 1 msec of the end of ELAG	C.4.2	M	Yes__ No__	
403.2.2.e	All stations on a subnetwork should use the same values in calculating RHD	C.4.2	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.2.f	The RHD_0 period shall be calculated by the following formula: $RHD_0 = EPRE + PHASING + S + ELAG + TURN + TOL$	C.4.2.a	M	Yes__ No__	
403.2.2.g	The TP shall be calculated by all stations on the network/link as follows: $TP = (j * RHD_0) + TOL + \text{Maximum}(DTEACK, TURN)$	C.4.2.b	M	Yes__ No__	
403.2.2.h	The transmitting station shall not include special address 3 in the total for j, and the value of all non-integer variables (that is, RHD_0 , TOL, and TURN) in the TP equation are rounded to the nearest one thousandth	C.4.2.b	M	Yes__ No__	
403.2.2.i	The individual addressed station's response hold delay (RHD_i) shall be calculated by $RHD_i = (i - 1) * RHD_0 + \text{Maximum}(DTEACK, TURN) + TOL$	C.4.2.c	M	Yes__ No__	
403.2.3	Timeout Period	C.4.3	M	Yes__ No__	
403.2.3.a	TP is the time this station shall wait before it can schedule the NAD	C.4.3	M	Yes__ No__	
403.2.3.b	The transmitting station shall wait to receive the anticipated Type 3 coupled acknowledgment response frame(s), from all applicable addressed stations	C.4.3	M	Yes__ No__	
403.2.3.c	The parameter values used to compute TP must be the same for all stations on a subnetwork and, unless immediate retransmission is required per 5.3.11.3, all stations shall compute TP using only the individual addresses and special addresses 1, 2, and 3,	C.4.3	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.3.d	When immediate retransmission is required, the sending station shall compute TP using only individual addresses and special addresses 1 and 2	C.4.3	M	Yes__ No__	
403.2.3.e	The TP time shall start precisely at the end of ELAG	C.4.3	M	Yes__ No__	
403.2.3.f	A retransmission of a Type 3 shall be executed whenever TP has been exceeded without expected acknowledgments having been received from all Type 3 individual and special destinations	C.4.3	M	Yes__ No__	
403.2.3.g	Prior to retransmission, the address field of the frame shall be modified to delete the destination station(s) that previously acknowledged the frame	C.4.3	M	Yes__ No__	
403.2.3.h	Operationally, TP shall be used as follows:	C.4.3	M	Yes__ No__	
403.2.3.h.1	Upon termination of a message transmission that requires a Type 3 coupled acknowledgment, the transmitting station shall start the TP timer	C.4.3.a	M	Yes__ No__	
403.2.3.h.2	If the transmitting station does not receive all the expected responses (TEST, URR, or URNR) within the TP, and if Immediate Retransmission is not required, the station shall retransmit the frame when it is the highest precedence frame to send according to normal NAD procedures, and if the number of transmissions for this PDU is less than the Maximum Number of Transmissions data link parameter.	C.4.3.a	M	Yes__ No__	
403.2.3.h.3	If Immediate Retransmission is required, the sending station shall retransmit the message upon the expiration of TP	C.4.3.a	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.3.h.4	If Immediate Retransmission was required and all expected acknowledgements to the message are received prior to the expiration of TP, upon the expiration of TP the sending station shall wait an additional RHD ₀ period prior to starting its NAD timer.	C.4.3.a	M	Yes__ No__	
403.2.3.h.5	For all stations, if a Type 1, Type 2 or Type 4 frame is received when a response-type frame is expected, the newly received frame shall be processed	C.4.3.a	M	Yes__ No__	
403.2.3.h.6	The RHD and TP timers shall not be suspended and the TP procedures in use for the Type 3 frame shall be continued	C.4.3.a	M	Yes__ No__	
403.2.3.h.7	Response procedures, if any, for the newly received frame shall commence after the conclusion of the ongoing TP procedures	C.4.3.a	M	Yes__ No__	
403.2.3.h.8	If the unexpected frame is a Type 3 frame the current TP procedure is aborted and the newly received Type 3 TP procedure shall be started	C.4.3.a	M	Yes__ No__	
403.2.3.h.9	After a station transmits or receives data that does not require a Type 3 coupled acknowledgment, and is not itself a Type 3 coupled acknowledgment, all stations except those using RE-NAD shall compute TP as: TP = Maximum(DTEPROC, TURN) + TOL	C.4.3.b	M	Yes__ No__	
403.2.3.h.10	Upon receiving a Type 3 coupled acknowledgment, a station shall determine whether it thinks a timeout period is already in progress	C.4.3.c	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.3.h.11	If no timeout period is in progress, or if the acknowledgment contains an unexpected destination or source address, the receiving station shall compute TP using the following equation and shall start a timeout period within 1 msec of the time the last bit of data for the Type 3 coupled acknowledgment was received. $TP = (15 * RHD_0) + TOL + TURN$ NOTE: RHD ₀ is as defined in C.4.2	C.4.3.c	M	Yes__ No__	
403.2.4	Network Access Delay	C.4.4	M	Yes__ No__	
403.2.4.a	The duration of the NAD shall take the Net_Busy_Detect_Time into account as specified by the equation at the end of the paragraph	C.4.4	M	Yes__ No__	
403.2.4.b	All transmissions, except the coupled acknowledgments, shall begin at the start of the next NAD slot	C.4.4	M	Yes__ No__	
403.2.4.c	DAP-NAD and R-NAD, shall be available to a network participant using Synchronous Mode	C.4.4	M	Yes__ No__	
403.2.4.d	The F value is the number of NAD slots that each station shall wait before transmitting, if it has any information to send.	C.4.4	M	Yes__ No__	
403.2.4.e	In all of the NAD schemes, if the TP timer is active, the stations with frames to transmit shall wait for the TP timer to expire before the NAD is started	C.4.4	M	Yes__ No__	
403.2.4.f	If the TP timer is not active, the station shall calculate its NAD using the proper NAD scheme for the network	C.4.4	M	Yes__ No__	
403.2.4.g	Upon receipt of a frame a TP timer shall be started	C.4.4.a	M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.h	Regardless of what was received a NAD value shall be recomputed and initiated after the TP timer expires	C.4.4.a	M	Yes__ No__	
403.2.4.i	If a station does not have a frame to transmit, it shall compute a NAD time using routine priority for its calculations	C.4.4.b	M	Yes__ No__	
403.2.4.j	If the NAD time arrives before a frame becomes available to transmit or frame(s) are not yet encoded for transmission, the station shall compute and use a new NAD time	C.4.4.b	M	Yes__ No__	
403.2.4.k	The starting time for the new NAD shall be the same as the starting time for the NAD that was just completed. The F value used in computing the NAD shall be the sum of the F value used in the NAD just completed, plus a value dependent on the NAD in effect: R-NAD P-NAD H-NAD RE-NAD DAP-NAD DAV-NAD	C.4.4.b	403.2.4.1:M 403.2.4.2:M 403.2.4.3:M 403.2.4.4:X 403.2.4.5:M 403.2.4.6:M	Yes__ No__ Yes__ No__ Yes__ No__ No Yes__ No__ Yes__ No__	
403.2.4.k.1	For P-NAD the additional F value shall be (NS + 1)	C.4.4.b.1	403.2.4.2:M	Yes__ No__	
403.2.4.k.2	For R-NAD the additional F value shall be $[(3/4) * NS + 1]$	C.4.4.b.2	403.2.4.1:M	Yes__ No__	
403.2.4.k.3	For H-NAD the additional F value shall be 1 if the station has an urgent or priority frame to transmit and (Routine_MAX + 1 – Routine_MIN) if a station has only a routine frame(s) or no frame(s) to transmit	C.4.4.b.3	403.2.4.3:M	Yes__ No__	
403.2.4.k.4	For DAP-NAD and DAV-NAD, the additional F value shall be (NS)	C.4.4.b.5	403.2.4.5:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.1	All stations on the network shall continue to sense the link for data or voice network busy and shall withhold transmission until the appropriate NAD period has expired	C.4.4.c	M	Yes__ No__	
403.2.4.m	NAD shall be calculated using the formula: NAD = F * Net_Busy_Detect_Time + Max(0, F-1) * DTETURN	C.4.4.c	M	Yes__ No__	
403.2.4.1	Random Network Access Delay	C.4.4.1	M	Yes__ No__	
403.2.4.1. a	The integer value of F shall be obtained from pseudorandom number generator	C.4.4.1	M	Yes__ No__	
403.2.4.1. b	F shall be an integer value (truncated) in a range between 0 and (3/4)NS	C.4.4.1	M	Yes__ No__	
403.2.4.2	Prioritized Network Access Delay	C.4.4.2	O	Yes__ No__	
403.2.4.2. a	Each station shall calculate three unique P-NAD values, one for each of the three frame precedence levels	C.4.4.2	403.2.4.2:M	Yes__ No__	
403.2.4.2. b	The integer value of F shall be calculated as: F = SP + MP + IS	C.4.4.2	403.2.4.2:M	Yes__ No__	
403.2.4.3	Hybrid Network Access Delay	C.4.4.3	O	Yes__ No__	
403.2.4.3. a	The integer value of F shall be calculated as: F = MIN + RAND * (MAX – MIN)	C.4.4.3	403.2.4.3:M	Yes__ No__	
403.2.4.4	Radio Embedded Network Access Delay (RE-NAD)	C.4.4.4	O	Yes__ No__	
403.2.4.4. 1	RE-NAD Media Access	C.4.4.4.1	403.2.4.4:M	Yes__ No__	
403.2.4.4. 1.a	If a higher precedence individual frame becomes available for transmission, the concatenated frames shall be re-built to include the higher precedence frame	C.4.4.4.1	403.2.4.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.4.1.1	Random Schedule Interval	C.4.4.4.1.1	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.2	Voice Component	C.4.4.4.1.2	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.2.a	The initial voice factor shall be the minimum voice factor value	C.4.4.4.1.2	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.2.1	Fast Attack	C.4.4.4.1.2.1	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.2.1.a	Voice detection shall increment the voice factor by the voice factor increment value (range = 0.0 sec to 10.0 sec) as indicated below:	C.4.4.4.1.2.1	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.2.1.a.1	If the voice factor is at the minimum voice factor value, the scheduler is incremented immediately to protect the next voice hit	C.4.4.4.1.2.1.a C.4.4.4.1.2	403.2.4.4.1.2.1.a:M	Yes__ No__	
403.2.4.4.1.2.1.a.2	Otherwise, the increment occurs at the next scheduler expiration	C.4.4.4.1.2.1.b	403.2.4.4.1.2.1.a:M	Yes__ No__	
403.2.4.4.1.2.2	Slow Decay	C.4.4.4.1.2.2	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.2.2.a	The voice factor shall be decremented every time the NAD expires by the voice decrement value (range = 0.0 sec to 10.0 sec)	C.4.4.4.1.2.2	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.3	Calculation of the Scheduler Random Parameter	C.4.4.4.1.3	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.3.a	Continuous calculation of the NumActiveMembers value shall be performed based on the number of known active data transmitters on the net	C.4.4.4.1.3	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.3.b	SchedulerInterval shall be recomputed after every transmission by the DTE	C.4.4.4.1.3	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.4	Calculation of the Load Factor (Fload)	C.4.4.4.1.4	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.5	100 msec Immediate Mode Scheduling	C.4.4.4.1.5	403.2.4.4:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.4.1.5.1	Any traffic, voice or data, detected during the immediate mode operation shall abort the 100 msec Immediate Mode and set it to OFF	C.4.4.4.1.5.e	403.2.4.4:M	Yes__ No__	
403.2.4.4.1.6	Immediate Mode Scheduling	C.4.4.4.1.6	403.2.4.4:M	Yes__ No__	
403.2.4.4.2	RE-NAD Network Access	C.4.4.4.2	403.2.4.4:M	Yes__ No__	
403.2.4.4.2.a	When the precedence level of the transmission changes, the DTE shall set the precedence level of the new transmission	C.4.4.4.2	403.2.4.4:M	Yes__ No__	
403.2.4.4.2.b	This precedence level shall correspond to the frame with the highest precedence value within the series of concatenated frames.	C.4.4.4.2	403.2.4.4:M	Yes__ No__	
403.2.4.4.3	Network Busy Sensing and Receive Status	C.4.4.4.3	403.2.4.4:M	Yes__ No__	
403.2.4.5	Deterministic Adaptable Priority - Network Access Delay (DAP-NAD)	C.4.4.5	102.1.3.2:M	Yes__ No__	
403.2.4.5.a	The station that transmits the message shall increment by one (1) the First Station Number (FSN) subfield contained in the last message it received and place the number in the First Station Number subfield of the Transmission Header	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.b	If the increment of FSN causes FSN to equal NS+1, then the station shall set FSN = 1 prior to placing the value in the FSN subfield of the Transmission Header.	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.c	Stations shall not transmit in the bump slot while the NP is Urgent.	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.d	A station that transmits in the bump slot shall not increment the FSN in the Transmission Header.	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.e	Type 3 shall not be utilized in the bump slot	C.4.4.5	403.2.4.5:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.5.f	Note that a station with an Urgent message ready for transmission shall not utilize the bump slot if the FSN indicates that this station is the very next one authorized to access the network.	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.g	The station that utilized the bump slot shall retransmit its Urgent message in its authorized access opportunity.	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.h	Regardless of the NP mode in use, every station shall be provided at least one opportunity to access the network before NP is reduced to next lower level.	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.i	If a station does access the network during any specific NP, the network shall remain at that NP for another NS access opportunities.	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.j	Those stations that do not have any urgent messages awaiting transmission shall wait for at least the NS+1 access opportunity before they can transmit	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.k	Those stations that have only routine messages awaiting transmission shall wait for at least the 2NS+1 access opportunity before transmitting	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.l	Those stations that have any messages awaiting transmission, regardless of priority, by the 2NS+1 access opportunity can transmit when their calculated access opportunity arrives	C.4.4.5	403.2.4.5:M	Yes__ No__	
403.2.4.5.m	Network in Urgent Mode	C.4.4.5.a	403.2.4.5:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.5.m.1	The very first network access period following completion of the transmission while in Urgent mode is a bump slot but this bump slot shall not be utilized by any station (The bump slot when NP=Urgent is only provided for stations that may not have received the transmission raising the NP to Urgent).	C.4.4.5.a	403.2.4.5:M	Yes__ No__	
403.2.4.5.m.2	Those stations that do not have any urgent messages awaiting transmission shall wait for at least another NS access opportunities before they can transmit.	C.4.4.5.a	403.2.4.5:M	Yes__ No__	
403.2.4.5.n	Network in Priority Mode	C.4.4.5.b	403.2.4.5:M	Yes__ No__	
403.2.4.5.n.1	If an Urgent message is transmitted, the NP shall elevate to Urgent.	C.4.4.5.b	403.2.4.5:M	Yes__ No__	
403.2.4.5.n.2	If a Priority message is transmitted, the NP shall remain at Priority for another NS access opportunities.	C.4.4.5.b	403.2.4.5:M	Yes__ No__	
403.2.4.5.n.3	Those stations that only have routine messages awaiting transmission shall wait for at least another NS access opportunities before they can transmit.	C.4.4.5.b	403.2.4.5:M	Yes__ No__	
403.2.4.5.n.4	The very first network access period following completion of the transmission while in Priority mode shall be reserved for any station with an Urgent message to send	C.4.4.5.b	403.2.4.5:M	Yes__ No__	
403.2.4.5.n.5	When the interrupting station obtains access and transmits the Urgent message, the NP shall remain at NP = Urgent for at least another NS access opportunities.	C.4.4.5.b	403.2.4.5:M	Yes__ No__	
403.2.4.5.o	Network in Routine Mode	C.4.4.5.c	403.2.4.5:M	Yes__ No__	
403.2.4.5.o.1	If a Priority Message is transmitted, the NP shall elevate to Priority.	C.4.4.5.c	403.2.4.5:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.5.o.2	If an Urgent Message is transmitted, the NP shall elevate to Urgent.	C.4.4.5.c	403.2.4.5:M	Yes__ No__	
403.2.4.5.o.3	The very first network access period following completion of the transmission while in Routine mode shall be reserved for any station with an Urgent message to cause the network to go to Urgent mode	C.4.4.5.c	403.2.4.5:M	Yes__ No__	
403.2.4.5.1	NAD Information Field	C.4.4.5.1	403.2.4.5:M	Yes__ No__	
403.2.4.5.1.a	Data Link Precedence subfield shall contain the value “0” if an urgent message is in the frame, “1” if a priority but no urgent message is in the frame and “2” if neither an urgent or priority message is in the frame	C.4.4.5.1	403.2.4.5:M	Yes__ No__	
403.2.4.5.1.b	The Type 3 acknowledgment sent in response to a transmission shall use the same Data Link Precedence and First Station Number as used in the original message to which the acknowledgment applies.	C.4.4.5.1	403.2.4.5:M	Yes__ No__	
403.2.4.5.1.c	The variable NP in the equations below shall be set equal to the content of the Data Link Precedence subfield for the next network access period	C.4.4.5.1	403.2.4.5:M	Yes__ No__	
403.2.4.5.2	NAD Equations	C.4.4.5.2	403.2.4.5:M	Yes__ No__	
403.2.4.5.2.a	If a station does not begin transmitting at one term (e.g. NAD ₂), it shall wait until at least the next term (e.g., NAD ₃) before it can begin transmitting	C.4.4.5.2	403.2.4.5:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.5.2.b	It shall have a value of "0" if there are any urgent messages awaiting transmission, the value "1" if there are any priority messages and no urgent messages awaiting transmission, and the value "2" if there are no urgent or priority messages awaiting transmission	C.4.4.5.2	403.2.4.5:M	Yes__ No__	
403.2.4.5.2.c	NP shall have the value "0" if an urgent message was in the last transmission, "1" if a priority but no urgent message was in the last transmission, and "2" if neither an urgent or priority message was in the last transmission	C.4.4.5.2	403.2.4.5:M	Yes__ No__	
403.2.4.5.3	Initial Condition State	C.4.4.5.3	403.2.4.5:M	Yes__ No__	
403.2.4.5.3.a	These stations shall be considered to be in the initial condition state	C.4.4.5.3	403.2.4.5:M	Yes__ No__	
403.2.4.5.3.b	Regardless of what causes a station to be in the initial condition state, transmissions shall be delayed by at least the time specified by equation 7 while in that state. Equation 7: $INAD = TP + ((3 * NS) + 1) * Net_Busy_Detect_Time + (3 * NS) * DTETURN$	C.4.4.5.3	403.2.4.5:M	Yes__ No__	
403.2.4.5.3.c	INAD (Initial condition state Network Access Delay) is the minimum time that a station shall delay transmission of a message after it has become capable of receiving and transmitting messages, but no more than 20 seconds	C.4.4.5.3	403.2.4.5:M	Yes__ No__	
403.2.4.5.3.d	The TP in the equation shall be a worst case TP, i.e., as if there had just been a Type 3 message on the network that required acknowledgment and was addressed to 16 stations on the net	C.4.4.5.3	403.2.4.5:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.4.5.3.e	The FSN in this instance shall be set to the station's own assigned Station Number (SN)	C.4.4.5.3	403.2.4.5:M	Yes__ No__	
403.2.5	Data and Voice - Network Access Delay (DAV-NAD)	C.4.4.6	O	Yes__ No__	
403.2.5.a	The station that transmits the message shall increment the First Station Number subfield contained in the last message it received by a fixed constant called the FSN Increment Number (FSNIN) and place the result in the First Station Number subfield of the Transmission Header.	C.4.4.6	403.2.5:M	Yes__ No__	
403.2.5.b	If the increment of FSN causes FSN to be greater than NS (i.e., $FSN + FSNIN > NS$), then the station shall set $FSN = FSN + FSNIN - NS$ prior to placing the value in the FSN subfield of the Transmission Header	C.4.4.6	403.2.5:M	Yes__ No__	
403.2.6	Voice/Data Network Sharing	C.4.5	M	Yes__ No__	
403.2.6.a	When operating in a mixed voice and data network, voice and data network sharing shall operate in the following matter:	C.4.5	M	Yes__ No__	
403.2.6.a.1	A receive operation shall be considered a voice reception unless a valid synchronization pattern is identified	C.4.5.a	M	Yes__ No__	
403.2.6.a.2	A receive operation that is less than 0.75 seconds in length shall be considered a noise burst instead of a voice reception	C.4.5.a 6.3.2.2.2	M	Yes__ No__	
403.2.6.a.3	The network shall be synchronized based on RHD and TP timers, which are driven only by data transmissions and receptions	C.4.5.b	M	Yes__ No__	
403.2.6.a.4	Voice receptions and noise bursts shall not be used for resynchronizing network timers	C.4.5.b	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.6.a.5	A station shall not transmit during a noise burst or a voice reception	C.4.5.c	M	Yes__ No__	
403.2.6.a.6	After completion of a voice reception, a station shall wait at least TURN milliseconds before initiating transmission	C.4.5.c	M	Yes__ No__	
403.2.6.a.7	When voice/noise reception begins and ends during a Type 3 acknowledgment sequence, an acknowledging station shall begin transmission only at the beginning of its individual RHD and shall not begin transmission after the start of its RHD period.	C.4.5.c	M	Yes__ No__	
403.2.6.a.8	After completion of a voice reception, operation of the P-NAD network access scheme shall be reinitiated if P-NAD is being used	C.4.5.d	M	Yes__ No__	
403.2.6.a.9	After a voice reception is completed, the current, partially-completed NAD slot group and the next complete NAD slot group shall be used only by stations with urgent-precedence data transmissions	C.4.5.d	M	Yes__ No__	
403.2.6.a.10	The NAD slot group after these groups shall be used only by stations with urgent-precedence or priority-precedence data transmissions	C.4.5.d	M	Yes__ No__	
403.2.6.a.11	RHD and TP timers shall not be suspended or resumed as a result of voice receptions	C.4.5.e	M	Yes__ No__	
403.2.6.a.12	Data link protocol timers shall be suspended and resumed as a result of voice receptions	C.4.5.f	M	Yes__ No__	
403.2.6.a.13	The Intranet layer timers shall not be suspended and resumed as a result of voice receptions	C.4.5.g	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
403.2.6.a. 14	Relative priorities of voice and data on the network shall be adjusted by selectively enabling or disabling physical and/or data link concatenation for a station	C.4.5.h	M	Yes__ No__	

A.7.3 Communications Security Standards.

Item	Protocol Feature	Reference	Status	Support	Notes
404	Communications Security Standards	APPENDIX D	O	Yes__ No__	
404.1	Interoperability	D.1.3	404:M	Yes__ No__	
404.1.a	The systems integrators and systems planners shall ensure that compatible media and signaling are chosen if interoperability is desired	D.1.3	404:M	Yes__ No__	
404.2	General Requirements	D.4	404:M	Yes__ No__	
404.2.a	The forward-compatible mode shall apply for all DTE subsystems with embedded COMSEC	D.4	404:M	Yes__ No__	
404.3	Detailed Requirements	D.5	404:M	Yes__ No__	
404.3.1	Traditional COMSEC Transmission Frame	D.5.1	404:O	Yes__ No__	
404.3.1.a	The traditional COMSEC transmission frame shall be composed of the following components:	D.5.1	404.3.1:M	Yes__ No__	
404.3.1.a. 1	COMSEC Bit Synchronization	D.5.1.a	404.3.1.a:M	Yes__ No__	
404.3.1.a. 2	COMSEC Frame Synchronization	D.5.1.b	404.3.1.a:M	Yes__ No__	
404.3.1.a. 3	Message Indicator	D.5.1.c	404.3.1.a:M	Yes__ No__	
404.3.1.a. 4	Phasing	D.5.1.d	404.3.1.a:M	Yes__ No__	
404.3.1.a. 5	Transmission Synchronization	D.5.1.e	404.3.1.a:M	Yes__ No__	
404.3.1.a. 6	Data Field (incl. Transmission Header)	D.5.1.f	404.3.1.a:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
404.3.1.a.7	COMSEC Postamble	D.5.1.g	404.3.1.a:M	Yes__ No__	
404.3.1.1	COMSEC Preamble Field	D.5.1.1	404.3.1:M	Yes__ No__	
404.3.1.1.a	The COMSEC preamble field shall consist of three components: a COMSEC bit synchronization subfield, a COMSEC frame synchronization subfield, and a Message Indicator (MI) subfield	D.5.1.1	404.3.1:M	Yes__ No__	
404.3.1.1.1	COMSEC Bit Synchronization Subfield	D.5.1.1.1	404.3.1:M	Yes__ No__	
404.3.1.1.1.a	This subfield shall be used to provide a signal for achieving bit synchronization and for indicating activity on a data link to the receiver	D.5.1.1.1	404.3.1:M	Yes__ No__	
404.3.1.1.1.b	The duration of the COMSEC bit synchronization subfield shall be selectable from 0.065 to 1.5 seconds	D.5.1.1.1	404.3.1:M	Yes__ No__	
404.3.1.1.1.c	The COMSEC bit synchronization subfield shall consists of the data-rate clock signal for the duration of the subfield	D.5.1.1.1	404.3.1:M	Yes__ No__	
404.3.1.1.2	COMSEC Frame Synchronization Subfield	D.5.1.1.2	404.3.1:M	Yes__ No__	
404.3.1.1.2.a	This subfield shall be used to provide a framing signal indicating the start of the encoded MI to the receiving station	D.5.1.1.2	404.3.1:M	Yes__ No__	
404.3.1.1.2.b	This subfield shall be 465 bits long, consisting of 31 Phi-encoded bits	D.5.1.1.2	404.3.1:M	Yes__ No__	
404.3.1.1.2.c	A logical 1 data bit shall be encoded as Phi(1) = 000100110101111 (MSB on the left), and logical 0 data bit shall be encoded as Phi(0) = 111011001010000 (MSB on the left)	D.5.1.1.2	404.3.1:M	Yes__ No__	
404.3.1.1.3	Message Indicator Subfield	D.5.1.1.3	404.3.1:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
404.3.1.1.3.a	This subfield shall contain the COMSEC-provided MI, a stream of random bits that are redundantly encoded using Phi patterns	D.5.1.1.3	404.3.1:M	Yes__ No__	
404.3.1.2	Phasing	D.5.1.2, C.3.2.2	404.3.1:M	Yes__ No__	
404.3.1.2.a	This field shall be a string of alternating ones and zeros, beginning with a one, sent by the DTE	D.5.1.2	404.3.1:M	Yes__ No__	
404.3.1.3	Transmission Synchronization Field	D.5.1.3	404.3.1:M	Yes__ No__	
404.3.1.4	Data Field	D.5.1.4	404.3.1:M	Yes__ No__	
404.3.1.5	COMSEC Postamble Field	D.5.1.5	404.3.1:M	Yes__ No__	
404.3.1.5.a	This field shall be used to provide an end-of-transmission flag to the COMSEC function	D.5.1.5	404.3.1:M	Yes__ No__	
404.3.1.6	COMSEC Algorithm	D.5.1.6	404.3.1:M	Yes__ No__	
404.3.1.6.a	The COMSEC algorithm shall be backward-compatible with VINSON equipment	D.5.1.6	404.3.1:M	Yes__ No__	
404.3.1.7	COMSEC Modes of Operation	D.5.1.7	404.3.1:M	Yes__ No__	
404.3.1.7.a	The COMSEC shall be operated in Mode A	D.5.1.7	404.3.1:M	Yes__ No__	
404.3.1.7.b	The rekey functions shall be performed through the use of KY-57 rekeys for backward compatibility	D.5.1.7	404.3.1:M	Yes__ No__	
404.3.2	Embedded COMSEC Transmission Frame	D.5.2	404:O	Yes__ No__	
404.3.2.a	The embedded COMSEC transmission frame shall be composed of the following components:	D.5.2	404.3.2:M	Yes__ No__	
404.3.2.a.1	Phasing	D.5.2.a	404.3.2.a:M	Yes__ No__	
404.3.2.a.2	Frame Synchronization	D.5.2.b	404.3.2.a:M	Yes__ No__	
404.3.2.a.3	Optional Robust Frame Format	D.5.2.c	404.3.2.a:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
404.3.2.a.4	Message Indicator	D.5.2.d	404.3.2.a:M	Yes__ No__	
404.3.2.a.5	Transmission Word Count	D.5.2.e	404.3.2.a:M	Yes__ No__	
404.3.2.a.6	Data Field	D.5.2.f	404.3.2.a:M	Yes__ No__	
404.3.2.a.7	COMSEC Postamble	D.5.2.g	404.3.2.a:M	Yes__ No__	
404.3.2.1	Phasing	D.5.2.1 C.3.2.2	404.3.2:M	Yes__ No__	
404.3.2.1.a	This field shall be a string of alternating ones and zeros, beginning with a one, sent by the DTE	D.5.2.1	404.3.2:M	Yes__ No__	
404.3.2.2	Frame Synchronization Subfield	D.5.2.2	404.3.2:M	Yes__ No__	
404.3.2.2.a	This subfield shall be either the Robust Frame Synchronization subfield or the Frame Synchronization subfield	D.5.2.2, 5.2.1.3.1.2 5.2.1.3.1.1	404.3.2:M	Yes__ No__	
404.3.2.3	Robust Frame Format Subfield	D.5.2.3	404.3.2:M	Yes__ No__	
404.3.2.3.a	When the Robust Frame Synchronization subfield is used, the Robust Frame Format subfield also shall be used	D.5.2.3 5.2.1.3.1.2	404.3.2:M	Yes__ No__	
404.3.2.3.b	The Robust Frame Format subfield shall not be used when the Robust Frame Synchronization subfield is not used	D.5.2.3	404.3.2:M	Yes__ No__	
404.3.2.4	Message Indicator Field	D.5.2.4	404.3.2:M	Yes__ No__	
404.3.2.4.a	This field shall contain the MI, a stream of random data that shall be encoded using Golay	D.5.2.4 5.3.14.1 5.3.14.2	404.3.2:M	Yes__ No__	
404.3.2.4.b	The COMSEC shall provide the MI bits	D.5.2.4	404.3.2:M	Yes__ No__	
404.3.2.4.c	For backward compatibility, these MI bits shall be redundantly encoded using Phi patterns	D.5.2.4	404.3.2:M	Yes__ No__	
404.3.2.5	Transmission Word Count Subfield	D.5.2.5	404.3.2:M	Yes__ No__	
404.3.2.6	Data Field	D.5.2.6	404.3.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
404.3.2.7	COMSEC Postamble Field	D.5.2.7	404.3.2:M	Yes__ No__	
404.3.2.7. a	This field shall be used to provide an end-of-transmission flag to the COMSEC function	D.5.2.7	404.3.2:M	Yes__ No__	
404.3.2.8	COMSEC Algorithm	D.5.2.8	404.3.2:M	Yes__ No__	
404.3.2.9	COMSEC Modes of Operation	D.5.2.9	404.3.2:M	Yes__ No__	
404.3.2.9. a	COMSEC shall be operated in Mode A for all applications	D.5.2.9	404.3.2:M	Yes__ No__	
404.3.2.9. b	The rekey functions shall be performed through the use of KY-57 rekeys for backward-compatibility and shall be performed through over-the-air-rekeying (OTAR) techniques for forward compatibility	D.5.2.9	404.3.2:M	Yes__ No__	
404.3.2.9. c	Rekey signaling for OTAR shall be supplied by the host equipment	D.5.2.9	404.3.2:M	Yes__ No__	

A.7.4 CNR Management Processes using XNP.

Item	Protocol Feature	Reference	Status	Support	Notes
405	CNR Management Processes using XNP	APPENDIX E	O	Yes__ No__	
405.1	Network Configuration	E.3	405:M	Yes__ No__	
405.1.1	Network Control Station	E.3.1	405:O	Yes__ No__	
405.1.1.a	The automatic election process shall designate the active NCS	E.3.1	405.1.1:M	Yes__ No__	
405.1.1.b	Both active NCS and the backup NCS shall bind to the special address 2.	E.3.1	405.1.1:M	Yes__ No__	
405.1.1.c	Only the active NCS shall respond to Join Messages which are addressed to Special address 2.	E.3.1	405.1.1:M	Yes__ No__	
405.1.1.d	The backup NCS shall have the required database to assume the active NCS role.	E.3.1	405.1.1:M	Yes__ No__	
405.1.2	Static and Dynamic Stations	E.3.2	405:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.1.2.a	Static stations are not automatically removed and a NAD slot shall always be allocated for the static station.	E.3.2	405.1.2:M	Yes__ No__	
405.1.3	Multicast Address Assignment	E.3.4	204.2.2.2:M	Yes__ No__	
405.1.3.a	Any node can address a message to a multicast address; however, only members of the multicast group shall receive and pass the payload to the N+1 layer	E.3.4	405.1.3:M	Yes__ No__	
405.2	Exchange Network Parameters (XNP) Message	E.4	405:M	Yes__ No__	
405.2.1	XNP Message Structure	E.4.1	405.2:M	Yes__ No__	
405.2.1.a	Undefined bits shall be set to zero on transmission and ignored on receipt	E.4.1	405.2:M	Yes__ No__	
405.2.1.b	BLANK	NA	NA		
405.2.1.b.1	Undefined bits in a bit map shall be ignored.	E.4.1.a	405.2.1.a:M	Yes__ No__	
405.2.1.b.2	If the Version Number is invalid or unsupported, the XNP message shall be discarded.	E.4.1.b	405.2.1.a:M	Yes__ No__	
405.2.1.b.3	If the Message Number field is invalid, the XNP message shall be discarded.	E.4.1.c	405.2.1.a:M	Yes__ No__	
405.2.1.b.4	If the Length field is invalid in any Message Block (i.e., the value indicates that there are more octets than actually exist in the XNP message), the rest of the XNP message shall be discarded and processing of the XNP message shall continue	E.4.1.d	405.2.1.a:M	Yes__ No__	
405.2.1.b.5	If the Block Number field is invalid in any XNP message, the block shall be discarded and processing of the XNP message shall continue.	E.4.1.e	405.2.1.a:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.1.b.6	If the Length field is invalid in any Data Block (i.e., the value indicates that there are more octets than actually exist in the XNP message), the rest of the XNP message shall be discarded but the preceding blocks shall be processed if possible	E.4.1.f	405.2.1.a:M	Yes__ No__	
405.2.1.b.7	If any other field is invalid in any Data Block, that data block shall be discarded and processing of the XNP message shall be continued.	E.4.1.g	405.2.1.a:M	Yes__ No__	
405.2.1.b.8	If any other field is invalid in an XNP message, the XNP message shall be discarded	E.4.1.h	405.2.1.a:M	Yes__ No__	
405.2.1.1	Forwarding	E.4.1.1	405.2:M	Yes__ No__	
405.2.1.1.a	In a multi-hop environment, participating stations shall support multicast forwarding (5.4.1.4), and intranet relay as described in APPENDIX I.	E.4.1.1	405.2:M	Yes__ No__	
405.2.1.1.b	The station that is the NCS shall have two addresses: its normal address and the special address 2.	E.4.1.1	405.2:M	Yes__ No__	
405.2.1.2	Message and Data Block Structure	E.4.1.2	405.2:M	Yes__ No__	
405.2.1.2.a	Any blocks or messages appearing after the Terminator Block shall be ignored	E.4.1.2	405.2:M	Yes__ No__	
405.2.2	XNP Message Formats	E.4.2	405.2:M	Yes__ No__	
405.2.2.1	Join Request	E.4.2.1	405.2.2:M	Yes__ No__	
405.2.2.1.a	The Join Request message (TABLE E-IV) shall be sent by a station attempting to join a subnetwork.	E.4.2.1	405.2.2.1:M		
405.2.2.1.b	If there is no URN a unique identifier shall be assigned to each potential user by a mechanism outside the scope of this appendix	E.4.2.1	405.2.2.1:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.2.1. c	In a multi-hop subnetwork the Intranet header's final destination address shall be set to the special address 2 or the address of the active NCS.	E.4.2.1	405.2.2.1:M	Yes__ No__	
405.2.2.1. d	If the Intranet header's final destination address is set to the address of the active NCS, the path shall be included in the Intanet header.	E.4.2.1	405.2.2.1:M	Yes__ No__	
405.2.2.2	Join Accept	E.4.2.2	405.2.2:M	Yes__ No__	
405.2.2.2. a	The Join Accept message (TABLE E-VII) shall be sent by a NCS in response to the Join Request message, provided entry to the subnetwork has been approved.	E.4.2.2	405.2.2.2:M	Yes__ No__	
405.2.2.2. b	In a multi-hop subnetwork the Intranet header's final destination address shall be set to the Global Group multicast address	E.4.2.2	405.2.2.2:M	Yes__ No__	
405.2.2.2. c	The data link destination address shall be set to the requesting station's unicast address.	E.4.2.2	405.2.2.2:M	Yes__ No__	
405.2.2.2. d	The data link destination address shall be set to the One-hop multicast address	E.4.2.2	405.2.2.2:M	Yes__ No__	
405.2.2.2. e	Actual subnetwork operating parameters shall be provided in the appropriate data blocks combined with the Join Accept message.	E.4.2.2	405.2.2.2:M	Yes__ No__	
405.2.2.2. f	The Parameter Update Identifier uniquely identifies the current configuration, and shall be incremented when a station joins, or leaves the subnetwork, or the subnetwork parameters (blocks 2, 3, 4, 5, 6, 7 or 9) have changed.	E.4.2.2	405.2.2.2:M	Yes__ No__	
405.2.2.2. g	When the Status_Notification_After_Change_Timer expires, a Status Notification message shall be sent.	E.4.2.2	405.2.2.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.2.2.h	If a station receives a Join Accept message or any other message which indicates there is an address conflict, it shall compare the Station Identifiers.	E.4.2.2	405.2.2.2:M	Yes__ No__	
405.2.2.2.i	The station with the lower Station Identifier shall keep the address and the station with the higher Station Identifier shall reinitiate the join process, and optionally include the Error block in the Join Request.	E.4.2.2	405.2.2.2:M	Yes__ No__	
405.2.2.3	Join Reject	E.4.2.3	405.2.2:M	Yes__ No__	
405.2.2.3.a	The Join Reject message (TABLE E-X) shall be sent by the NCS to indicate the rejection of a received Join Request message.	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.3.b	The Join Reject shall be sent by the NCS when a dynamic station has been removed from the subnetwork by the NCS, or reception of a Goodbye message from a dynamic station.	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.3.c	When a Join Reject is sent which changes the Parameter Update Identifier, the Status_Notification_After_Change_Timer shall be started.	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.3.d	In a multi-hop subnetwork, the Intranet header's final destination address shall be set to the Global Group multicast address.	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.3.e	The data link destination address shall be the One-hop multicast	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.3.f	The Join Reject shall be interpreted as being applied to the station identified in the Station Identifier or the Link Address field.	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.3.g	The Error Block may be provided with the Join Reject to identify the reason for the reject.	E.4.2.3	405.2.2.3:O	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.2.3.h	This error indication shall be specified in data block 13, which specifies the error reason.	E.4.2.3	405.2.2.3.f:M	Yes__ No__	
405.2.2.3.i	When the Join Reject is sent in response to a Join Request, it shall include the acceptable subnetwork parameters (e.g., Blocks 2 and 3 or block 20).	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.3.j	When a Join Reject is sent which has modified the Parameter Update Identifier, a complete set of network parameters shall be included.	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.3.k	And the Block 2 or Block 20 Individual/Network Capability shall be set to indicate that this Join Reject includes all subnetwork parameters.	E.4.2.3	405.2.2.3:M	Yes__ No__	
405.2.2.4	Hello Message	E.4.2.4	O	Yes__ No__	
405.2.2.4.a	In a multi-hop subnetwork, the Intranet header's final destination address shall be set to the Global Group multicast address.	E.4.2.4	405.2.2.4:M	Yes__ No__	
405.2.2.4.b	The data link destination address shall be set to the One-hop multicast address.	E.4.2.4	405.2.2.4:M	Yes__ No__	
405.2.2.5	Goodbye Message	E.4.2.5	405.2.2:M	Yes__ No__	
405.2.2.5.a	In a multi-hop subnetwork, the Intranet header's final destination address shall be set to the Global Group multicast address.	E.4.2.5	405.2.2.5:M	Yes__ No__	
405.2.2.5.b	The data link destination address shall be set to the One-hop multicast address.	E.4.2.5	405.2.2.5:M	Yes__ No__	
405.2.2.6	Parameter Update Request Message	E.4.2.6	405.2.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.2.6. a	If a station receives a Status Notification message and the Parameter Update Identifier field in the message does not match the locally stored Parameter Update Identifier and the Status Notification message does not include the network parameters, the station shall send a Parameter Update Request message to the NCS.	E.4.2.6	405.2.2.6:M	Yes__ No__	
405.2.2.6. b	In a multi-hop subnetwork the Intranet header's final destination address shall be set to the special address 2 or the address of the NCS.	E.4.2.6	405.2.2.6:M	Yes__ No__	
405.2.2.6. c	If the Intranet header's final destination address is set to the actual address of the NCS, the intranet relay path shall be included in the Intranet header.	E.4.2.6	405.2.2.6:M	Yes__ No__	
405.2.2.6. d	The data link destination address shall be the assigned address of the NCS or the special address 2.	E.4.2.6	405.2.2.6:M	Yes__ No__	
405.2.2.6. e	For all dynamic stations, the Parameter Update Request message shall be sent periodically (Parameter_Update_Refresh_Timer specified in Block 17) as a keep-alive.	E.4.2.6	405.2.2.6:M	Yes__ No__	
405.2.2.6. f	If the NCS determines that a dynamic station has had three Parameter_Update_Refresh_Timer expirations without the NCS receiving a Parameter Update Request, the station shall be deleted by the NCS by sending a Join Reject message.	E.4.2.6	405.2.2.6:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.2.6. g	If the NCS receives a Parameter Update Request and the Parameter Update Identifier is different than the current NCS Parameter Identifier, it shall send out a Parameter Update Message including the entire current subnetwork Parameters.	E.4.2.6	405.2.2.6:M	Yes__ No__	
405.2.2.6. h	If the NCS receives a Parameter Update Request from a dynamic station that is not in its list of active stations, it shall respond with a Join Reject including the Error Block: Reason code indicating "Timeout/Rejoin".	E.4.2.6	405.2.2.6:M	Yes__ No__	
405.2.2.7	Parameter Update Message	E.4.2.7	405.2.2:M	Yes__ No__	
405.2.2.7. a	The Parameter Update message (TABLE E-XVI) shall be sent by the NCS in response to the Parameter Update Request message when the sending station Parameter Update Identifier is not current or if the sending station appends a block with the Parameter Update request.	E.4.2.7	405.2.2.7:M	Yes__ No__	
405.2.2.7. b	If the Parameter Update Identifier in the Parameter Update Request message does not match the current Parameter Update Identifier, the Parameter Update message shall include the same blocks as the Join Accept, and some blocks may have to be repeated to provide a complete set of subnetwork parameters.	E.4.2.7	405.2.2.7:M	Yes__ No__	
405.2.2.7. c	If the Parameter Update Request message does have the current Parameter Update Identifier, only the blocks attached (e.g., Block 14 requesting an address resolution) shall be included to the Parameter Update message.	E.4.2.7	405.2.2.7:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.2.8	Status Notification Message	E.4.2.8	405.2.2:M	Yes__ No__	
405.2.2.8. a	In a multi-hop subnetwork, the Intranet's header's final destination address shall be set to the Global Group address.	E.4.2.8	405.2.2.8:M	Yes__ No__	
405.2.2.8. b	The data link destination address shall be the One-hop multicast.	E.4.2.8	405.2.2.8:M	Yes__ No__	
405.2.2.8. c	The NCS shall start the Status_Notification_After_Change_Timer after every event that changes the current Parameter Update Identifier.	E.4.2.8	405.2.2.8:M	Yes__ No__	
405.2.2.8. d	After this timer expires, it shall send out a Status Notification message indicating the Parameter Update Identifier.	E.4.2.8	405.2.2.8:M	Yes__ No__	
405.2.2.8. e	The Data Link destination address shall be set to the One-hop multicast address.	E.4.2.8	405.2.2.8:M	Yes__ No__	
405.2.2.8. f	If a receiving station is using a different set of parameter values, that station shall notify the NCS via the Parameter Update Request message to request the latest update.	E.4.2.8	405.2.2.8:M	Yes__ No__	
405.2.2.8. g	If automatic NCS election option is specified in (Block 17: Status_Notification_Refresh_Timer) and a station fails to receive a Status Notification message for three Status Notification Refresh Timer period expirations, the station, if capable, shall declare itself the active NCS and transmit a Status Notification message.	E.4.2.8	405.2.2.8:M	Yes__ No__	
405.2.3	XNP Data Block Formats	E.4.3	405.2:M	Yes__ No__	
405.2.3.1	Block 2, Optional Services	E.4.3.1	405.2.3:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.1. a	When the subnetwork is in Explicit mode, block 2 shall be sent in the Join Request message to identify capabilities of the joining station, unless the joining station has all possible capabilities listed.	E.4.3.1	405.2.3.1:M	Yes__ No__	
405.2.3.1. b	When the subnetwork is in Explicit mode, block 2 shall be included with the Join Accept message.	E.4.3.1	405.2.3.1:M	Yes__ No__	
405.2.3.1. c	When the Parmeter Update Identifier has changed and the subnetwork is in Explicit mode, block 2 shall be included with the next Join Accept, Join Reject or Status notification message transmitted by the NCS.	E.4.3.1	405.2.3.1:M	Yes__ No__	
405.2.3.1. d	And it shall include all subnetwork parameters.	E.4.3.1	405.2.3.1:M	Yes__ No__	
405.2.3.1. e	When all subnetwork parameters are included with block 2, the Individual/Network Capability shall be set to indicate that this XNP message includes all subnetwork parameters.	E.4.3.1	405.2.3.1:M	Yes__ No__	
405.2.3.1. f	When a Parameter update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode, block 2 shall be included in the Parameter Update message.	E.4.3.1	405.2.3.1:M	Yes__ No__	
405.2.3.1. g	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 2 shall be included.	E.4.3.1	405.2.3.1:M	Yes__ No__	
405.2.3.2	Block 3, Basic NAD Configuration Parameters	E.4.3.2	403.2.1.3:M 403.2.2:M 403.2.3:M 405.2.3:M	Yes__ No__ Yes__ No__ Yes__ No__ Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.2. a	When the subnetwork is in Explicit mode and the hardware configuration parameters are known by the joining station, Block 3 shall be included in the Join Request.	E.4.3.2	405.2.3.2:M	Yes__ No__	
405.2.3.2. b	When the subnetwork is in Explicit mode, block 3 shall be included in the Join Accept.	E.4.3.2	405.2.3.2:M	Yes__ No__	
405.2.3.2. c	<u>When the parameter Update Identifier has changed and the subnetwork is in Explicit mode, block 3 shall be included with the next Join Reject or Status Notification message transmitted by the NCS.</u>	E.4.3.2	405.2.3.2:M	Yes__ No__	
405.2.3.2. d	When a Parameter Update Request message is received by the NCS and the parameter Update Identifier does not match the NCS/s current parameter identifier and the subnetwork is in Explicit mode, block 3 shall be included in the Parameter Update message.	E.4.3.2	405.2.3.2:M	Yes__ No__	
405.2.3.2. e	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 3 shall be included.	E.4.3.2	405.2.3.2:M	Yes__ No__	
405.2.3.2. f	Configuration Parameters shall be set as identified in TABLE E-XXIII .	E.4.3.2	405.2.3.2:M	Yes__ No__	
405.2.3.3	Block 4, Type 3 Parameters	E.4.3.3	203.3:M 405.2.3:M	Yes__ No__ Yes__ No__	
405.2.3.3. a	When the subnetwork is in Explicit mode, block 4 shall be included with the Join Accept message.	E.4.3.3	405.2.3.3:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.3. b	When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode, block 4 shall be included with the next Join Reject or Status notification message transmitted by the NCS.	E.4.3.3	405.2.3.3:M	Yes__ No__	
405.2.3.3. c	When a Parameter Update Request message is received by the NCS and the Parameter Upate Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode, block 4 shall be included in the Parameter Update message.	E.4.3.3	405.2.3.3:M	Yes__ No__	
405.2.3.3. d	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 4 shall be included.	E.4.3.3	405.2.3.3:M	Yes__ No__	
405.2.3.4	Block 5, Number of NAD Priorities	E.4.3.4	202.4.2 202.4.3 202.4.5 202.4.6 405.2.3:M	Yes__ No__ Yes__ No__ Yes__ No__ Yes__ No__ Yes__ No__	
405.2.3.4. a	This block shall be included with the Join Accept message if the NCS is modifying the Number of NAD Priorities from the default value of 3.	E.4.3.4	405.2.3.4:M	Yes__ No__	
405.2.3.4. b	When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier, and block 5 is part of the network parameters (included in the Join Accept), block 5 shall be included in the Parameter Update message.	E.4.3.4	405.2.3.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.4. c	When the Parameter Update Identifier has changed and block 5 is part of the network parameters, block 5 shall be included with the next Join Reject or Status Notification message transmitted by the NCS.	E.4.3.4	405.2.3.4:M	Yes__ No__	
405.2.3.4. d	When the NCS changes or/and the NCS sends the Status Notification message for the first time and block 5 is part of the network parameters, block 5 shall be included.	E.4.3.4	405.2.3.4:M	Yes__ No__	
405.2.3.5	Block 6, H-NAD Parameters	E.4.3.5	202.4.3:M 405.2.3:M	Yes__ No__ Yes__ No__	
405.2.3.5. a	When the subnetwork is in Explicit mode and configured for H-NAD, block 6 shall be included with the Join Accept message.	E.4.3.5	405.2.3.5:M	Yes__ No__	
405.2.3.5. b	When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and configured for H-NAD, block 6 shall be included with the next Join Reject or Status Notification message transmitted by the NCS.	E.4.3.5	405.2.3.5:M	Yes__ No__	
405.2.3.5. c	When a Parameter Update Request message is received by the NCS and the Parameter Upate Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode and the subnetwork is configured for H-NAD, block 6 shall be included in the Parameter Update message.	E.4.3.5	405.2.3.5:M	Yes__ No__	
405.2.3.5. d	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and configured for H-NAD, block 6 shall be included.	E.4.3.5	405.2.3.5:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.6	Block 7, RE-NAD Parameters	E.4.3.6	202.4.4:M 405.2.3:M	Yes__ No__ Yes__ No__	
405.2.3.6. a	When the subnetwork is in Explicit mode and configured for RE-NAD, block 7 shall be included with the Join Accept message.	E.4.3.6	202.4.4:M	Yes__ No__	
405.2.3.6. b	When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and configured for RE-NAD, block 7 shall be included with the next Join Reject or Status Notification message transmitted by the NCS.	E.4.3.6	202.4.4:M	Yes__ No__	
405.2.3.6. c	When a Parameter Update Request message is received by the NCS and the Parameter Upate Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode and the subnetwork is configured for RE-NAD, block 7 shall be included in the Parameter Update message.	E.4.3.6	202.4.4:M	Yes__ No__	
405.2.3.6. d	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and configured for RE-NAD, block 7 shall be included.	E.4.3.6	202.4.4:M	Yes__ No__	
405.2.3.7	Block 8, Wait Time	E.4.3.7	O	Yes__ No__	
405.2.3.8	Block 9, Type 2 Parameters	E.4.3.8	203.2:M 405.2.3:M	Yes__ No_ Yes__ No_	
405.2.3.8. a	When the subnetwork is in Explicit mode and configured for Type 2, block 9 shall be included with the Join Accept message.	E.4.3.8	405.2.3.8:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.8. b	When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and configured for Type 2, block 9 shall be included with the next Join Reject or Status Notification message transmitted by the NCS.	E.4.3.8	405.2.3.8:M	Yes__ No__	
405.2.3.8. c	When a Parameter Update Request message is received by the NCS and the Parameter Upate Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode and the subnetwork is configured for Type 2, block 9 shall be included in the Parameter Update message.	E.4.3.8	405.2.3.8:M	Yes__ No__	
405.2.3.8. d	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and configured for Type 2, block 9 shall be included.	E.4.3.8	405.2.3.8:M	Yes__ No__	
405.2.3.9	Block 10, Type 4 Parameters	E.4.3.9	203.4:M 405.2.3:M	Yes__ No__ Yes__ No__	
405.2.3.9. a	When the subnetwork is in Explicit mode and configured for Type 4, block 10 shall be included with the Join Accept message.	E.4.3.9	405.2.3.9:M	Yes__ No__	
405.2.3.9. b	When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and configured for Type 4, block 10 shall be included with the next Join Reject or Status Notification message transmitted by the NCS.	E.4.3.9	405.2.3.9:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.9.c	When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode and the subnetwork is configured for Type 4, block 10 shall be included in the Parameter Update message.	E.4.3.9	405.2.3.9:M	Yes__ No__	
405.2.3.9.d	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and configured for Type 4, block 10 shall be included.	E.4.3.9	405.2.3.9:M	Yes__ No__	
405.2.3.10	Block 11, NAD Ranking	E.4.3.10	202.4.3:M 202.4.5:M 405.2.3:M	Yes__ No__ Yes__ No__ Yes__ No__	
405.2.3.10.a	It shall be included in the Join Accept message if the subnetwork is configured for either P-NAD, DAP-NAD or DAV-NAD.	E.4.3.10	405.2.3.10:M	Yes__ No__	
405.2.3.10.b	If the existing station rankings have been modified, the Join Accept message shall include a block 11 for each station in the subnetwork.	E.4.3.10	405.2.3.10:M	Yes__ No__	
405.2.3.10.c	When the station ranking has changed and the subnetwork is configured for P-NAD, DAP-NAD or DAV-NAD, block 11 shall be included for each station in the subnetwork with the next Join Reject or Status Notification message transmitted by the NCS	E.4.3.10	405.2.3.10:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.10 .d	When a Parameter Update Request message is received by the NCS and the Parameter Upate Identifier does not match the NCS's current parameter identifier and the subnetwork is configured for P-NAD, DAP-NAD or DAV-NAD, block 11 shall be included in the Parameter Update message.	E.4.3.10	405.2.3.10:M	Yes__ No__	
405.2.3.10 .e	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is configured for P-NAD, DAP-NAD or DAV-NAD, block 11 shall be included.	E.4.3.10	405.2.3.10:M	Yes__ No__	
405.2.3.11	Block 12, Intranet Parameters	E.4.3.11	301.4.6.g:M 405.2.3:M	Yes__ No__ Yes__ No__	
405.2.3.11 .a	The Intranet parameters (TABLE E-XXXIV) shall be provided to joining stations to provide information for Intranet parameters	E.4.3.11	405.2.3.11:M	Yes__ No__	
405.2.3.11 .b	When the subnetwork is in Explicit mode, block 12 shall be included with the Join Accept message.	E.4.3.11	405.2.3.11:M	Yes__ No__	
405.2.3.11 .c	When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode, block 12 shall be included with the next Join Reject or Status notification message transmitted by the NCS.	E.4.3.11	405.2.3.11:M	Yes__ No__	
405.2.3.11 .d	When a Parameter Update Request message is received by the NCS and the Parameter Upate Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode, block 12 shall be included in the Parameter Update message.	E.4.3.11	405.2.3.11:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.11 .e	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 12 shall be included.	E.4.3.11	405.2.3.11:M	Yes__ No__	
405.2.3.12	Block 13, Error	E.4.3.12	O	Yes__ No__	
405.2.3.13	Block 14, Address Designation Parameters	E.4.3.13	O	Yes__ No__	
405.2.3.13 .a	The NCS shall return this block in the Parameter Update Request with the missing fields filled in.	E.4.3.13	405.2.3.13:M	Yes__ No__	
405.2.3.13 .b	If a station joins the subnetwork and wants to learn all of the addresses in the subnetwork, it shall send the Parameter Update Request Message including Block 14	E.4.3.13	405.2.3.13:M	Yes__ No__	
405.2.3.13 .c	however, only the Block Number (i.e., 14) and the Length (i.e., 2) fields shall be specified.	E.4.3.13	405.2.3.13:M	Yes__ No__	
405.2.3.14	Block 15, Digital Signature	E.4.3.14	O	Yes__ No__	
405.2.3.15	Block 16, Link Address Extension.	E.4.3.15	204.2.2.1.b: M	Yes__ No__	
405.2.3.15 .a	Block 16 shall be included in any message when the subnetwork is configured for 4 or 6 octet link addresses.	E.4.3.15	405.2.3.15:M	Yes__ No__	
405.2.3.15 .b	When a static station has been configured with a 4 or 6 octet address, block 16 shall be included with the Join Request message.	E.4.3.15	405.2.3.15:M	Yes__ No__	
405.2.3.15 .c	When the subnetwork has been configured for 4 or 6 octet addressing, block 16 shall be included with the Goodbye, Hello, Join Accept, Parameter Update, and Status Notification messages.	E.4.3.15	405.2.3.15:M	Yes__ No__	
405.2.3.15 .d	When the subnetwork is configured for 4 or 6 octet addressing and the station has completed the join process, block 9 shall be included in the Join Reject message.	E.4.3.15	405.2.3.15:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.16	Block 17, XNP Parameters.	E.4.3.16	405.2:M	Yes__ No__	
405.2.3.16 .a	This block shall be included with the Join Accept message.	E.4.3.16	405.2.3.16	Yes__ No__	
405.2.3.16 .b	When the Parameter Update Identifier has changed, block 17 shall be included with the next Join Reject or Status notification message transmitted by the NCS	E.4.3.16	405.2.3.16:M	Yes__ No__	
405.2.3.16 .c	When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier, block 17 shall be included in the Parameter Update message	E.4.3.16	405.2.3.16:M	Yes__ No__	
405.2.3.16 .d	When the NCS changes or/and the NCS sends the Status Notification message for the first time, block 17 shall be included	E.4.3.16	405.2.3.16:M	Yes__ No__	
405.2.3.16 .e	XNP Parameters shall be set as identified in TABLE E-XXXIX	E.4.3.16	405.2.3.16:M	Yes__ No__	
405.2.3.17	Block 18, Robust Parameters.	E.4.3.17	410:M 405.2.3:M	Yes__ No__ Yes__ No__	
405.2.3.17 .a	When the subnetwork is configured for Explicit mode and to use the robust protocol, block 18 shall be included in the Join Accept message.	E.4.3.17	405.2.3.17:M	Yes__ No__	
405.2.3.17 .b	When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and the subnetwork is configured to use the robust protocol, block 18 shall be included with the next Join Reject or Status Notification message transmitted by the NCS.	E.4.3.17	405.2.3.17:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.17 .c	When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode and the subnetwork is configured to use robust protocol, block 18 shall be included in the Parameter Update message.	E.4.3.17	405.2.3.17:M	Yes__ No__	
405.2.3.17 .d	When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and the subnetwork is configured to use robust protocol, block 18 shall be included.	E.4.3.17	405.2.3.17:M	Yes__ No__	
405.2.3.18	Block 19, IPv6 Top Level/Site Level Address	E.4.3.18	O	Yes__ No__	
405.2.3.18 .a	Therefore, the order of the blocks shall be block 16 and then block 19	E.4.3.18	405.2.3.18:M	Yes__ No__	
405.2.3.18 .b	When the subnetwork supports IPv6 and block 14 is included in the Join Request and the IPv4 Address field of block 14 is set to FFFFFFFF, the Join Accept shall include block 19	E.4.3.18	405.2.3.18:M	Yes__ No__	
405.2.3.18 .c	When the subnetwork supports IPv6 and block 14 is included in the Update Request and the IPv4 Address field of block 14 is set to FFFFFFFF, the Parameter Update shall include block 19	E.4.3.18	405.2.3.18:M	Yes__ No__	
405.2.3.19	Block 20, Predefined OPS	E.4.3.19	O	Yes__ No__	
405.2.3.19 .a	When the joining station has been assigned OPS number(s) or the joining station has determined that the subnetwork is in OPS mode, Block 20 shall be included with the Join Request message.	E.4.3.19	405.2.3.19:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.2.3.19 .b	When the subnetwork is in OPS mode, Block 20 shall be included with the Join Accept message	E.4.3.19	405.2.3.19:M	Yes__ No__	
405.2.3.19 .c	When the Parmeter Update Identifier has changed and the subnetwork is in OPS mode, block 20 shall be included with the next Join Accept, Join Reject or Status Notification message transmitted by the NCS.	E.4.3.19	405.2.3.19:M	Yes__ No__	
405.2.3.19 .d	And it shall include all subnetwork parameters.	E.4.3.19	405.2.3.19:M	Yes__ No__	
405.2.3.19 .e	When all subnetwork parameters are included with block 20, the Individual/Network Capability shall be set to indicate that this XNP message includes all subnetwork parameters.	E.4.3.19	405.2.3.19:M	Yes__ No__	
405.2.3.19 .f	When the NCS changes and/or the NCS sends the Status Notification message for the first time and the subnetwork is in OPS mode, block 20 shall be included.	E.4.3.19	405.2.3.19:M	Yes__ No__	
405.2.3.19 .g	Predefined OPS shall be set as identified in TABLE E-XLII.	E.4.3.19	405.2.3.19:M	Yes__ No__	
405.2.3.20	Block 21, S/R basic	E.4.3.20	O	Yes__ No__	
405.2.3.20 .a	When the subnetwork is in Explicit mode, block 21 shall be included in the Join Accept message	E.4.3.20	405.2.3.20:M	Yes__ No__	
405.2.3.20 .b	When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode, block 21 shall be included in the next Join Reject, Parameter Update Request, and Status Notification message that is transmitted.	E.4.3.20	405.2.3.20:M	Yes__ No__	
405.2.3.20 .c	When the NCS changes and/or the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 21 shall be included	E.4.3.20	405.2.3.20:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.3	XNP Message Exchange	E.5	405.2:M	Yes__ No__	
405.3.a	XNP messages shall be exchanged using a UI command frame	E.5	405.2:M	Yes__ No__	
405.3.1	Data Link Addressing	E.5.1	405.2:M	Yes__ No__	
405.3.1.a	If a station has not been assigned a Data Link address, it shall use this special Data Link address for subnetwork entry until an individual Data Link address has been assigned.	E.5.1	405.3.1:M	Yes__ No__	
405.3.1.b	The receiver shall be able to identify the response via the unique Station identifier in the Join Request/Join Response	E.5.1	405.3.1:M	Yes__ No__	
405.3.1.c	In a multi-hop subnetwork the Intranet's header's final destination address shall be set to the special address 2 or the address of the NCS.	E.5.1	405.3.1:M	Yes__ No__	
405.3.1.d	If the Intranet header's final destination address is set to the actual address of the NCS, the path shall be included in the Intranet header.	E.5.1	405.3.1:M	Yes__ No__	
405.3.1.e	When the special address 2 is used as the Intranet header's final destination address, the One-hop multicast address shall be used as the link layer address.	E.5.1	405.3.1:M	Yes__ No__	
405.3.2	Poll/Final Bit	E.5.2	405.2:M	Yes__ No__	
405.3.3	Network Access	E.5.3	405.2:M	Yes__ No__	
405.3.3.a	Each station that operates on the subnetwork shall use the same method.	E.5.3 APPENDIX C	405.2:M	Yes__ No__	
405.3.3.b	In the case that the subnetwork access method is unknown, a random method (R-NAD or RE-NAD) shall be used for the Join Request method	E.5.3	202.4.1:M 202.4.4:M	Yes__ No__ Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
405.3.3.c	When R-NAD is used, the default number of stations shall be 7 unless another number is known	E.5.3	202.4.1:M	Yes__ No__	
405.4	Network Joining Procedures	E.6	405.2:M	Yes__ No__	
405.4.1	Basic Joining	E.6.1	405.2:M	Yes__ No__	
405.4.2	BLANK	NA	NA		
405.4.3	Basic Join Using Unicast Addressing	E.6.2	M	Yes__ No__	
405.4.4	Join and Election of a NCS	E.6.3	405.2:M	Yes__ No__	
405.4.5	Basic Leaving	E.6.4	405.2:M	Yes__ No__	
405.4.6	Leaving Without Sending Goodbye	E.6.5	405.2:M	Yes__ No__	

A.7.5 Golay Coding Algorithm.

Item	Protocol Feature	Reference	Status	Support	Notes
406	Golay Coding Algorithm	APPENDIX F	102.1.3.1:M 102.1.3.2:M 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
406.1	Forward Error Correction	F.3	406:M	Yes__ No__	
406.2	Golay Code	F.4	406:M	Yes__ No__	
406.2.1	Half-rate Golay Code	F.4.1	406.2:M	Yes__ No__	
406.2.2	Golay Code Implementation	F.4.2	406.2:M	Yes__ No__	
406.2.2.1	Hardware Implementation	F.4.2.1	406.2:O.<2>	Yes__ No__	
406.2.2.2	Hardware Decoding	F.4.2.2	406.2.2.1:M	Yes__ No__	
406.2.2.3	Software Implementation	F.4.2.3	406.2:O.<2>	Yes__ No__	
406.2.2.3. a	The transmitting DMTD shall generate the check bits using the following generator polynomial: $g(x) = x^{11} + x^{10} + x^6 + x^5 + x^4 + x^2 + 1$	F.4.2.3	406.2.2.3:M	Yes__ No__	
406.2.2.3. b	The 11 check bits shall be as derived from the generator matrix G, where the matrix contains the coefficients of the polynomials on the left	F.4.2.3	406.2.2.3:M	Yes__ No__	

APPENDIX B

ANNEX A

A.7.6 Packet Construction and Bit Ordering.

Item	Protocol Feature	Reference	Status	Support	Notes
407	Packet Construction and Bit Ordering	APPENDIX G	M	Yes__ No__	
407.1	PDU Construction	G.3	M	Yes__ No__	
407.1.1	VMF Message Data Exchange	G.3.1	M	Yes__ No__	
407.1.1.1	Example of VMF Message Data Construction	G.3.1.1	NA	---	
407.1.2	Application Layer Data Exchange	G.3.2	M	Yes__ No__	
407.1.2.1	Example of Application Layer PDU	G.3.2.1	NA	---	
407.1.3	Transport Layer Data Exchange	G.3.3	M	Yes__ No__	
407.1.3.1	An example of Segmentation/ Reassembly (S/R) Data Segment construction	G.3.3.1	NA	---	
407.1.3.2	An Example of UDP Header Construction	G.3.3.2	X	---	
407.1.4	Network Layer Data Exchange	G.3.4	M	Yes__ No__	
407.1.4.1	Example of Internet Layer Header	G.3.4.1	102.1.3.1:M 102.1.3.2:M 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
407.1.4.2	Example of Intranet Layer Header	G.3.4.2	102.1.3.1:M 102.1.3.2:M 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
407.1.5	BLANK	NA	NA		
407.1.6	Data Link Layer Data Exchange	G.3.6	M	Yes__ No__	
407.1.6.1	Example of Data Link Layer PDU	G.3.6.1	102.1.3.1:M 102.1.3.2:M 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
407.1.6.1.1	Zero Bit Insert/v36 Scramble/FEC/TDC of the Data Link Frame	G.3.6.1.1	M	Yes__ No__	
407.1.6.1.2	Construction of the Transmission Header	G.3.6.1.2	M	Yes__ No__	
407.1.6.1.3	Zero Bit Insert/v36 Scramble/FEC of the Transmission Header	G.3.6.1.3	M	Yes__ No__	
407.1.6.1.4	Completed Data Link Layer PDU to be Passed to the Physical Layer	G.3.6.1.4	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
407.1.7	Physical Layer Data Exchange	G.3.7	M	Yes__ No__	
407.1.7.1	Physical Layer Processing Example	G.3.7.1	102.1.3.1:M 102.1.3.2:M 102.1.3.3:X	Yes__ No__ Yes__ No__ No	
407.1.7.1.1	Transmit Word Count (TWC)	G.3.7.1.1	M	Yes__ No__	
407.1.7.1.2	FEC & TDC of Transmission Header	G.3.7.1.2	M	Yes__ No__	
407.1.7.1.3	The Physical Layer PDU	G.3.7.1.3	M	Yes__ No__	

A.7.7 Intranet Topology Update.

Item	Protocol Feature	Reference	Status	Support	Notes
408	Intranet Topology Update	APPENDIX H	301.2:M	Yes__ No__	
408.1	Problem Overview	H.3	301.2:M	Yes__ No__	
408.1.1	Routing Trees	H.3.1	301.2:M	Yes__ No__	
408.2	Topology Updates	H.4	301.2:M	Yes__ No__	
408.2.1	Exchanging Routing Trees	H.4.1	301.2:M	Yes__ No__	
408.2.2	Topology Tables	H.4.2	301.2:M	Yes__ No__	
408.2.3	Sparse Routing Trees	H.4.3	301.2:M	Yes__ No__	
408.2.4	Rules for Exchanging Topology Updates	H.4.4	301.2:M	Yes__ No__	
408.2.4.1	Topology Update Triggers	H.4.4.1	301.2:M	Yes__ No__	
408.2.4.2	Sending Topology Update Messages	H.4.4.2	301.2:M	Yes__ No__	
408.2.4.3	If a network is using Topology Updates (e.g., MIN_UPDATE_PER is not equal to zero), the station shall transmit a Topology Update ID indication PDU indicating the most recent Topology Update ID once every MIN_UPDATE_PER/2 minutes	H.4.4.3	301.2:M	Yes__ No__	
408.2.5	Non-relayers	H.4.5	301.2:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
408.2.5.a	Non-relayer nodes remain in the sparse routing trees; however, they shall not have any subsequent branches	H.4.5	301.2:M	Yes__ No__	
408.2.5.b	Their entries in the routing table shall have the NR bit set to 1	H.4.5	301.2:M	Yes__ No__	
408.2.6	Quiet Nodes	H.4.6	301.2:M	Yes__ No__	
408.2.6.a	Nodes in the quiet state may appear in the sparse routing tables and in update packets with the QUIET bit set to 1; however, they shall not have any subsequent branches in the routing tree	H.4.6	301.2:M	Yes__ No__	
408.2.6.b	Nodes wishing to announce that they are entering quiet mode shall add a separate entry into the sparse routing table and update packets with NODE ADDRESS and NODE PREDECESSOR set to their own address and the QUIET bit set to 1	H.4.6	301.2:M	Yes__ No__	
408.2.7	Topology Update Request Messages	H.4.7	301.2:M	Yes__ No__	
408.2.7.a	The topology Update Request message shall be sent whenever a data link transmission is detected from a previously unknown neighbor.	H.4.7	408.2.7:M	Yes__ No__	

A.7.8 Source Directed Relay.

Item	Protocol Feature	Reference	Status	Support	Notes
409	Source Directed Relay	APPENDIX I	301.1.c:M	Yes__ No__	
409.1	Problem Overview	I.3	409:M	Yes__ No__	
409.2	Procedure	I.4	409:M	Yes__ No__	
409.2.1	Forward Routing	I.4.1	409:M	Yes__ No__	
409.2.1.a	The source shall calculate the optimal path through the intranet network to one or more destinations	I.4.1	409:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
409.2.1.b	The resulting set of source directed routes to reach every desired destination shall be optimally pruned during encoding into the intranet header such that they define an associated routing “tree”	I.4.1	409:M	Yes__ No__	
409.2.1.c	If the routes for two or more destinations, as they are to be encoded into the intranet header, share common links along their paths, those routes shall be merged together.	I.4.1	409:M	Yes__ No__	
409.2.1.d	As a result of this merging process, the resulting subset of paths shall be encoded into the intranet header such that any common nodes along shared links do not appear redundantly in the final routing tree encoded in the intranet header (as described in the following paragraphs)	I.4.1	409:M	Yes__ No__	
409.2.2	End-to-end intranet Acknowledgments	I.4.2	409:M	Yes__ No__	
409.2.2.a	Each intermediate node in the reverse path between the originator node and the ith destination shall be designated as a “relayer only”, regardless of its possible disposition as a destination in the original intranet header received	I.4.2	409:M	Yes__ No__	
409.2.2.b	The resulting reverse path for the intranet acknowledgment shall contain one originator, one destination, and all of the relayers.	I.4.2	409:M	Yes__ No__	
409.3	Examples	I.5	NA	---	
409.3.1	Example 1	I.5.1	NA	---	
409.3.2	Example 2	I.5.2	NA	---	
409.3.3	Example 3	I.5.3	NA	---	
409.3.4	Relay Processing	I.5.4	NA	---	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
409.3.4.a	Relay processing shall use the steps outlined in paragraph I.5.4	I.5.4	NA	Yes__ No__	
409.3.4.1	Relay Processing at Node C	I.5.4.1	NA	---	
409.3.4.2	Relay Processing at Node F	I.5.4.2	NA	---	

A.7.9 Robust Communications Protocol.

Item	Protocol Feature	Reference	Status	Support	Notes
410	Robust Communications Protocol	APPENDIX J	102.1.3.d:M	Yes__ No__	
410.1	Introduction	J.3	410:M	Yes__ No__	
410.1.1	Physical Protocol Components	J.3.1	410.1:M	Yes__ No__	
410.1.2	Optional Rate 1/3 Convolutional Coding	J.3.2	410.1:O	Yes__ No__	
410.1.2.a	The G2 output shall be inverted to provide some data scrambling capability	J.3.2	410.1.2:M	Yes__ No__	
410.1.3	Optional Data Scrambling	J.3.3	410.1:O	Yes__ No__	
410.1.3.a	Physical layer data scrambling shall use the scrambler and descrambler described in FIGURE J-3	J.3.3	410.1.3:M	Yes__ No__	
410.1.3.b	Physical layer data scrambling shall use the pseudo-noise (PN) generator specified in CCITT V.33 Annex A	J.3.3	410.1.3:M	Yes__ No__	
410.1.3.c	The shift register D_s shall be initialized to zero before the first bit of data is scrambled on transmission	J.3.3	410.1.3:M	Yes__ No__	
410.1.3.d	On data reception, the descrambler shift register D_s shall be initialized to zero before the first received data bit is de-scrambled	J.3.3	410.1.3:M	Yes__ No__	
410.1.4	Optional Robust Multi-Dwell	J.3.4	410.1:O	Yes__ No__	
410.1.4.1	Multi-Dwell Packet Format	J.3.4.1	410.1.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.1.4.1. a	When the HAVEQUICK II compatible radio is in active mode, multi-dwell packetizing shall be enabled	J.3.4.1	410.1.4.1:M	Yes__ No__	
410.1.4.2	Multi-Dwell SOP Field	J.3.4.2	410.1.4.1:M	Yes__ No__	
410.1.4.2. a	The length of the SOP pattern shall be determined by bits two, three and four of the robust frame format	J.3.4.2	410.1.4.2:M	Yes__ No__	
410.1.4.3	Multi-Dwell Segment Count Field	J.3.4.3	410.1.4.1:M	Yes__ No__	
410.1.4.3. a	The six required bits shall be encoded as 1, 3, or 5 BCH (15, 7) codewords depending on bits 2, 3, and 4 of the robust frame format	J.3.4.3	410.1.4.3:M	Yes__ No__	
410.1.4.3. b	The six-bit segment counter shall occupy the 6 LSBs of the seven-bit BCH data field	J.3.4.3	410.1.4.3:M	Yes__ No__	
410.1.4.3. c	The MSB of the data field shall be used as an end-of-frame flag which, when set, indicates that data transmission is complete	J.3.4.3	410.1.4.3:M	Yes__ No__	
410.1.4.3. d	A multi-dwell packet marked with an end-of-frame flag shall contain only the SOP pattern and the segment count field used to make the segment number of the first fill data segment transmitted in the previous packet	J.3.4.3	410.1.4.3:M	Yes__ No__	
410.1.4.3. e	If no fill data is included in the previous segment, the segment count field shall point to the last segment data plus one	J.3.4.3	410.1.4.3:M	Yes__ No__	
410.1.4.4	Multi-Dwell Data Segments	J.3.4.4	410.1.4:M	Yes__ No__	
410.1.4.4. a	Each multi-dwell packet shall contain 6, 11 or 13 consecutive 64-bit data segments	J.3.4.4	410.1.4.4:M	Yes__ No__	
410.1.4.4. b	Unless a channel interruption is detected during the transmission of the packet, each data segment shall contain the next 64 bits supplied by the data link layer for transmission	J.3.4.4	410.1.4.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.1.4.4. c	The last multi-dwell packet shall contain pad bits and segments as necessary to complete the packet	J.3.4.4	410.1.4.4:M	Yes__ No__	
410.1.4.4. d	The transmitted pad data shall be an alternating one/zero sequence	J.3.4.4	410.1.4.4:M	Yes__ No__	
410.1.4.5	Multi-Dwell Hop Detection	J.3.4.5	410.1.4:M	Yes__ No__	
410.1.4.5. a	The physical layer shall have the means of detecting or predicting communications link outages	J.3.4.5	410.1.4.5:M	Yes__ No__	
410.1.4.6	Multi-Dwell Transmit Processing	J.3.4.6	410.1.4:M	Yes__ No__	
410.1.4.6. a	Data received from the data link layer for transmission shall be broken into 64 bit segments for transmission	J.3.4.6	410.1.4.6:M	Yes__ No__	
410.1.4.6. b	The data shall be packetized as stated in J.3.4.1	J.3.4.6	410.1.4.6:M	Yes__ No__	
410.1.4.6. c	Packets shall be transmitted consecutively with the segment count field containing the count, modulo 64, of the first segment in the packet until a communications link outage is detected, at which time, the remainder of the data segments in the currently transmitted packet shall be filled with an alternating one/zero pattern	J.3.4.6	410.1.4.6:M	Yes__ No__	
410.1.4.6. d	The alternating one/zero pattern shall start soon enough to prevent a receiver from detecting a SOP header and segment count that would prematurely release segments that have been corrupted by a frequency hop	J.3.4.6	410.1.4.6:M	Yes__ No__	
410.1.4.6. e	If the configurable hop recovery time (HRT), is greater than the time remaining to complete the transmission of the current packet, the alternating one/zero sequence shall be extended to the end of the HRT period	J.3.4.6	410.1.4.6:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.1.4.6.f	If a hop is detected during the multi-dwell SOP field, multi-dwell segment count field, or during the transmission of the first two segments, the entire multi-dwell packet shall be retransmitted	J.3.4.6	410.1.4.6:M	Yes__ No__	
410.1.4.6.g	The first multi-dwell packet transmitted in a frame shall not contain the multi-dwell SOP field or multi-dwell segment count field	J.3.4.6	410.1.4.6:M	Yes__ No__	
410.1.4.6.h	The SOP and the segment count field shall not be transmitted during a possible frequency hop	J.3.4.6	410.1.4.6:M	Yes__ No__	
410.1.4.6.i	The implementation shall develop an algorithm to establish when possible frequency hops may occur and adjust the timing of the data transmission to avoid transmitting a header during any possible hop	J.3.4.6	410.1.4.6:M	Yes__ No__	
410.1.4.6.1	Hop Data Recovery Time Period	J.3.4.6.1	410.1.4.6:M	Yes__ No__	
410.1.4.6.1.a	A configurable variable called the HRT shall be used to determine if the fill data transmitted following a hop shall be extended to ensure that the following multi-dwell synchronization field can be received	J.3.4.6.1	410.1.4.6.1:M	Yes__ No__	
410.1.4.6.1.b	Because different hop detection/prediction methods flag the hop at different times relative to the beginning of the transmitting RF synthesizer frequency slew, the configured HRT shall be internally adjusted to insure that different DTEs in a network can all use the same configurable HRT	J.3.4.6.1	410.1.4.6.1:M	Yes__ No__	
410.1.4.6.2	Data Transmitted After a Hop	J.3.4.6.2	410.1.4.6:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.1.4.6.2.a	The multi-dwell packet transmitted directly following a communications link outage shall retransmit data starting with the 64-bit segment preceding the segment that was being transmitted when the hop was detected plus sufficient segments to account for the transmitter pipeline delay if appropriate	J.3.4.6.2	410.1.4.6.2: M	Yes__ No__	
410.1.4.6.3	Termination of Transmission	J.3.4.6.3	410.1.4.6:M	Yes__ No__	
410.1.4.6.3.a	After the final packet of the frame is transmitted, without a hop detected during a data segment containing actual data (not fill data), data transmission shall be terminated	J.3.4.6.3	410.1.4.6.3: M	Yes__ No__	
410.1.4.6.3.b	To prevent receive delays caused by the receiver not being able to determine that the last data segment has been received, a truncated multi-dwell packet shall be sent with the end-of-frame flag set	J.3.4.6.3	410.1.4.6.3: M	Yes__ No__	
410.1.4.6.3.c	The segment count associated with the end-of-frame flag shall mark the first fill data segment transmitted	J.3.4.6.3	410.1.4.6.3: M	Yes__ No__	
410.1.4.6.3.d	If no fill data is included in the previous segment, the segment count field shall point to the last segment data plus one	J.3.4.6.3	410.1.4.6.3: M	Yes__ No__	
410.1.4.6.3.e	The TP timer shall be recalculated based upon reception of the last bit of the segment counter of the truncated multi-dwell packet	J.3.4.6.3	410.1.4.6.3: M	Yes__ No__	
410.1.4.7	Multi-Dwell Receive Processing	J.3.4.7	410.1.4:M	Yes__ No__	
410.1.4.7.a	If the multi-dwell flag was set in the robust synchronization field, the receiver shall buffer the multi-dwell data packet	J.3.4.7	410.1.4.7:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.1.4.7. b	The segment count for the first multi-dwell packet in a frame shall be assumed to be zero	J.3.4.7	410.1.4.7:M	Yes__ No__	
410.1.4.7. c	After the last packet bit is received, the receiver shall open the SOP correlation window	J.3.4.7	410.1.4.7:M	Yes__ No__	
410.1.4.7. d	When the SOP pattern is recognized, the segment count shall be decoded using the combination of majority and BCH decoding specified in the robust synchronization field	J.3.4.7	410.1.4.7:M	Yes__ No__	
410.1.4.7. 1	Receive End of Frame Detection	J.3.4.7.1	410.1.4.7:M	Yes__ No__	
410.1.4.7. 1.a	The data remaining in the multi-dwell receive data buffer shall be provided to the higher-level protocol when an end-of-frame condition is detected	J.3.4.7.1	410.1.4.7.1: M	Yes__ No__	
410.1.4.7. 1.b	The end-of-frame condition shall be determined by the multi-dwell end-of-frame flag	J.3.4.7.1	410.1.4.7.1: M	Yes__ No__	
410.1.4.7. 1.c	If the end-of-frame flag is not detected before bit synchronization is lost then all buffered packets shall be released to the upper level protocol for receive processing	J.3.4.7.1	410.1.4.7.1: M	Yes__ No__	
410.1.4.7. 2	Optional Soft Decision Information	J.3.4.7.2	410.1.4.7:O	Yes__ No__	
410.1.4.7. 2.a	If fewer than three consecutive segment counts cannot be corrected the correct number of bits shall be supplied to the upper level protocol as to not cause a bit slip, and consequently, the loss of the remaining data in the frame	J.3.4.7.2	410.1.4.7.2: M	Yes__ No__	
410.1.4.8	Multi-Dwell Majority Logic Overhead Choice	J.3.4.8	410.1.4:M	Yes__ No__	
410.1.4.9	Multi-Dwell Overhead	J.3.4.9	410.1.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.1.4.9. a	The multi-dwell protocol introduces an overhead that shall be considered in the network timing calculations	J.3.4.9	410.1.4.9:M	Yes__ No__	
410.1.4.9. b	The six-segment multi-dwell packet shall be used for protocol acknowledgments and other single TDC block messages	J.3.4.9	410.1.4.9:M	Yes__ No__	
410.1.4.9. c	The calculated realized data rate shall be used for the bit rate of all data encapsulated by the multi-dwell protocol	J.3.4.9	410.1.4.9:M	Yes__ No__	
410.1.4.9. 1	Terminals Lacking Hop Detection	J.3.4.9.1	410.1.4.9:M	Yes__ No__	
410.1.4.9. 1.a	Since there is no hop timing information available, the DTE shall assume that the radio will hop at every possible time slot	J.3.4.9.1	410.1.4.9.1: M	Yes__ No__	
410.1.4.9. 1.b	All DMTDs shall implement the capabilities to detect radio hops by monitoring the hop synch output signal from the HAVEQUICK II radio	J.3.4.9.1	410.1.4.9.1: M	Yes__ No__	
410.1.5	Robust Communications Protocol Network Timing	J.3.5	403:M	Yes__ No__	
410.1.5.1	Net Busy Sensing	J.3.5.1	410.1.5:M	Yes__ No__	
410.1.5.2	Response Hold Delay	J.3.5.2	410.1.5:M	Yes__ No__	
410.1.5.2. a	If it cannot be guaranteed that the entire acknowledgment can be transmitted on a single hop dwell all robust Type 3 coupled acknowledgments shall use the robust frame format 3 (MV 3:5, 6 segments)	J.3.5.2	410.1.5.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.1.5.2. b	It should be noted that a multi-dwell format shall be used unless it is known that the current dwell is “long” because it cannot be assumed that network ELAG and HRT will allow a non multi-dwell acknowledgment on the shortest HAVEQUICK II dwell	J.3.5.2	410.1.5.2:M	Yes__ No__	
410.1.5.2. c	All other characteristics of the response that will affect its length (e.g. FEC, TDC) are determined by the network configuration and shall be the same for all users	J.3.5.2	410.1.5.2:M	Yes__ No__	
410.1.5.2. d	In cases where the dwell length is not know, additional TRANSEC delays shall be accounted for by assuming the worst-case frequency hopping (Hop_All)	J.3.5.2	410.1.5.2:M	Yes__ No__	
410.1.5.2. 1	Multi-Dwell Response	J.3.5.2.1	410.1.5.2:M	Yes__ No__	
410.1.5.2. 1.a	All nodes in a network shall use the configured EPRE value to determine if there will be a “long” dwell in which to transmit acknowledgments to determine which acknowledgment method to use for that network	J.3.5.2.1	410.1.5.2.1: M	Yes__ No__	
410.1.5.2. 2	Response Transmission Example	J.3.5.2.2	410.1.5.2:M	Yes__ No__	
410.1.5.2. 2.a	Typically, the COMSEC bit synchronization time is not very accurate and may be long enough to push the MI field to the end of the guaranteed “long” dwell time. For this reason, the DTE shall wait to start data transmission on the first hop dwell following the long guaranteed dwell.	J.3.5.2.2	410.1.5.2.2: M	Yes__ No__	
410.1.5.2. 3	Estimation of Multi-Dwell n_1	J.3.5.2.3	410.1.5.2:M	Yes__ No__	
410.1.5.2. 4	Receive Processing Delays	J.3.5.2.4	410.1.5.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.1.5.2.4.a	In order to calculate the reference point for the RHD and TP timers, the receiving DTE shall know the time of arrival of the last bit of the transmission	J.3.5.2.4	410.1.5.2.4:M	Yes__ No__	
410.1.5.2.4.b	The received data rate of a multi-dwell transmission is not known. For this reason, when a multi-dwell transmission is received, the physical layer shall tag the time of arrival of the final multi-dwell bit.	J.3.5.2.4	410.1.5.2.4:M	Yes__ No__	
410.1.5.3	Timeout Period (TP)	J.3.5.3	410.1.5:M	Yes__ No__	
410.1.5.4	Network Access Delay (NAD)	J.3.5.4	410.1.5:M	Yes__ No__	
410.1.6	Application Guidance for the HAVEQUICK II Link	J.3.6	410.1:M	Yes__ No__	
410.1.6.1	Frequency Hop Synchronization	J.3.6.1	410.1.6:M	Yes__ No__	
410.1.6.1.a	To avoid the loss of critical data, such as the cryptographic synchronization and/or the protocol SOM patterns, the DTE transmission timing shall be synchronized to the frequency hops through use of hop detection and prediction	J.3.6.1	410.1.6.1:M	Yes__ No__	
410.1.7	Summary	J.3.7	410.1:M	Yes__ No__	
410.1.7.a	To maintain network timing using the Type 3 timing equations, the RHD shall be extended by inflating the S time for a fixed Type 3 acknowledgment transmit frame format for multi-dwell operation assuming the worst case hop rate (Hop_All)	J.3.7	410.1.7:M	Yes__ No__	
410.1.7.b	Since the message transmission time is variable, the time-out period (TP) sync point shall be figured from the final frame flag at the end of the transmission	J.3.7	410.1.7:M	Yes__ No__	
410.2	PDU Construction	J.4	410:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.2.a	The examples as shown in section J.4 shall be used to clarify robust PDU transmission order and processing order (i.e. scrambling, convolutional coding, and formation of packets)	J.4	410.2:M	Yes__ No__	
410.2.1	Robust PDU Header	J.4.1	410.2:M	Yes__ No__	
410.2.1.a	The robust PDU header shall be inserted first when implementing Robust Communications Protocol	J.4.1	410.2.1:M	Yes__ No__	
410.2.1.b	The robust frame format shall be formatted with multi-dwell majority vote 3 out of 5 BCH [15, 7] coding	J.4.1	410.2.1:M	Yes__ No__	
410.2.2	User Data	J.4.2	410.2:M	Yes__ No__	
410.2.2.a	PL scrambling and convolutional coding shall be applied to the user data if selected in the robust frame format	J.4.2	410.2.2:M	Yes__ No__	
410.2.2.b	The LSB of each octet passed from the data shall be transmitted first	J.4.2	410.2.2:M	Yes__ No__	
410.2.3	Multi-Dwell Flag Set	J.4.3	410.2:M	Yes__ No__	
410.2.3.a	The multi-dwell flag shall be set, in the robust frame format (RFF) if MDP is implemented	J.4.3	410.2.3:M	Yes__ No__	
410.2.3.b	Either PL scrambled or unscrambled, and/or convolutional coded user data shall be broken into 64-bit segments. Based on the Multi-dwell Transmission Format (MDTF) setting, these segments shall be packed into 6, 11, or 13 segment groups. Then, a packet shall be formed by appending the SOP and the segment counter to the end of the group	J.4.3	410.2.3:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
410.2.3.c	BCH [15,7] shall be applied to the segment counter prior to appending. The number of BCH [15, 7] copies, 32-bit or 64-bit SOP pattern, and the number of segments per packet are determined by the MDTF setting	J.4.3	410.2.3:M	Yes__ No__	
410.2.4	Multi-Dwell Flag Not Set	J.4.4	410.2:M	Yes__ No__	
410.2.4.a	When the multi-dwell flag is zero the data shall not be put into packets	J.4.4	410.2.4:M	Yes__ No__	
410.2.4.b	Only the robust frame synchronization field and robust frame format shall be inserted and PL scrambling and/or convolutional coding can be applied to the user data	J.4.4	410.2.4:M	Yes__ No__	

A.7.10 Bose-Chaudhuri-Hocquenghem (15, 7) Coding Algorithm.

Item	Protocol Feature	Reference	Status	Support	Notes
411	Bose-Chaudhuri-Hocquenghem (15, 7) Coding Algorithm	APPENDIX K	102.1.3.1.2.b and 410 :M	Yes__ No__	
411.1	BCH (15, 7) Code	K.3	411:M	Yes__ No__	
411.1.1	Hardware Encoding	K.3.1	411.1:O.<2>	Yes__ No__	
411.1.2	Hardware/Software Decoding	K.3.2	411.1.1:M 411.1.3:M	Yes__ No__ Yes__ No__	
411.1.3	Software Encoding	K.3.3	411.1:O.<2>	Yes__ No__	

A.7.11 Transmission Channel Interfaces.

Item	Protocol Feature	Reference	Status	Support	Notes
412	Transmission channel interfaces	APPENDIX L	M	Yes__ No__	
412.1	Detailed Requirements	L.4	M	Yes__ No__	
412.1.1	Transmission Channel Interfaces	L.4.1	M	Yes__ No__	
412.1.1.1	NRZ Interface	L.4.1.1	M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
412.1.1.1.a	A NRZ signal waveform shall be used for the NRZ interface	L.4.1.1	M	Yes__ No__	
412.1.1.1.1	Waveform	L.4.1.1.1	M	Yes__ No__	
412.1.1.1.1.a	NRZ unbalanced waveform shall conform to 5.1.1.7 of MIL-STD-188-114A	L.4.1.1.1	M	Yes__ No__	
412.1.1.1.1.b	NRZ balanced waveform shall conform to 5.2.1.7 of MIL-STD-188-114A	L.4.1.1.1	M	Yes__ No__	
412.1.1.1.2	Transmission Rates	L.4.1.1.2	M	Yes__ No__	
412.1.1.1.2.a	Output transmission rates shall be the following bit rates: 75, 150, 300, 600, 1200, 2400, 4800, 9600, and 16000 bps	L.4.1.1.2	M	Yes__ No__	
412.1.1.1.3	Operating mode	L.4.1.1.3	M	Yes__ No__	
412.1.1.1.3.a	NRZ shall support half-duplex transmission	L.4.1.1.3	M	Yes__ No__	
412.1.1.2	FSK interface for voice frequency channels	L.4.1.2	O	Yes__ No__	
412.1.1.2.a	FSK data modem characteristics shall conform to 5.2.2 of MIL-STD-188-110	L.4.1.2	412.1.1.2:M	Yes__ No__	
412.1.1.2.1	Waveform	L.4.1.2.1	412.1.1.2:M	Yes__ No__	
412.1.1.2.1.a	FSK modulation waveform shall conform to 5.2.2.1 of MIL-STD-188-110	L.4.1.2.1	412.1.1.2:M	Yes__ No__	
412.1.1.2.1.b	Characteristic frequencies of FSK interface for voice frequency channels of 600 bps or less shall be 1300 Hz for mark frequency and 1700 Hz for space frequency	L.4.1.2.1	412.1.1.2:M	Yes__ No__	
412.1.1.2.1.c	Characteristic frequencies of FSK interface for voice frequency channels of 1200 bps shall be 1300 Hz for mark frequency and 2100 Hz for space frequency	L.4.1.2.1	412.1.1.2:M	Yes__ No__	
412.1.1.2.2	Transmission Rates	L.4.1.2.2	412.1.1.2:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
412.1.1.2.2.a	Output transmission rates of the FSK interface shall be the following bit rates: 75, 150, 300, 600, and 1200 bps	L.4.1.2.2	412.1.1.2:M	Yes__ No__	
412.1.1.2.3	Operating mode	L.4.1.2.3	412.1.1.2:M	Yes__ No__	
412.1.1.2.3.a	FSK interface shall support half-duplex transmission	L.4.1.2.3	412.1.1.2:M	Yes__ No__	
412.1.1.3	FSK interface for single-channel radio	L.4.1.3	O	Yes__ No__	
412.1.1.3.a	FSK interface data modem characteristics shall conform to 5.1 of MIL-STD-188-110	L.4.1.3	412.1.1.3:M	Yes__ No__	
412.1.1.3.1	Waveform	L.4.1.3.1	412.1.1.3:M	Yes__ No__	
412.1.1.3.1.a	FSK modulation waveform shall conform to 5.1.1 and 5.1.2 of MIL-STD-188-110	L.4.1.3.1	412.1.1.3:M	Yes__ No__	
412.1.1.3.1.b	Characteristic frequencies of FSK interface for single channel radio shall be 1575 Hz for mark frequency and 2425 Hz for space frequency	L.4.1.3.1	412.1.1.3:M	Yes__ No__	
412.1.1.3.2	Transmission rates	L.4.1.3.2	412.1.1.3:M	Yes__ No__	
412.1.1.3.2.a	Output transmission rates of the single-channel FSK interface shall be the following bit rates: 75, 150, 300, 600 and 1200 bps	L.4.1.3.2	412.1.1.3:M	Yes__ No__	
412.1.1.3.3	Operating mode	L.4.1.3.3	412.1.1.3:M	Yes__ No__	
412.1.1.3.3.a	Single-channel FSK interface shall support half-duplex transmission	L.4.1.3.3	412.1.1.3:M	Yes__ No__	
412.1.1.4	CDP Interface	L.4.1.4	O	Yes__ No__	
412.1.1.4.1	Waveform	L.4.1.4.1	412.1.1.4:M	Yes__ No__	
412.1.1.4.1.a	CDP modulation waveform shall conform to 5.4.1.4 of MIL-STD-188-200	L.4.1.4.1	412.1.1.4:M	Yes__ No__	

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
412.1.1.4.1.b	Unbalanced signal waveform shall conform to 5.1.1.7 of MIL-STD-188-114A	L.4.1.4.1	412.1.1.4:M	Yes__ No__	
412.1.1.4.1.c	Balanced signal waveform shall conform to 5.2.1.7 of MIL-STD-188-114A	L.4.1.4.1	412.1.1.4:M	Yes__ No__	
412.1.1.4.2	Transmission Rates	L.4.1.4.2	412.1.1.4:M	Yes__ No__	
412.1.1.4.2.a	Output transmission rate of the CDP interface shall be 16 kbps and 32 kbps	L.4.1.4.2	412.1.1.4:M	Yes__ No__	
412.1.1.4.3	Operating mode	L.4.1.4.3	412.1.1.4:M	Yes__ No__	
412.1.1.4.3.a	CDP interface shall support half-duplex transmission	L.4.1.4.3	412.1.1.4:M	Yes__ No__	
412.1.1.5	DPSK interface for voice frequency channels	L.4.1.5	O	Yes__ No__	
412.1.1.5.a	DPSK modulation data modem (2400 bps) and the PSK modulation data modem (1200 bps) characteristics shall conform to the applicable requirements of MIL-STD-118-110	L.4.1.5	412.1.1.5:M	Yes__ No__	
412.1.1.5.1	Waveform	L.4.1.5.1	412.1.1.5:M	Yes__ No__	
412.1.1.5.1.a	DPSK modulation waveform shall conform to APPENDIX A of MIL-STD-118-110	L.4.1.5.1	412.1.1.5:M	Yes__ No__	
412.1.1.5.1.b	PSK modulation waveform shall conform to 5.3 of MIL-STD-118-110	L.4.1.5.1	412.1.1.5:M	Yes__ No__	
412.1.1.5.2	Transmission Rates	L.4.1.5.2	412.1.1.5:M	Yes__ No__	
412.1.1.5.2.a	Output transmission rate of the DPSK interface shall be 2400 bps	L.4.1.5.2	412.1.1.5:M	Yes__ No__	
412.1.1.5.2.b	Output transmission rate of the PSK interface shall be 1200 bps	L.4.1.5.2	412.1.1.5:M	Yes__ No__	
412.1.1.5.3	Operating mode	L.4.1.5.3	412.1.1.5:M	Yes__ No__	
412.1.1.5.3.a	DPSK interface shall support half-duplex transmission	L.4.1.5.3	412.1.1.5:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
412.1.1.5.3.b	PSK interface shall support half-duplex transmission	L.4.1.5.3	412.1.1.5:M	Yes__ No__	
412.1.1.6	Packet Mode Interface	L.4.1.6	O	Yes__ No__	
412.1.1.6.a	The packet mode interface shall use a modified CCITT X.21 half-duplex synchronous interface, with a CCITT V.10 electrical circuit, for transferring data across the interface between DTE (i.e. the DMTD or C ⁴ I system) and DCE	L.4.1.6	412.1.1.6:M	Yes__ No__	
412.1.1.6.1	Waveform	L.4.1.6.1	412.1.1.6:M	Yes__ No__	
412.1.1.6.1.a	The electrical characteristics of the packet mode interface shall be identical to CCITT V.10 for interfaces to voice band modems	L.4.1.6.1	412.1.1.6:M	Yes__ No__	
412.1.1.6.2	Transmission Rates	L.4.1.6.2	412.1.1.6:M	Yes__ No__	
412.1.1.6.2.a	The DTE device shall be required to accept signal timing from the DCE (radio) at 16 kbps	L.4.1.6.2	412.1.1.6:M	Yes__ No__	
412.1.1.6.2.b	The DTE shall be required to synchronize to the DCE signal timing and accept data at the supplied signaling timing rate	L.4.1.6.2	412.1.1.6:M	Yes__ No__	
412.1.1.6.3	Operating Mode	L.4.1.6.3	412.1.1.6:M	Yes__ No__	
412.1.1.6.3.a	The packet mode interface shall support half-duplex transmission	L.4.1.6.3	412.1.1.6:M	Yes__ No__	
412.1.1.7	ASK	L.4.1.7	O	Yes__ No__	
412.1.1.7.1	Waveform	L.4.1.7.1	412.1.1.7:M	Yes__ No__	
412.1.1.7.1.a	The ASK signal shall be a bipolar signal nominally centered around ground	L.4.1.7.1	412.1.1.7:M	Yes__ No__	
412.1.1.7.1.b	The ASK S/N ratio shall be in the range of 0-12 dB	L.4.1.7.1	412.1.1.7:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX B

ANNEX A

Item	Protocol Feature	Reference	Status	Support	Notes
412.1.1.7.1.c	The ASK signal shall be demodulated using an optimal bit synchronizer with a BER performance of 1.5 dB from theoretical	L.4.1.7.1	412.1.1.7:M	Yes__ No__	
412.1.1.7.2	Transmission Rates	L.4.1.7.2	412.1.1.7:M	Yes__ No__	
412.1.1.7.2.a	The output transmission rates of the ASK interface shall be the following bit rates: 2400, 4800, 9600, and 16000 bps	L.4.1.7.2	412.1.1.7:M	Yes__ No__	
412.1.1.7.3	Operating Mode	L.4.1.7.3	412.1.1.7:M	Yes__ No__	
412.1.1.7.3.a	The ASK interfaces shall support half-duplex transmission	L.4.1.7.3	412.1.1.7:M	Yes__ No__	

MIL-STD-188-220D w/ Change 1

APPENDIX C

NETWORK ACCESS CONTROL ALGORITHM

C.1 General.

C.1.1 Scope.

This appendix describes the network access control (NAC) algorithm to be used in the DMTD and interfacing C⁴I systems.

C.1.2 Application.

This appendix is a mandatory part of MIL-STD-188-220. The information contained herein is intended for compliance.

C.2 Applicable documents.

A list of data link parameters and their values as well as parameter values for the Network Timing Model, described in APPENDIX C, are provided in a separate document entitled "MIL-STD-188-220 Parameter Table". This table is available via the CNR Implementation Working Group World Wide Web page: <https://www.us.army.mil/suite/page/495338>.

C.3 Network Timing Model.

The network access control protocol shall be used to detect the presence of active transmissions on a multiple-station-access communications network. The network access control protocol shall provide a means to preclude data transmissions from conflicting on the network. The network access control protocol is based on a generic network-timing model. All stations on a network must use the same network access control protocol and timing parameter values in order to maintain network discipline.

C.3.1 Network Timing Model definitions.

A network station consists of a DCE and a DTE. The DTE is the data device that performs the MIL-STD-188-220 protocol. The DCE includes all equipment external to the DTE (e.g., a radio with or without external COMSEC) that is used to provide a communications channel for the DTE. The interface between the DTE and DCE can operate in synchronous, asynchronous, or packet mode. The interface is synchronous if the DCE provides all required clocks to the DTE. The packet mode interface is a synchronous interface that conforms to CCITT X.21. For synchronous mode, the bit rate (n) is the rate of the transmit clock supplied by the DCE. If the DCE does not provide clocks to the DTE, the interface is asynchronous. For asynchronous mode, the bit rate (n) is the rate at which the DTE transmits. The data link bit rate is defined as the effective bit rate at which the physical layer transmits the data bits. The data link bit rate is usually the same as the bit rate (n) at the physical layer, except for the PSK/DPSK modems (refer to MIL-STD-188-110). The robust protocol case is separately described in APPENDIX J.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.3.2 Network Timing Model parameters.

The parameters of the network timing model are general enough to model interactions with a wide variety of DCEs. All parameters are specified at the DTE to DCE interface and are in units of seconds with a resolution of one millisecond. Parameters may have a value of zero if they are not applicable to the DCE being used. Network timing model parameters are shown in FIGURE C-1. Actual network timing model parameter values are provided in a separate document entitled "MIL-STD-188-220 Parameter Table". The use of identical values is crucial to interoperability, even more important than the values themselves. All stations participating in a network should utilize the values stated in the same version of this table.

C.3.2.1 Equipment Preamble Time (EPRE).

EPRE is the time from when the DTE initiates a transmission, often by asserting Push-to-Talk (PTT), until the transmitting DTE sends to its DCE the first bit of information that will be delivered to the receiving DTE. EPRE is a characteristic of the DCE. It accounts for DCE start up time, including time required for radio power up and transmission of COMSEC and other DCE preambles. EPRE can have a value between 0.000 and 30.000 seconds.

a. For Synchronous Mode, EPRE is measured from PTT until the DCE provides a clock to the DTE for its first bit of information. For the purposes of the Network Timing Model, it is assumed that the DTE will begin sending information to the DCE with the first clock edge provided by the DCE. During this time, the DTE sends nothing.

b. For Asynchronous Mode, EPRE is measured from PTT until the first signal transmitted by the sending DTE is also transmitted by the sending DCE to receiving DCEs. This accounts for time that the transmitting DCE is not listening to signals sent by the transmitting DTE. During this time, the transmitting DTE may send an alternating sequence of one and zero bits.

c. For Packet Mode, EPRE is measured from the time the DTE indicates it is ready to transmit (by asserting the C-lead and transmitting flags on the T-lead as described in 6.3.2.1.2) until the DCE indicates it is ready to accept information from the DTE (by transmitting flags to the DTE on the R-lead as described in 6.3.2.1.2).

MIL-STD-188-220D w/ Change 1

APPENDIX C

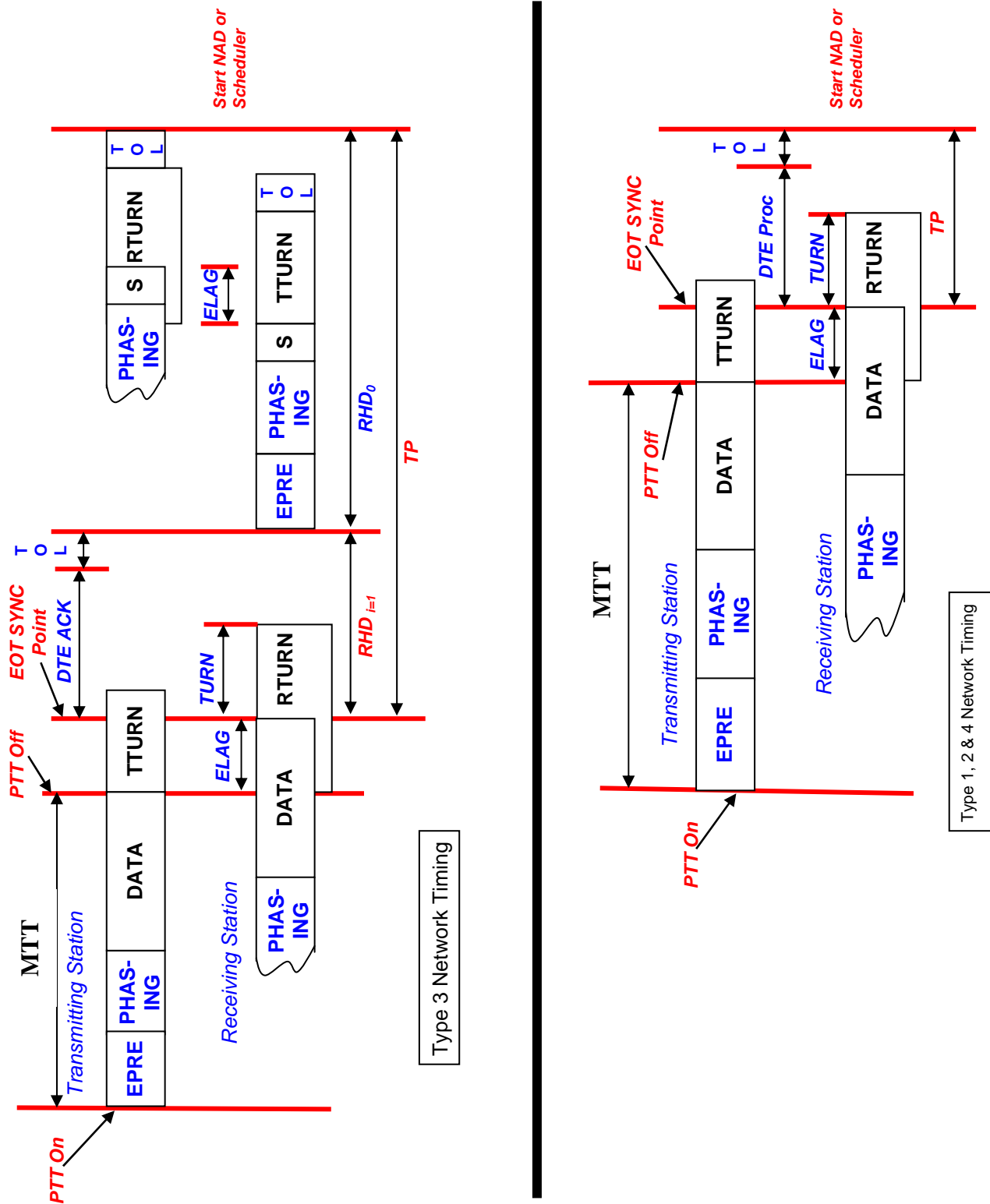


FIGURE C-1. Network Timing Model.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.3.2.2 Phasing Transmission Time (PHASING).

Phasing is the time the DTE sends an alternating sequence of one and zero bits after the completion of EPRE and prior to sending the first bit of data. PHASING can be needed due to characteristics of the DCE, DTE, or both. PHASING shall have a value between 0.000 and 10.000 seconds. The DTE shall use the DCE bit rate to compute the number of phasing bits to transmit.

a. For Synchronous Mode, phasing shall be used if the DCE delivers extraneous clock edges to the DTE prior to the start of a valid, continuous transmit clock or if the DCE provides a transmit clock to the DTE before it is ready to reliably deliver bits from the DTE to receiving DCEs.

b. For Asynchronous Mode, phasing may be used by the receiving DTE to achieve bit synchronization.

c. For Packet Mode, phasing shall be zero.

CAUTION. The terms PHASING and “phasing” are not interchangeable. PHASING refers to the Phasing Transmission Time. Phasing is bit stream of alternating “1” and ”0”, as defined in paragraph 5.2.1.2.

C.3.2.3 Data Transmission Time (DATA).

DATA is the time during which the transmitting DTE sends transmit data to its DCE. Transmit data includes all fields shown in FIGURE 5. This includes embedded COMSEC information shown in FIGURE 5b. It also includes transmission of concatenated frames (including bit synchronization between physically concatenated frames) as shown in FIGURE 3. DATA shall begin immediately after the end of PHASING. The transmitting DTE shall indicate end of transmission immediately after the last bit of data is sent to the DCE. CAUTION. The terms DATA and “data” are not interchangeable. DATA refers to the Data Transmission Time. Data is the information bit stream.

C.3.2.4 Coupled Acknowledgment Transmission Time (S).

S is a special case of DATA, where the Data Field shown in FIGURE 5 contains only one Type 3 URR, URNR or TEST response frame with the F-bit set to 1 and no information field. For these frames, the length of the fields in FIGURE 5 (including zero bit insertion) used in network timing equations when the Multi-Dwell protocol and convolutional coding are not used shall be:

- a. The 64-bit message synchronization field.
- b. An optional embedded COMSEC MI field.
- c. The 168-bit Transmission Word Count and Transmission Header TDC block.

MIL-STD-188-220D w/ Change 1

APPENDIX C

d. 80 bits if neither the FEC nor TDC function is selected, 168 bits if only FEC is selected, and 384 bits if both FEC and TDC are selected.

The sum of these components is transmitted at the data link bit rate.

C.3.2.5 Equipment Lag Time (ELAG).

ELAG is equal to or greater than the worst-case time from when the last bit of data is sent by the transmitting DTE until the time when the same last bit of data is delivered to the receiving DTE by the receiving DCE. ELAG is a characteristic of the DCEs and the propagation delay. It accounts for frequency hopping throughput delays, satellite transmission delays, Packet Mode radio-embedded FEC delays and other related delays. The end of ELAG is the synchronization point for the Timeout Period (TP) and Response Hold Delay (RHD) Timers.

$$\text{ELAG} \geq \text{MAX}(\text{DCE_Tx_Delay}) + \text{MAX propagation delay} + \text{MAX}(\text{DCE_Rx_Delay})$$

DCE_Tx_Delay is the time when a bit is sent to the Transmitting DCE until that bit is transmitted. DCE_Rx_Delay is the time from when a bit arrives at the receiving DCE until that bit is delivered to the DTE.

C.3.2.6 Turnaround Time (TURN).

TURN is the time from the end of ELAG until the end of TTURN or RTURN, whichever is later. TURN is computed using the equation:

$$\text{TURN} = \text{Maximum}((\text{TTURN} - \text{ELAG}), (\text{RTURN} - \text{ELAG}))$$

where:

a. TTURN is the time from when the transmitting DTE indicates end of transmission at the end of DATA until the transmitting DCE is ready to begin a new transmit or receive operation. TTURN is a characteristic of the DCE. It includes time when the transmitting DCE sends COMSEC or other postambles after transmitting all data.

b. RTURN is the time from when the transmitting DTE indicates end of transmission at the end of DATA until the receiving DCE is ready to begin a new transmit or receive operation. RTURN is a characteristic of the DCE.

c. ELAG may be either larger or smaller than TTURN, but is always less than or equal to RTURN, as shown in FIGURE C-2.

MIL-STD-188-220D w/ Change 1

APPENDIX C

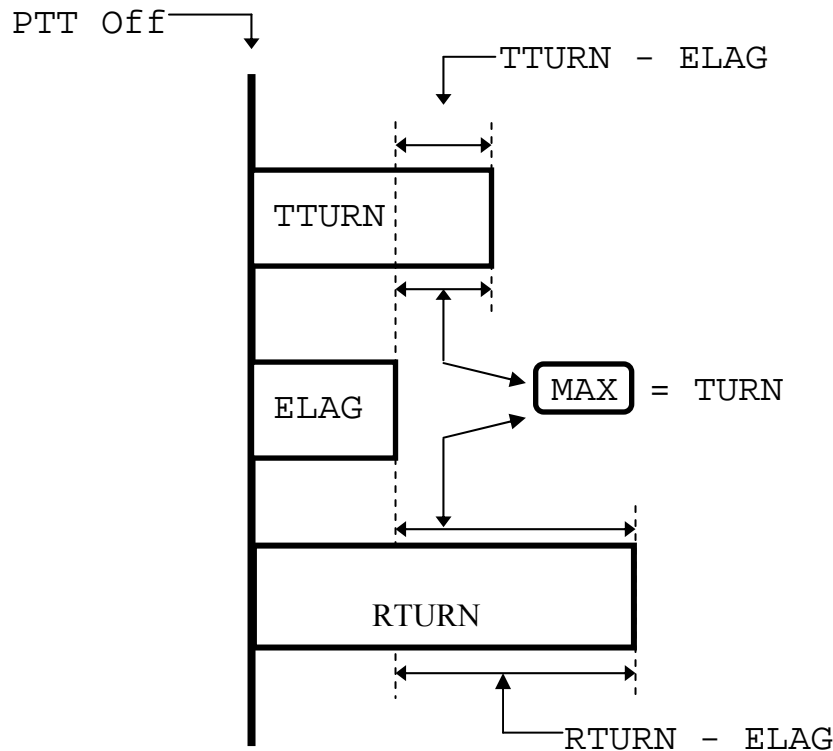


FIGURE C-2. Turnaround Time (TURN) calculation.

C.3.2.7 DTE ACK Preparation Time (DTEACK).

DTEACK is the time from the end of ELAG until the slowest DTE on the network can process any possible Type 3 frame requiring a coupled acknowledgment, prepare the coupled Type 3 acknowledgment frame, and begin sending its coupled acknowledgment frame to its DCE (including time for transmit relays for PTT to close). DTEACK is a characteristic of the DTE. Unless a larger value is known, use the value TURN for the particular radio and operating environment as the default value for DTEACK.

C.3.2.8 DTE Processing Time (DTEPROC).

DTEPROC is the time from the end of ELAG until the slowest DTE on the network can prepare a worst case size frame for transmission and to start transmitting (including time for transmit relays for PTT to close) after receiving data not requiring a coupled, Type 3 acknowledgment. DTEPROC is a characteristic of the DTE. Unless a larger value is known, use the value TURN for the particular radio and operating environment as the default value for DTEPROC.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.3.2.9 DTE Turnaround Time (DTETURN).

DTETURN is the time required for the DTE or modem to stop listening for received data or squelch detect and to activate the radio's PTT. DTETURN shall be a variable parameter where the range shall be from 0.000 to 0.100 seconds in one (1) millisecond resolution steps. Varying the DTETURN parameter could allow different modems on the same radio net to match their network access delay slots.

C.3.2.10 Tolerance Time (TOL).

TOL is a time value used to compensate for variances in the actual realized lag times from a transmitting DTE to a receiving DTE. If the Smallest Actual Lag Time (SALT) is known, the tolerance time required for the network can be optimized. SALT shall be less than or equal to the receiving DCE and transmitting DCE pair with the smallest delay in the network. If SALT is not known, then zero (0) shall be assumed. TOL is calculated by the following equation:

$$TOL \geq ELAG - SALT$$

TOL may be greater to allow for other variances (e.g., different radios of the same make and model).

C.3.2.11 Maximum Transmit Time (MTT).

MTT represents the maximum amount of time allowed on a net for a single transmission. It is used to limit concatenation and has no effect on an individual message. It represents the duration of time from PTT on until PTT off as shown in FIGURE C-1.

C.4 Network Access Control.

The stations shall implement the following four basic NAC subfunctions:

- a. Network Busy Sensing.
- b. Response Hold Delay (RHD).
- c. Timeout Period (TP).
- d. Network Access Delay (NAD).

C.4.1 Network Busy Sensing function.

The network busy function is used to establish the presence of a data or voice signal at the receiving station due to activity on the net. Network busy sensing for a data signal shall be provided. Network busy sensing for a voice signal may be provided. Network busy may be provided by data network busy sensing or may utilize other more efficient network sensing capabilities, such as, a DCE notification.

C.4.1.1 Data Network Busy Sensing.

When receiving a data transmission, network busy shall be detected within a fixed time. Parameter B shall be used to compute this fixed time. For synchronous mode B shall be less

MIL-STD-188-220D w/ Change 1

APPENDIX C

than or equal to $(32/n)$ seconds. For asynchronous mode B shall be less than or equal to $(64/n)$ seconds. For packet mode B shall be less than or equal to 0.250 seconds. Upon detection of data network busy, the data link network busy indicator shall be set. Setting a data link network busy indicator shall inhibit all message transmissions, including coupled response messages. The data link network busy indicator shall be reset upon indication from the physical layer that neither voice nor digital data is being detected by the station.

C.4.1.2 Voice Network Busy Sensing.

Network busy due to a voice transmission may be detected. If voice transmissions are not detected, this function shall report that the network is never busy due to a voice transmission. Upon detection of voice network busy, a data link network busy indicator shall be set. Setting the data link network busy indicator shall inhibit all message transmissions, including coupled response messages. The data link network busy indicator shall be reset upon indication from the physical layer that neither voice nor digital data is being detected by the station.

C.4.1.3 Network Busy Detect Time.

The time allowed to detect data network busy should be the same (within 1 msec) for all stations on the network. This Net_Busy_Detect_Time is a key factor in achieving both throughput and speed of service. The Net_Busy_Detect_Time values, as specified in the parameter table, should be used per indicated Radio/System. All stations participating in a network should utilize the values stated in the "MIL-STD-188-220 Parameter Table", which is available on the CNRWG website specified at 2.3.4. The equation below shall be used as a default in cases where the parameter table has not been updated to reflect actual measurements for specific device. Where a communications device provides a signal to detect network busy earlier than the calculated parameter B value, the DTE shall interface to that signal. The parameter table lists the device specific signals that should be supported in order to use the timing values specified. Where a communication media provides capabilities to detect data network busy more quickly, the use of these capabilities has been reflected in the parameter table Net_Busy_Detect_Time values. In these cases, Net_Busy_Detect_Time can be set to reflect the capabilities of the media. Where the communication media does not provide special capabilities or these capabilities cannot be used by all stations on the network, the station shall examine received data to detect data network busy. In these cases, the time allowed to detect data network busy shall be given by the formula:

$$\text{Net_Busy_Detect_Time} = \text{EPRE} + \text{ELAG} + B + \text{TOL}$$

NOTE: Parameters EPRE and ELAG are initialized locally or learned using the XNP messages described in APPENDIX E. Net_Busy_Detect_Time can also be learned using the XNP messages described in APPENDIX E or from the parameter table.

C.4.2 Response Hold Delay.

An RHD_0 period and an individual RHD value are calculated to determine the time that an addressed receiving station delays before sending a Type 3 response PDU upon receiving a Type 3 command PDU (UI and TEST). The RHD controls network access and the NAD algorithm is

MIL-STD-188-220D w/ Change 1

APPENDIX C

suspended during this period. An RHD_0 period is the worst-case amount of time that a single response takes. The individual RHD is the time at which a particular station waits before accessing the network. If the scheduler is running, immediate scheduling should be used for Type 3 Acknowledgment. The individual RHD value to be used shall be determined by the position of the receiving station's individual or special address in the PDU destination portion of the address field. The Reserved Address (0) in the destination portion of the address field shall be ignored. That is, when calculating an individual RHD value, the Reserved Address shall not be considered to occupy a position in the destination portion of the address field. The calculated values for RHD_i , TP, and NAD are computed to the nearest millisecond. The RHD time shall start within 1 msec of the end of ELAG. All stations on a subnetwork should use the same values in calculating RHD. These values can be initialized locally or learned, using the XNP messages described in APPENDIX E.

- a. The RHD_0 period shall be calculated by the following formula:

$$RHD_0 = EPRE + PHASING + S + ELAG + TURN + TOL$$

- b. The TP shall be calculated by all stations on the network/link as follows:

$$TP = (j * RHD_0) + TOL + \text{Maximum}(DTEACK, TURN)$$

where j = The total number of destination link addresses - to include special and individual but not group or One-hop addresses - for this transmitted frame. The transmitting station shall not include special address 3 in the total for j , and the value of all non-integer variables (that is, RHD_0 , TOL, and TURN) in the TP equation are rounded to the nearest one thousandth.

- c. The individual addressed station's response hold delay (RHD_i) shall be calculated by

$$RHD_i = (i - 1) * RHD_0 + \text{Maximum}(DTEACK, TURN) + TOL$$

The variable i (where $1 \leq i \leq 16$) is the individual station's position in the destination portion of the address field.

C.4.3 Timeout Period.

TP is the time this station shall wait before it can schedule the NAD. During this window of time, the transmitting station shall wait to receive the anticipated Type 3 coupled acknowledgment response frame(s), from all applicable addressed stations. The parameter values used to compute TP must be the same for all stations on a subnetwork and, unless immediate retransmission is required per 5.3.11.3, all stations shall compute TP using only the individual addresses and special addresses 1, 2, and 3. When immediate retransmission is required, the sending station shall compute TP using only individual addresses and special addresses 1 and 2 (all other stations include Special Address 3 as usual). The calculated value of TP is computed to the nearest millisecond. The TP time shall start precisely at the end of ELAG.

MIL-STD-188-220D w/ Change 1

APPENDIX C

A retransmission of a Type 3 frame shall be executed whenever TP has been exceeded without expected acknowledgments having been received from all Type 3 individual and special destinations. Prior to retransmission, the address field of the frame shall be modified to delete the destination station(s) that previously acknowledged the frame. Operationally, TP shall be used as follows:

a. Upon termination of a message transmission that requires a Type 3 coupled acknowledgment, the transmitting station shall start the TP timer. If the transmitting station does not receive all the expected responses (TEST, URR, or URNR) within the TP, and if Immediate Retransmission is not required, the station shall retransmit the frame when it is the highest precedence frame to send according to normal NAD procedures, only if the number of transmissions of this PDU is less than the Maximum Number of Transmissions data link parameter. If Immediate Retransmission is required, (i.e., the sending station used Special Address 3 as one of the destinations, all of the expected acknowledgments are not received prior to the end of TP, and the number of transmission of this PDU is less than the Maximum Number of Transmissions data link parameter), the sending station shall retransmit the message upon the expiration of TP. This transmission will occur during the longer TP experienced by other stations. If Immediate Retransmission was required and all expected acknowledgements to the message are received prior to the expiration of TP, or the number of transmission of this PDU equals the Maximum Number of Transmissions data link parameter, upon the expiration of TP the sending station shall wait an additional RHD_0 period prior to starting its NAD timer in order to stay synchronized with the other stations on the network (reference FIGURE C-1). For all stations, if a Type 1, Type 2 or Type 4 frame is received when a response-type frame is expected, the newly received frame shall be processed. The RHD and TP timers shall not be suspended and the TP procedures in use for the Type 3 frame shall be continued. Response procedures, if any, for the newly received frame shall commence after the conclusion of the ongoing TP procedures. If the unexpected frame is a Type 3 frame the current TP procedure is aborted and the newly received Type 3 TP procedure shall be started.

b. After a station transmits or receives data that does not require a Type 3 coupled acknowledgment, and is not itself a Type 3 coupled acknowledgment, all stations except those using RE-NAD shall compute TP as:

$$TP = \text{Maximum}(DTEPROC, \text{TURN}) + TOL$$

c. Upon receiving a Type 3 coupled acknowledgment, a station shall determine whether a timeout period is already in progress. If no timeout period is in progress, or if the acknowledgment contains an unexpected destination or source address, the receiving station shall compute TP using the following equation and shall start a timeout period within 1 msec of the time the last bit of data for the Type 3 coupled acknowledgment was received.

$$TP = (15 * RHD_0) + TOL + \text{TURN}$$

NOTE: RHD_0 is as defined in C.4.2.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.4.4 Network Access Delay (NAD).

NAD is defined as the time a station with a message to send waits to send a frame after the TP timer has expired. NAD discipline is based on an infinite sequence of “slots” that begin when the TP timer has expired. Slots are defined to be long enough so that all stations on the network will detect a station transmitting at the beginning of a slot prior to the beginning of the next slot.

The duration of the NAD shall take the Net_Busy_Detect_Time into account as specified by the equation at the end of this paragraph. All transmissions, except the coupled acknowledgments, shall begin at the start of the next NAD slot.

There are six schemes for calculating NAD. The six schemes are defined below. DAP-NAD and R-NAD, shall be available to a network participant using Synchronous Mode. Five schemes (R-NAD, P-NAD, H-NAD, DAV-NAD and DAP-NAD) compute a value F for each station on the net. The F value is the number of NAD slots that each station shall wait before transmitting, if it has any information to send.

The R-NAD scheme provides all stations with an equal chance to access the network. The P-NAD scheme ensures the highest precedence station with the highest priority message will access the network first. In the case of RE-NAD, network access delay is computed by the radio.

With RE-NAD the DTE (DMTD or C⁴I system) does not compute network access delay but does schedule channel access opportunities at which an access attempt can be initiated by the DTE. DAP-NAD and DAV-NAD, like P-NAD, ensure the highest priority message will access the network first. They do not ensure first access by highest precedence station however. The H-NAD scheme combines random access with the preferential access by frame priority. The random and hybrid schemes might result in a collision (the same NAD value for two stations). The P-NAD, DAV-NAD and DAP-NAD schemes always produce a unique NAD value for each station. In all of the NAD schemes, if the TP timer is active, the stations with frames to transmit shall wait for the TP timer to expire before the NAD is started. If the TP timer is not active, the station shall calculate its NAD using the proper NAD scheme for the network. Each NAD scheme produces a set of allowed access periods. The network may be accessed only at the beginning of one of those periods. If a station using P-NAD, DAP-NAD, DAV-NAD or H-NAD is waiting for its NAD time and a higher priority frame becomes available for transmission, the station may shorten its NAD time to a time it would have computed if it had computed its original NAD time using the new, higher frame priority. Below are the frame reception and transmission procedures:

- a. Upon receipt of a frame a TP delay timer shall be started. The transmission of additional frames shall be suspended until expiration of the TP delay timer. (All pending frames shall await expiration of the TP delay timer). After the frame check sequence has been verified, the address and control fields are analyzed. If the received frame is either a UI or TEST frame and the poll bit is set to 1, the TP timer allows for receipt of the requested coupled acknowledgments. For receptions other than the UI or TEST with poll bit set, the TP timer provides sufficient delay to allow all systems to compete equally for access. Regardless of what was received, a NAD value

MIL-STD-188-220D w/ Change 1

APPENDIX C

shall be recomputed and initiated after the TP timer expires. The calculated value of the NAD is rounded to the nearest millisecond.

b. If a station does not have a frame to transmit, it shall compute a NAD time using routine priority for its calculations. If the NAD time arrives before a frame becomes available to transmit or frame(s) are not yet encoded for transmission, the station shall compute and use a new NAD time. The starting time for the new NAD shall be the same as the starting time for the NAD that was just completed. The F value used in computing the NAD shall be the sum of the F value used in the NAD just completed plus a value dependent on the NAD in effect.

- 1) For P-NAD the additional F value shall be $(NS + 1)$. This creates another group of NAD slots for all stations on the network. Adding this value at all stations preserves the algorithmic collision prevention property of P-NAD.
- 2) For R-NAD the additional F value shall be $[(3/4) * NS + 1]$. Adding the same constant value at all stations preserves the random property of R-NAD.
- 3) For H-NAD the additional F value shall be 1 if the station has an urgent or priority frame to transmit and $(Routine_MAX + 1 - Routine_MIN)$ if a station has only a routine frame(s) or no frame(s) to transmit. The value 1 preserves the intent of H-NAD that is to grant preferential network access to stations with urgent or priority frames to send. The value $(Routine_MAX + 1 - Routine_MIN)$ preserves the random property of H-NAD for stations with only routine frames to send.
- 4) For RE-NAD, F is not used.
- 5) For both DAP-NAD and DAV-NAD the additional F value shall be (NS) . This creates another group of NAD slots for all stations on the network. Adding this value to all stations preserves the algorithmic collision prevention properties of DAP-NAD and DAV-NAD even when messages become available for transmission at the same time at different stations after a long idle period.

c. All stations on the network shall continue to sense the link for data or voice network busy and shall withhold transmission until the appropriate NAD period has expired. NAD shall be calculated using the formula:

$$NAD = F * Net_Busy_Detect_Time + MAX(0, F-1) * DTETURN$$

where $Net_Busy_Detect_Time$ is as defined in C.4.1.3 and $DTETURN$ is as defined in C.3.2.9.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.4.4.1 Random - Network Access Delay (R-NAD).

The R-NAD calculation method ensures that each station has an equal chance of accessing the network. The random nature also may provide a resolution if an access conflict occurs. Each attempt to access the network potentially can use a NAD value different from the station's previous value. The integer value of F shall be obtained from a pseudorandom number generator. The range of the pseudorandom number depends on the number of stations (NS) in the network. F shall be an integer value (truncated) in a range between 0 and $(3/4)NS$. NS can be learned through the XNP join exchange, or fixed by a system parameter established at initialization.

C.4.4.2 Prioritized - Network Access Delay (P-NAD).

P-NAD ensures that the network access precedence order assigned to stations is preserved. Each station shall calculate three unique P-NAD values, one for each of the three frame precedence levels. The integer value of F shall be calculated as:

$$F = SP + MP + IS$$

where:

SP = the station precedence:

SP = (station rank - 1) for the initial transmission; and

SP = 0 for subsequent transmissions.

MP = the message precedence:

MP = 0 for all urgent messages;

MP = (NS + 1) for all priority messages;

MP = $2 * (NS + 1)$ for all routine messages,

where NS is the number of stations on the network.

IS = the initial/subsequent factor:

IS = 0 for the initial transmission, and

IS = NS for subsequent transmissions.

Only one station on the network uses the subsequent factor. That is the station that transmitted last on the net. However, transmissions of coupled Type 3 acknowledgments do not count as transmissions for the purpose of determining which station transmitted last.

C.4.4.3 Hybrid - Network Access Delay (H-NAD).

The H-NAD calculation method ensures that network access delay times are shorter for higher priority frames, while maintaining equal access chances for all stations. Each priority level has a distinct range of pseudorandom F values determined by the NS in the subnetwork, the network percentage of the particular priority level frames, and the traffic load. The integer value of F shall be calculated as

$$F = MIN + RAND * (MAX - MIN)$$

MIL-STD-188-220D w/ Change 1

APPENDIX C

where:

RAND = pseudorandom number in the range 0.0 to 1.0

MAX and MIN are integer values defining the ranges:

Urgent_MIN = 0, for urgent frames

Urgent_MAX = USIZE + 1, for urgent frames

Priority_MIN = Urgent_MAX + 1, for priority frames

Priority_MAX = Priority_MIN + PSIZE + 1, for priority frames

Routine_MIN = Priority_MAX + 1, for routine frames

Routine_MAX = Routine_MIN + RSIZE + 1, for routine frames

USIZE = the additional number of random numbers generated for urgent frames

PSIZE = the additional number of random numbers generated for priority frames

RSIZE = the additional number of random numbers generated for routine frames

where the minimum MIN/MAX range size is 2.

The additional range sizes (xSIZE) are integers based on the percent of frames expected at a specific priority level (%priority_level) and the NS adjusted (ADJ_NS) by the expected traffic load (TL). NS, %priority_level, and traffic load, may be input using the XNP messages or by initialization input. xSIZE is rounded to the nearest non-negative integer.

USIZE = %U * ADJ_NS, %U = percentage of urgent frames (default 25%)

PSIZE = %P * ADJ_NS, %P = percentage of priority frames (default 25%)

RSIZE = %R * ADJ_NS, %R = percentage of routine frames or 100% - (%U + %P)
(default 50%)

where the adjusted NS increases if the expected traffic load is heavy and decreases if the traffic load is light. The minimum random number range at each of the three priority levels is 2, so 6 stations are subtracted from the adjusted NS.

MIL-STD-188-220D w/ Change 1

APPENDIX C

$ADJ_NS = \text{INTEGER}(NS * TL) - 6 \text{ or } = 1 \text{ (whichever is greater)}$

where:

TL = 1.2 Heavy Traffic Load
= 1.0 Normal Traffic Load
= 0.8 Light Traffic Load

C.4.4.4 Radio Embedded - Network Access Delay (RE-NAD).

C.4.4.4.1 RE-NAD media access.

The RE-NAD DTE data link layer uses a channel access protocol between the DTE (DMTD or C⁴I system) and DCE which is influenced by radio net voice activity. When the continuous scheduler (Tc) interval timer expires and the previous series of concatenated frames was successfully transmitted, a new series of frames is sent to the physical layer. If there is a pending series of concatenated frames, its transmission is requested again. It should be noted that the physical layer holds the series of concatenated frames when channel access has been denied. If channel access was denied a new Tc interval is calculated and channel access for transmission of the pending series of concatenated frames is requested when the new Tc interval timer expires. If a higher precedence individual frame becomes available for transmission, the concatenated frames shall be re-built to include the higher precedence frame.

For the Type 3 acknowledgment, the RE-NAD portions in both DTE and DCE are suspended and channel access is controlled by the RHD and TP processes. The RE-NAD algorithm is resumed following expiration of the TP timer.

C.4.4.4.1.1 Random schedule interval.

In order to achieve high performance radio network communication, efficient channel access and multi-level precedence, a fast attack slow decay RE-NAD algorithm is implemented in the DTE. This algorithm uses the “continuous scheduler” concept to provide a random distribution of timing for channel access via the Tc interval timer. The Tc interval timer is the sum of a voice component and a data component. The voice component is a fast attack slow decay function permitting voice to immediately slow down the scheduler (fast attack) while gradually speeding the scheduler back up to normal as long as there isn’t any voice on the radio net (slow decay). It is described more fully in C.4.4.4.1.2. The DATA component is a randomization around net size and the Flood algorithm. It is discussed in C.4.4.4.1.3 and C.4.4.4.1.4.

The value of Tc interval is recalculated after every local transmission attempt from the expression:

$$Tc \text{ interval} = \text{voice factor} + \text{uniform_random}(\text{SchedulerInterval})$$

where $\text{uniform_random}(\text{SchedulerInterval})$ is a uniform random number function using the range 0 - SchedulerInterval. uniform_random returns an integer value.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.4.4.4.1.2 Voice component.

The voice factor in C.4.4.4.1.1 is a value bound by its minimum and maximum limits. The maximum voice factor (range = 0.3 to 10.0 sec) is the upper bound on the value of the voice factor. The minimum voice factor (range = 0.3 to 10.0 sec) is the lower bound on the value of the voice factor. The initial voice factor shall be the minimum voice factor value. Detection of voice on the radio net increments the voice factor value while the absence of voice decrements the voice factor value.

C.4.4.4.1.2.1 Fast attack.

Voice detection shall increment the voice factor by the voice factor increment value (range = 0.0 sec to 10.0 sec) as indicated below:

- a. If the voice factor is at the minimum voice factor value (see C.4.4.4.1.2), the scheduler is incremented immediately to protect the next voice hit.
- b. Otherwise, the increment occurs at the next scheduler expiration

The voice factor value is upper bounded by the maximum voice factor (see C.4.4.4.1.2).

C.4.4.4.1.2.2 Slow decay.

The voice factor shall be decremented every time the NAD expires by the voice decrement value (range = 0.0 sec to 10.0 sec). The voice factor value is lower bounded by the minimum voice factor.

C.4.4.4.1.3 Calculation of the scheduler random parameter.

The parameter SchedulerInterval depends on queue lengths and the number of net members transmitting data as follows:

$$\text{SchedulerInterval} = [\text{NADScaleTime} * (\text{NumActiveMembers} / 16)] * \text{Fload}$$

minimum=(settable range = 0.1 to 3.0 sec)
maximum=(settable range = 1.0 to 50 sec)

where:

NADScaleTime = adjustment factor (range = 0.1 – 5.0 sec).

NumActiveMembers = number of net members actively transmitting data on the net. All net members are within two intranet hops of the node determining this value. Continuous calculation of this value shall be performed based on the number of known active data transmitters on the net. A station's own status is included in this count.

Neighbor agent timer = this timer (range = 1 – 600 sec) is used to age out net member active status. When this timer expires and a data transmission has not been received from

MIL-STD-188-220D w/ Change 1

APPENDIX C

a net member, that net member is marked inactive. This timer should be greater than the topology update timer to assure net members are not aged out between topology updates in fragmented nets.

SchedulerInterval shall be recomputed after every transmission by the DTE.

C.4.4.4.1.4 Calculation of the Load Factor (Fload).

The Fload is computed in a fully distributed manner by every node in the net. In the transmission header, the six least significant bits of the second octet (as indicated in the Queue Precedence and Queue Length subfields of FIGURE 10, see 5.3.1) are dedicated to transmitting the number of messages at the highest priority level remaining in the information frame queue; the remaining two bits are spare. The two least significant bits (LSB) indicate the level of the highest priority message. The four most significant bits (MSB) indicate the number of frame concatenations required to transmit all of the messages at the above priority level. The four MSB are quantified as shown in TABLE C-I.

TABLE C-I. Calculation of the Load Factor.

Number of Concatenated Frames Required	Bit Pattern 7 6 5 4
0.0	0 0 0 0
0.0 (exclusive) - 0.5 (inclusive)	0 0 0 1
0.5 (exclusive) - 1.0 (inclusive)	0 0 1 0
1.0 (exclusive) - 2.0 (inclusive)	0 0 1 1
2.0 (exclusive) - 3.0 (inclusive)	0 1 0 0
3.0 (exclusive) - 4.0 (inclusive)	0 1 0 1
4.0 (exclusive) - 5.0 (inclusive)	0 1 1 0
> 5.0	0 1 1 1

The Load Factor takes on values such that $1.0 < \text{Fload} < 18.0$. The minimum value of 1.0 places an upper limit on the speed of the scheduler per the Fload description. The value of 18.0 provides a useful range for adaptation of the scheduler due to differing traffic loads, and is divisible by 2 and 3, resulting in integer ranges for the three different precedence values. Higher values of the Load Factor indicate that the node has shorter queues of equal or lesser priority. In cases of high Load Factor, it is desirable to increase the scheduling interval to give neighboring nodes with higher priority or longer queues of equal priority more opportunities to transmit. The

MIL-STD-188-220D w/ Change 1

APPENDIX C

Load Factor is calculated after every expiration of the scheduler, prior to calculation of the next expiration.

ALGORITHM: Calculation of the Load Factor, Fload.

1. Determine the number of unique neighboring node priority levels broadcast by all the nodes including this one. This data is taken from the last transmission received from each neighboring node.

2. Divide the interval 0.0 to 18.0 into equal segments, one per unique announced priority level. The first segment (0.0 to 9.0 for two levels) is allocated to the highest priority traffic. Define the Segment Offset as the lower bound of the chosen segment. For two precedence levels, the Segment Offset is 0.0 for the highest precedence and 9.0 for the Lowest Precedence. Define the Segment width equal to 18.0/Number of precedence levels. For all three precedence levels, each precedence level has a segment width of 6.0.

3. Each segment is subdivided into n unique levels where n is the number of unique quantified concatenated frame lengths reported by the neighboring nodes and the node doing the computation. In the case of only one length, all nodes use the midpoint of the segment. In the case of multiple lengths, these lengths are ordered from longest to shortest (1 -> n). In the following computation of Load Factor (see TABLE C-II), a node would use a value of m determined by its position in that ordering. All nodes with the longest quantified length use the value 1, while those with the shortest use the value n for variable m in the following equation:

$$\text{Fload} = \text{Segment offset} + (\text{Segment width} * m) / (n + 1)$$

where

Segment Offset is the Lower bound of the segment chosen by precedence level from step 2.

Segment Width is the maximum Load Factor (18) divided by the number of unique precedence levels

n is the number of unique quantified queue lengths.

m is this nodes positioning within the ordering of quantified queue lengths.

MIL-STD-188-220D w/ Change 1

APPENDIX C

TABLE C-II. Calculation of the Load Factor -- example 1.

Node Number	Highest Precedence	Quantified Queue Length 7 6 5 4	Load Factor
1	Routine	0 0 0 1	12.0
2	Routine	0 0 0 1	12.0
3	Routine	0 0 1 1	6.0
4	Routine	0 0 1 1	6.0

All nodes compute the Load Factor in the following manner.

1. There is only 1 unique priority level (Routine).
2. The Segment is determined to encompass the whole range 0->18.
3. The Segment Offset is the lower bound (0).
4. The Segment Width is the entire range (18).
5. Two unique Quantified Queue Lengths are noted. The value of n is set to 2.
6. The unique Quantified Queue Lengths are ordered from longest to shortest (3,1).
- 7a. Nodes 1 and 2 note that their positioning in this sequence is 2 and set m to 2.
- 7b. Nodes 3 and 4 note that their positioning in this sequence is first and set m to 1.
- 8a. Nodes 1 and 2 compute their Load Factor from the equation.

$$\text{Fload} = \text{Segment Offset} + (\text{Segment Width} * m) / (n+1)$$

$$= 0 + (18 * 2) / (2+1) = 12$$

- 8b. Likewise, Nodes 3 and 4 do the Load Factor computation.

$$\text{Fload} = 0 + (18 * 1) / (2+1) = 6$$

MIL-STD-188-220D w/ Change 1

APPENDIX C

TABLE C-III. Calculation of the Load Factor -- example 2.

Node Number	Highest Precedence	Quantified Queue Length 7 6 5 4	Load Factor
1	Routine	0 0 0 1	13.5
2	Routine	0 0 0 1	13.5
3	Urgent	0 0 1 0	6.0
4	Urgent	0 0 1 1	3.0

All nodes compute the Load Factor in the following manner.

1. There are two unique precedence levels (Urgent and Routine).
2. The Load Factor Range is divided into two segments 0-9, 9-18. The segment 0-9 is reserved for Urgent, while the segment 9-18 is reserved for Routine.
3. The Segment Offset is the lower bound of the segment. The Segment Offset is 0 for Urgent and 9 for Routine.
4. The Segment Width for both precedence levels is the entire range (0->18) divided by the number of precedence levels. Segment Width = $18/2 = 9$.

Nodes 1, 2 perform the following computations:

5. There is only one Quantified Queue Length. Thus, n is equal to 1 and since there is only 1 length both nodes use the first position in the sequence and set m to 1.
6.
$$\text{Fload} = \text{Segment Offset} + (\text{Segment Width} * m) / (N+1)$$

$$= 9 + (9 * 1) / (1+1) = 13.5$$

Nodes 3,4 perform the following computations.

7. The unique Quantified Queue Lengths are ordered from longest to shortest (3,2). There are two unique lengths which sets the value of n to 2.

MIL-STD-188-220D w/ Change 1

APPENDIX C

8. Node 3 has a length of 2, which occupies position 2 in the ordering of step 7. Because it occupies position 2, the value of m is set to 2.

$$\begin{aligned}\text{Fload} &= \text{Segment Offset} + (\text{Segment Width} * m) / (n+1) \\ &= 0 + (9 * 2) / (2+1) = 6\end{aligned}$$

Node 4 has length of 3, which occupies position 1 in the ordering of step 7. Node 4 sets its value of m to 1.

$$\begin{aligned}\text{Fload} &= \text{Segment Offset} + (\text{Segment Width} * m) / (N+1) \\ &= 0 + (9 * 1) / (2+1) = 3\end{aligned}$$

C.4.4.4.1.5 100 msec Immediate Mode scheduling.

In lightly loaded nets quicker access to the radio net medium is provided through the “100 msec immediate mode” scheduling all types except Type 3 ACK PDUs as follows:

- a. If the scheduler expires and the following conditions are met: (1) there are no concatenated frames awaiting transmission, (2) the RE-NAD voice factor is at its minimum value, and (3) all other members of the net reported transmission queue lengths of zero; set Immediate Mode to READY. Compute and start the next random interval of the continuous scheduler (T_c).
- b. When an information PDU arrives for transmission and Immediate Mode is READY, cancel the previously scheduled T_c and assign a scheduling interval as follows:

$$T_c = 100 \text{ msec}$$

- c. When this is done, Immediate Mode is set to ON. The 100 msec allows an opportunity for messages which have been segmented/fragmented/received to be piggy-backed into the same series of concatenated frames. This increases efficiency without imposing delay.
- d. When the scheduler expires due either to the T_c scheduled as a result of the immediate mode operation or due to normal continuous operation, and I-frame(s), S-frame(s), U-frame(s) or a frame concatenation are pending, perform concatenated frame processing as normally is done. Compute and start the next random interval of the continuous scheduler (T_c) in the normal manner.
- e. Any traffic, voice or data, detected during the immediate mode operation shall abort the 100 msec Immediate Mode and set it to OFF. The scheduler is then computed in the normal manner.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.4.4.4.1.6 Immediate Mode scheduling.

If the PDU is Type 1 or Type 3, the Tc is set to 0.0 seconds which permits net access to be controlled without a randomized scheduler influence.

C.4.4.4.2 RE-NAD network access.

When the precedence level of the transmission changes, the DTE shall set the precedence level of the new transmission. This precedence level shall correspond to the frame with the highest precedence value within the series of concatenated frames.

C.4.4.4.3 Network Busy Sensing and receive status.

The presence of multiple stations on a single random access communications network requires voice/data Network Busy Sensing and the use of network access control to reduce the possibility of data collisions on the net. The combined Data and Voice Nets require cooperation between the DTE (DMTD or C⁴I system) and the DCE.

The DCE indicates the presence of receive data and voice by signaling the following conditions:

- a. Data being received.
- b. Voice operation.
- c. Idle/Transmission completed.
- d. Data being transmitted.

The transmission of data by the DTE is allowed only in the Idle/Transmission completed state.

C.4.4.5 Deterministic Adaptable Priority - Network Access Delay (DAP-NAD).

DAP-NAD is a method of generating Network Access Delays to control network accesses which provides every station with an opportunity to use a radio/wireline net. It is deterministic in that every station has a unique opportunity to access the network and given the device, network, and protocol parameter settings, the maximum delay for network access can be calculated.

The mechanism for providing network access is to give the first “access opportunity” (the time at which a station may transmit a message if one is available) to a different station at each “network access period” (the time between message transmissions when all stations are determining when to transmit) and to give later access opportunities to all other stations in sequence. Each station is assigned a unique Station Number that is in the range of 1 to the Number of Stations (NS in the equations that follow). It is recommended that the Frequency of Access Ranking (FOAR) algorithm described in Section 6 (paragraph 6.3.3.1) be utilized to determine Station Number whenever DAP-NAD is to be used. This algorithm increases fairness whenever DAP-NAD is the mechanism used to access the network. During the first network access period, station number 1 is given the first access opportunity, station number 2 is given the second access opportunity, station number 3 the third access opportunity, etc. After the last station has been

MIL-STD-188-220D w/ Change 1

APPENDIX C

given an access opportunity, station number 1 is again given an access opportunity, followed by station number 2, etc. This continues until a station transmits a message. The station that transmits the message shall increment by one (1) the First Station Number (FSN) subfield contained in the last message it received and places the resulting number in the FSN subfield of the Transmission Header. If the increment of FSN causes FSN to equal NS+1, then the station shall set FSN = 1 prior to placing the value in the FSN subfield of the Transmission Header. The very next access period (the first DAP-NAD time slot following the message transmission) is referred to as the “bump slot” and is reserved, such that any node can interrupt the network in case they have an urgent message to transmit, provided the Network Precedence (NP) is not already Urgent. Stations shall not transmit in the bump slot while the NP is Urgent. (Note that stations may not always agree on the NP value since not all stations may have received the transmission raising the NP to Urgent. A station that transmits in the bump slot shall not increment the FSN in the Transmission Header. All nodes having messages to transmit with an urgent precedence would transmit either a short Urgent control frame (Transmission Header) or the actual urgent message in the reserved slot using only Type 1, Type 2 or Type 4 (Type 3 shall not be utilized in the bump slot). Upon receipt of this Urgent frame or detection of a network busy condition during the reserved slot, all receiving nodes would assume that the network precedence had gone to Urgent and act accordingly. In this manner, transmissions in the bump slot would serve to interrupt the operation of a network operating at Priority or Routine causing it to elevate to Urgent mode. The next station authorized to access the network is the First Station Number specified in the Transmission Header of the transmission that occurred before reverting to Urgent mode. Each station calculates different NAD times for each network access period. Note that a station with an Urgent message ready for transmission shall not utilize the bump slot if the FSN indicates that this station is the very next one authorized to access the network. The station that utilized the bump slot shall retransmit its Urgent message in its authorized access opportunity. This is necessary for the rare instance of a collision in the bump slot. Type 3 is authorized in this retransmission. There are three Network Precedence (NP) modes: urgent, priority and routine. Regardless of the NP mode in use, every station shall be provided at least one opportunity to access the network before NP is reduced to next lower level. If no station accesses the network, at any specific NP, each station will obtain exactly one access opportunity. If a station does access the network during any specific NP, the network shall remain at that NP for another NS access opportunities. This is demonstrated by two examples in FIGURE C-3.

MIL-STD-188-220D w/ Change 1

APPENDIX C

* This example assumes that NP = U, FSN =1, Station 4 has just completed an urgent transmission and no stations require access to network. The first access slot following the transmission by Station 4 is a bump slot. Note that this bump slot may not be utilized by any station (N for Station # represents “No” Station) because the NP is already at Urgent.

Access	B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Station #	N	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3
FSN	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
NP	U	U	U	U	U	P	P	P	P	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

* This example assumes that NP = U, FSN =1, Station 4 has just completed an urgent transmission and Station 3 has a priority message to transmit. Once again, the first access slot following the transmission by Station 4 is a bump slot. In addition, there is a bump slot immediately following the Priority transmission by Station 3. (This bump slot may be utilized by any station (A for Station # represents “Any” Station).

Access	B	1	2	3	4	5	6	7		B	8	9	10	11	12	13	14	15	16	17	18	19	20
Station #	N	1	2	3	4	1	2	Tx by 3		A	2	3	4	1	2	3	4	1	2	3	4	1	2
FSN	1	1	1	1	1	1	1	1		2	2	2	2	2	2	2	2	2	2	2	2	2	2
NP	U	U	U	U	U	P	P	P		P	P	P	P	P	R	R	R	R	R	R	R	R	R

FIGURE C-3. Example of FSN and NP operation.

The first NS number of access opportunities of a network access period are reserved for stations that have an urgent message awaiting transmission. Those stations that do not have any urgent messages awaiting transmission shall wait for at least the NS+1 access opportunity before they can transmit. The next NS number of access opportunities of the network access period are reserved for stations that have a priority (or an urgent if one has become available since the previous access opportunity) message awaiting transmission. Those stations that have only routine messages awaiting transmission shall wait for at least the 2NS+1 access opportunity before transmitting. Those stations that have any messages awaiting transmission, regardless of priority, by the 2NS+1 access opportunity can transmit when their calculated access opportunity arrives. The calculations of the NAD times are discussed in the following paragraphs.

a. Network in Urgent Mode. The first NS number of access opportunities of a network access period are reserved for stations that have an urgent message awaiting transmission. If no Urgent messages are transmitted during this time frame, the NP drops to Priority Mode. If an Urgent message is transmitted, the network will remain in Urgent Mode for another NS access opportunities. The very first network access period following completion of the transmission while in Urgent mode is a bump slot, but this bump slot shall not be utilized by any station (The bump slot when NP = Urgent is only provided for stations that may not have received a transmission raising the NP to Urgent). Those stations that do not have any urgent messages awaiting transmission shall wait for at least another NS access opportunities before they can transmit.

MIL-STD-188-220D w/ Change 1

APPENDIX C

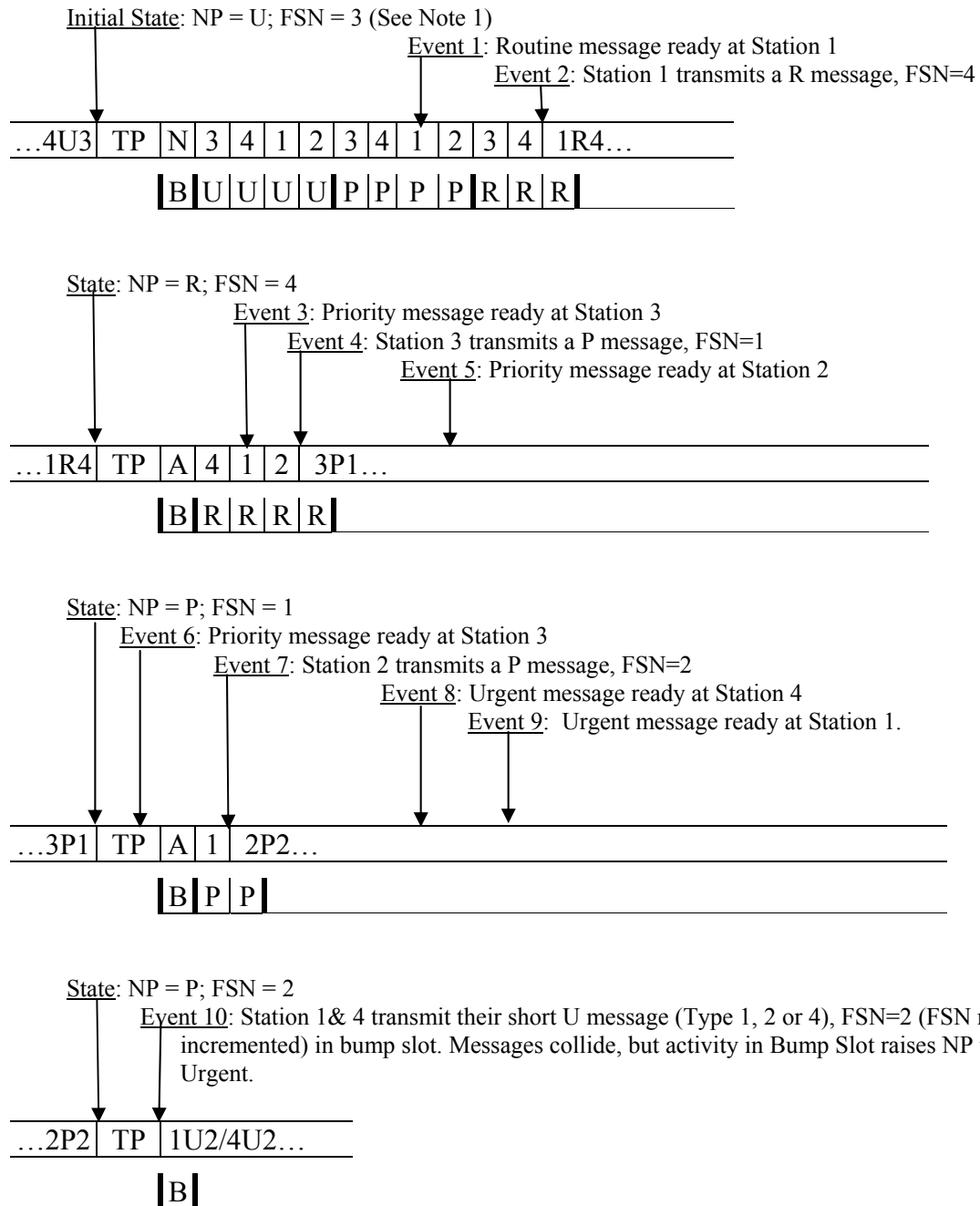
b. Network in Priority Mode. The first NS access opportunities are reserved for stations that have an urgent or priority message awaiting transmission. If no Urgent or Priority messages are transmitted during this time frame, the NP drops to Routine Mode. If an Urgent message is transmitted, the NP shall elevate to Urgent. If a Priority message is transmitted, the NP shall remain at Priority for another NS access opportunities. Those stations that only have routine messages awaiting transmission shall wait for at least another NS access opportunities before they can transmit. The very first network access period following completion of the transmission while in Priority mode shall be reserved for any station with an Urgent message to send. When the interrupting station obtains access and transmits the Urgent message, the NP shall remain at NP = Urgent for at least another NS access opportunities.

c. Network in Routine Mode. In Routine Mode, any station that has a message, regardless of priority, can transmit when their calculated access opportunity arrives. If no messages are transmitted, or if a Routine Message is transmitted, the NP remains at Routine. If a Priority Message is transmitted, the NP shall elevate to Priority. If an Urgent Message is transmitted, the NP shall elevate to Urgent. The very first network access period following completion of a transmission while in Routine mode shall be reserved for any station with an Urgent message to cause the network to go to Urgent mode.

FIGURE C-4 shows an example of the DAP-NAD key. And FIGURE C-5 shows an example of DAP-NAD using the key.

MIL-STD-188-220D w/ Change 1

APPENDIX C



Note 1: Example assumes initially that station 4 has just finished transmitting a frame with an FSN=3 and NP=U, that no messages are pending transmission from any station at the end of this transmission, and that the net is configured for 4 stations

FIGURE C-5. DAP-NAD example.

MIL-STD-188-220D w/ Change 1

APPENDIX C

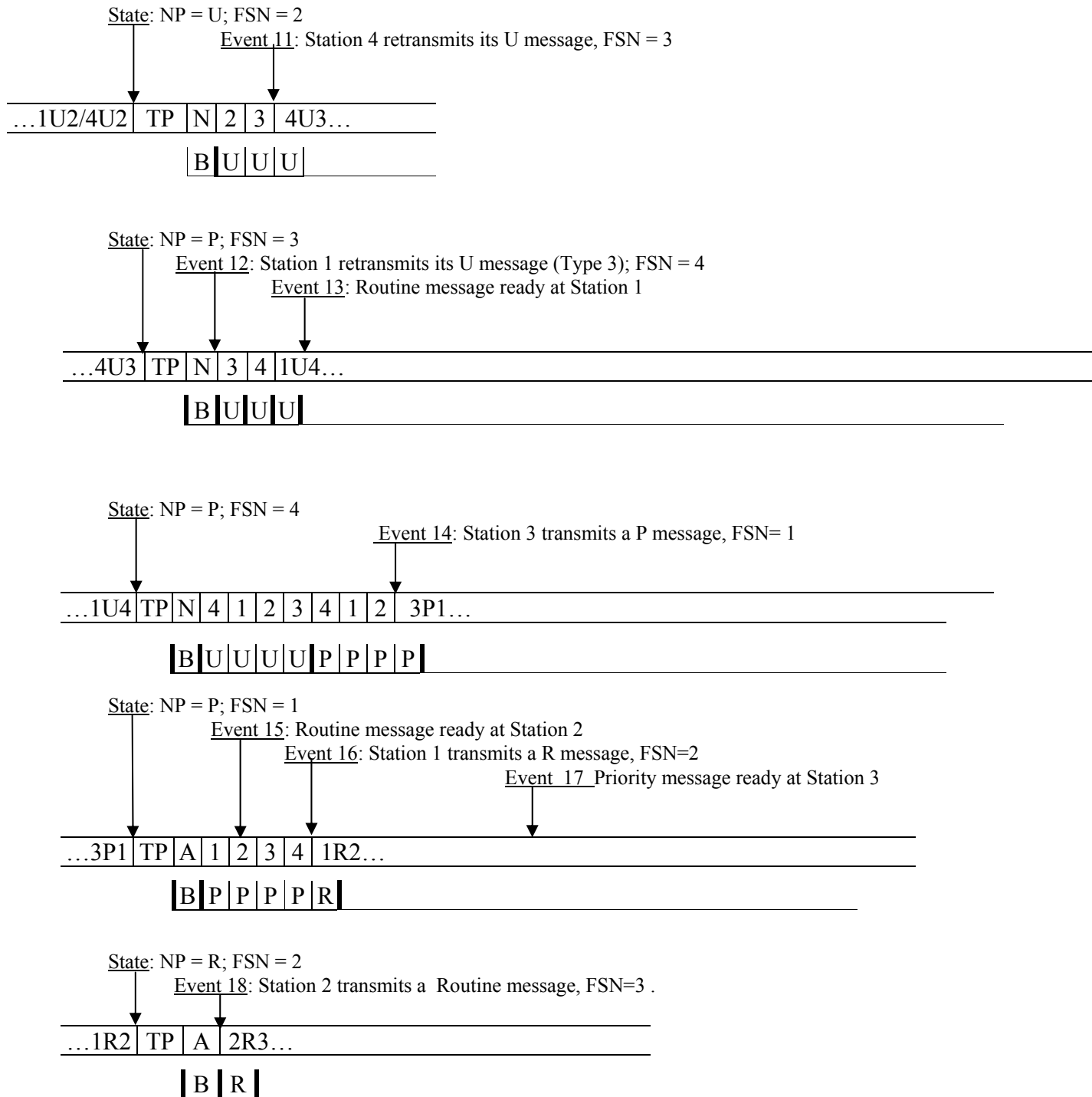
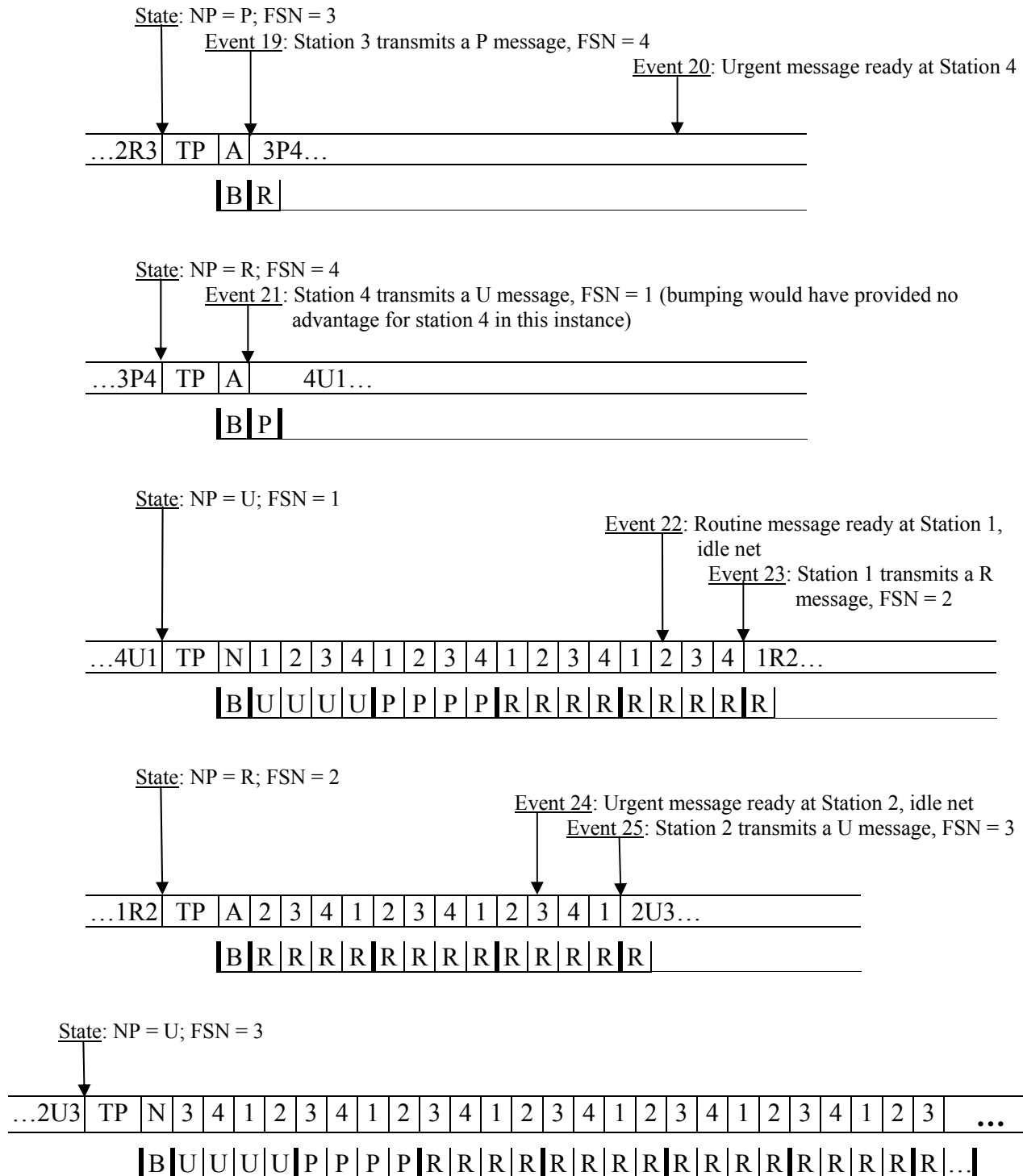


FIGURE C-5. DAP-NAD example - Continued.

MIL-STD-188-220D w/ Change 1

APPENDIX C



(Net goes idle for indefinite time period and NADs continue to be calculated by each station during the idle period in order to avoid collisions when a message of any precedence is ready for transmission at more than one station at the same time in the future.)

FIGURE C-5. DAP-NAD example - Continued.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.4.4.5.1 NAD information field.

To allow for rapid recovery (resynchronization) to the NAD mechanism when messages are not received correctly due to noise, etc., and to provide stations information about the priority of a message, an Information Field has been added to the Transmission Header. This field defines the next access opportunity. This field is present in all physical frames. This field contains the First Station Number subfield which contains the number of the station that is to have the first network access opportunity at the next network access period (the one immediately following this transmission). The number of the station that has the first network access opportunity is the variable FSN in the equations below. This Information Field also contains the Data Link Precedence subfield which indicates the highest priority of any message that is contained in the physical frame. It shall contain the value “0” if an urgent message is in the frame, “1” if a priority but no urgent message is in the frame and “2” if neither an urgent or priority message is in the frame. The Type 3 acknowledgment sent in response to a transmission shall use the same Data Link Precedence and First Station Number as used in the original message to which the acknowledgment applies. The variable NP in the equations below shall be set equal to the content of this subfield for the next network access period. If the transmission contained multiple frames, the variable NP is set equal to the highest value in any of the frames. If network busy is detected in the reserved network access period, the network reverts to the Urgent mode regardless of the setting in the Data Link Precedence subfield.

C.4.4.5.2 NAD equations.

A sequence of NADs for each network access period is generated. A station may transmit a message(s) when the time following the Timeout Period equals any one of the terms (NAD values) in the sequence. Equation 1 is used by each station to calculate its NADs.

$$\text{Equation 1: } \text{NAD}_n = F_n * \text{Net_Busy_Detect_Time} + \text{Max}(0, F_n - 1) * \text{DTETURN} \\ \text{for } n=1 \text{ to } \infty$$

NAD_n is the n th term in the sequence of NADs that are associated with a station during a network access period. Each term ($\text{NAD}_1, \text{NAD}_2, \text{NAD}_3$, etc.) is a point in time (a delay following the Timeout Period) at which a station may begin transmitting. If a station does not begin transmitting at one term (e.g., NAD_2), it shall wait until at least the next term (e.g., NAD_3) before it can begin transmitting. The values of the terms calculated by a station will be different than the values of the terms that are calculated by all of the other stations (no two stations will have terms with the same values). Also, the values of the terms calculated by a station for one network access period will be different than the values of the terms calculated by that station for the next network access period. F_n is n th term in a sequence of factors that, when used in conjunction with DTETURN and Net_Busy_Detect_Time, yields the n th NAD term. F_n is an integer calculated per equation 2.

MIL-STD-188-220D w/ Change 1

APPENDIX C

Equation 2: $F_n = F_1 + (n-1)NS$ for $n=1$ to ∞

F_n is the n th term in a sequence of factors. F_1 is the first term in the sequence and is the base from which all the other terms are calculated. It is calculated per equation 3. NS is the number of stations on the network and is the common difference between the terms of the sequence. The variable n is an integer and has a range of 1 to infinity.

Equation 3: $F_1 = F_{\min} + I + P * NS$

F_1 is the first term in the sequence of factors. The first term that a station can have is the minimum factor (F_{\min}) plus the interrupt factor (I) plus an offset determined by priority of messages awaiting transmission. F_{\min} is calculated using equation 4. P is the factor that accounts for message priority. It is calculated using equation 5. Interrupt factor I is computed using equation 6.

Equation 4: $F_{\min} = SN - FSN$ if $SN \geq FSN$, else $F_{\min} = NS + SN - FSN$

F_{\min} is the minimum possible factor that a station could have if message priority and network precedence mode were ignored. SN is the number of the station. It is an integer, has a range of 1 to NS , and is assigned at communications initialization. FSN is the number of the station that has the first network access opportunity for the present network access period. It is set equal to the value received in the NAD information field of the Transmission Header of the last transmission on the net.

Equation 5: $P = MP - NP$ if $MP \geq NP$, else $P = 0$

P is the factor that accounts for priority of messages awaiting transmission. It is used to generate the offset to add to F_{\min} to generate F_1 . MP is a variable indicating the highest priority of any messages awaiting transmission. It shall have a value of "0" if there are any urgent messages awaiting transmission, the value "1" if there are any priority messages and no urgent messages awaiting transmission, and the value "2" if there are no urgent or priority messages awaiting transmission. NP is a variable indicating the highest priority of any messages contained in the last transmission on the network. It shall have the value "0" if an urgent message was in the last transmission, "1" if a priority but no urgent message was in the last transmission, and "2" if neither an urgent or priority message was in the last transmission.

Equation 6: $I = 1$

I is a factor that provides a slot for stations to interrupt the network whenever a station has an urgent message for transmission.

MIL-STD-188-220D w/ Change 1

APPENDIX C

C.4.4.5.3 Initial condition state.

The above operations and equations only apply to stations after they are on-line and have received a message. A station that has just come on line and has not yet received a message is not in synchronism with other stations (this station has not yet started any timers and if it had, they would not have been started at the same time as other stations = timers). These stations shall be considered to be in the initial condition state. Regardless of what causes a station to be in the initial condition state, transmissions shall be delayed by at least the time specified by equation 7 while in that state.

Equation 7: $INAD = TP + ((3 * NS) + 1) * Net_Busy_Detect_Time + (3 * NS) * DTETURN$

INAD (Initial condition state Network Access Delay) is the minimum time that a station shall delay transmission of a message after it has become capable of receiving and transmitting messages, but no more than 20 seconds. The TP in the equation shall be a worst case TP, i.e., as if there had just been a Type 3 message on the network that was addressed to 16 stations on the net. The FSN in this instance shall be set to the station's own assigned Station Number (SN). See paragraph 6.3.3.1 for more information about assigning Station Numbers.

C.4.4.6 Data and Voice - Network Access Delay (DAV-NAD).

DAV-NAD is almost identical to DAP-NAD defined in C.4.4.5. Implementers of DAV-NAD should refer to paragraph C.4.4.5 for a description of the Network in the three precedence modes, C.4.4.5.1 for a description of the NAD information field, C.4.4.5.2 for NAD equations and C.4.4.5.3 for Initial condition state.

The only difference is the way the FSN is incremented. For DAV-NAD, the station that transmits the message shall increment the First Station Number subfield contained in the last message it received by a fixed constant called the FSN Increment Number (FSNIN) and place the result in the First Station Number subfield of the Transmission Header. If the increment of FSN causes FSN to be greater than NS (i.e., $FSN + FSNIN > NS$), then the station shall set $FSN = FSN + FSNIN - NS$ prior to placing the value in the FSN subfield of the Transmission Header (e.g., if $NS = 8$, the current $FSN = 7$, and $FSNIN = 3$, then the new $FSN = 2$). This fixed constant is provided in TABLE C-IV.

DAV-NAD uses the parameters specified for DAP-NAD in the MIL-STD-188-220 Parameter Table, which is available on the CNRWG website specified at 2.3.4.

MIL-STD-188-220D w/ Change 1

APPENDIX C

TABLE C-IV. FSN Increment Numbers for DAV-NAD

Number of Stations (NS)	FSNIN
2	1
3	2
4	3
5	2
6	5
7-8	3
9	4
10	3
11	4
12-14	5
15-20	7
21	8
22-23	9
24-32	11
33-38	13
39-51	17
52-56	19
57-64	23

FIGURE C-6 shows an example of the DAV-NAD (FSNIN from TABLE C-IV) key and FIGURE C-7 shows an example of using the key.

MIL-STD-188-220D w/ Change 1

APPENDIX C

NP = Network Precedence, highest MAC precedence of any frame in the last transmission (NP = URGENT this example)

NS = Number of Stations (NS = 4 this example) the net is configured to support

FSNIN = First Station Number Increment Number (FSNIN = 3 this example)

NAD = Net Access Delay, time after TP that a station must listen for a busy net before starting to transmit

Net Busy Detect, time from when a station begins transmitting until it can be detected by other stations

A = Any Station Number, used to indicate that any station may transmit during the bump slot to quickly transmit an urgent message and set NP to urgent

N = No Station Number, used to indicate that no station may transmit during this bump slot because NP is Urgent.

EOT = End Of Transmission, time at which stations perceive a transmission ending

FSN = First Station Number, station number having the first opportunity to transmit (FSN = 2 this example) at the current NP

Increasing NAD time per station number with each listen time slot equal to the Net Busy Detect time

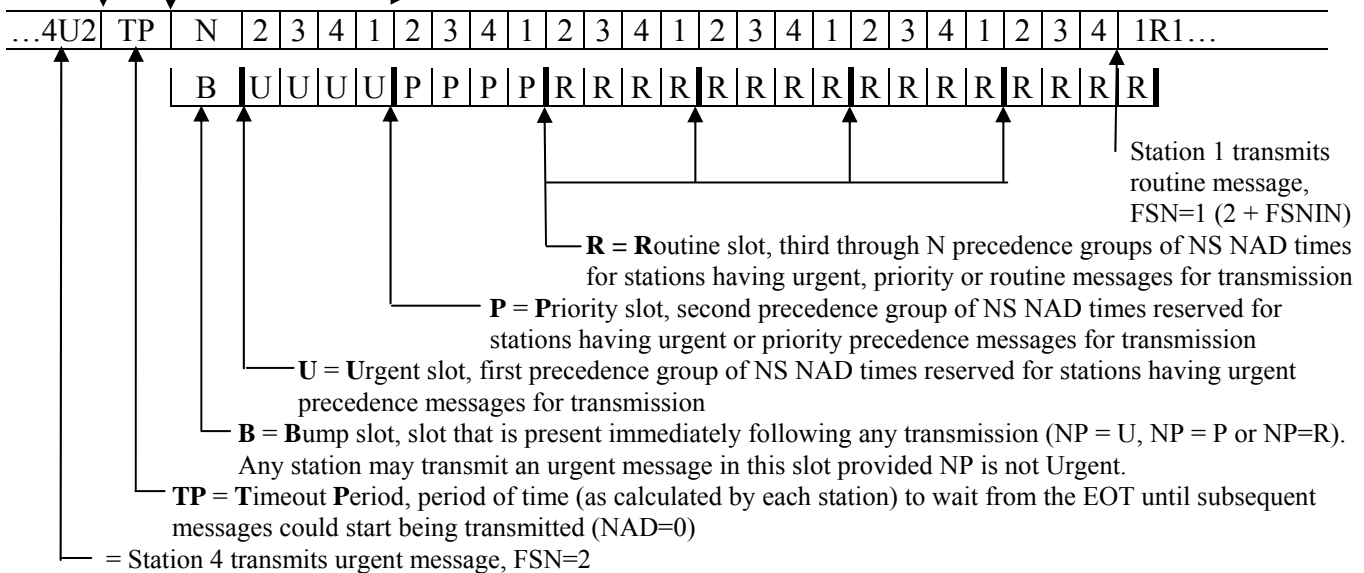
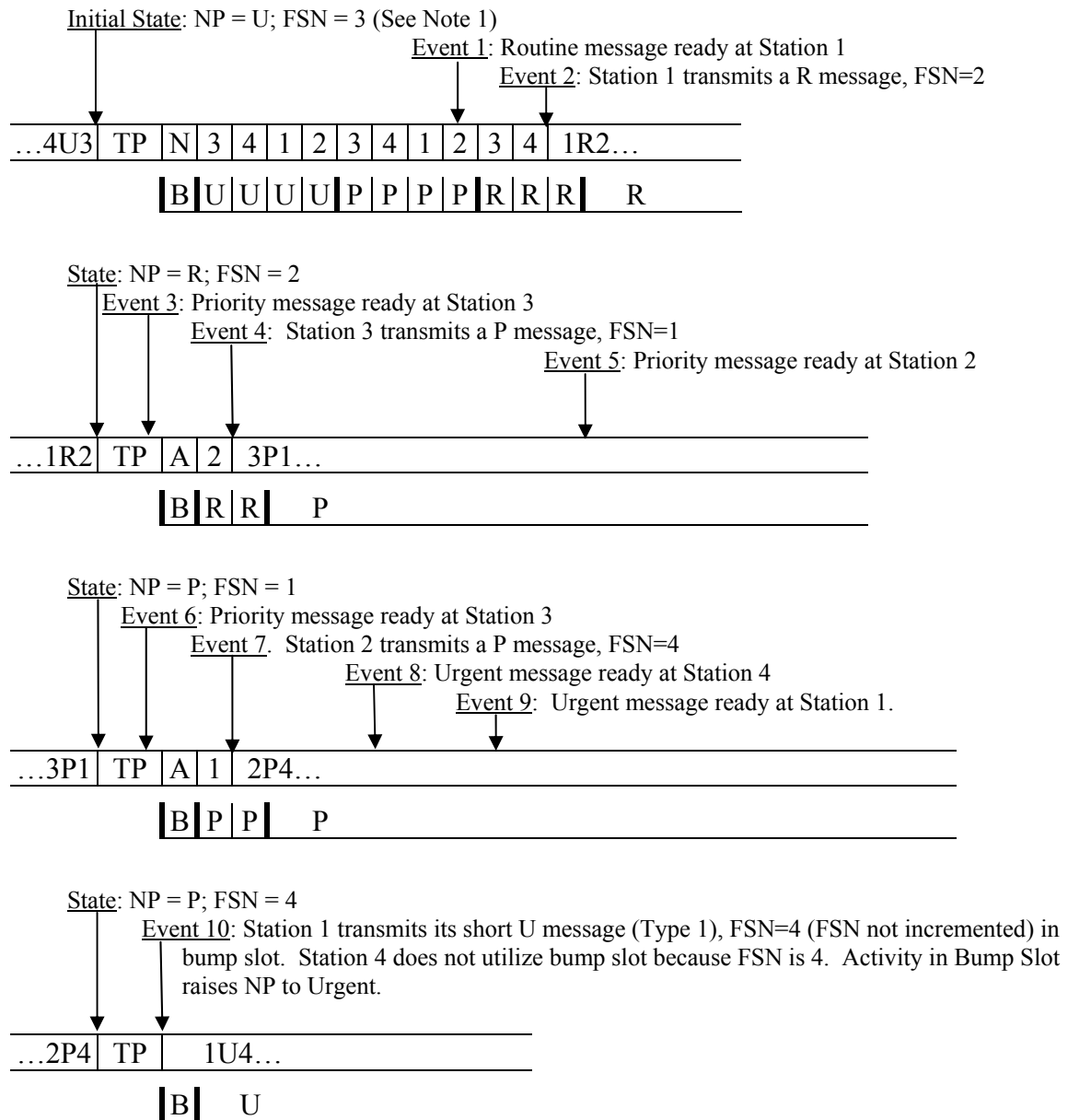


FIGURE C-6. DAV-NAD example key

MIL-STD-188-220D w/ Change 1

APPENDIX C



*Note 1: Example assumes initially that station 4 has just finished transmitting a frame with an FSN=3 and NP=U, that no messages are pending transmission from any station at the end of this transmission, and that the net is configured for 4 stations

FIGURE C-7. DAV-NAD example

MIL-STD-188-220D w/ Change 1

APPENDIX C

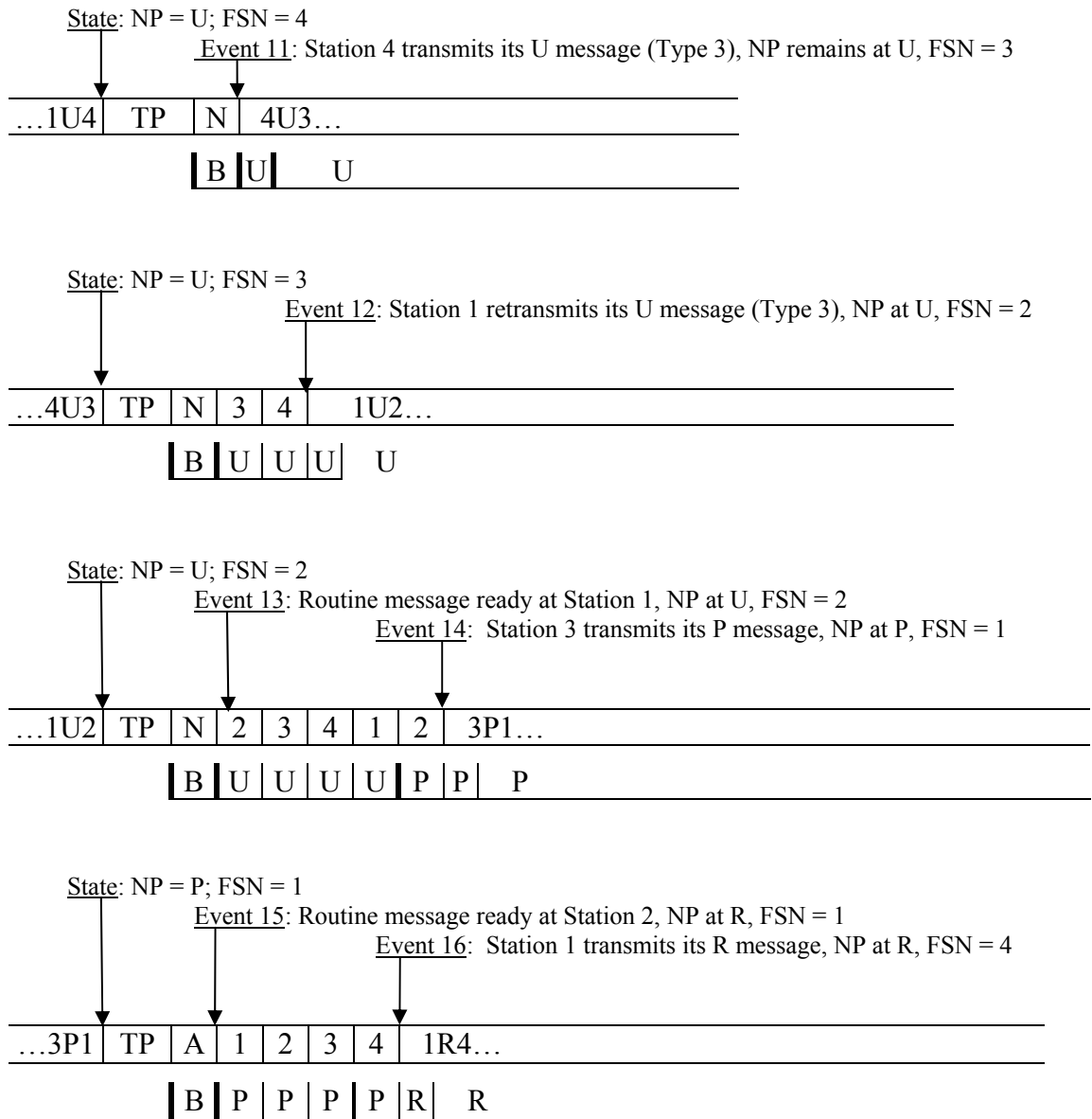


FIGURE C-7. DAV-NAD example-Continued

MIL-STD-188-220D w/ Change 1

APPENDIX C

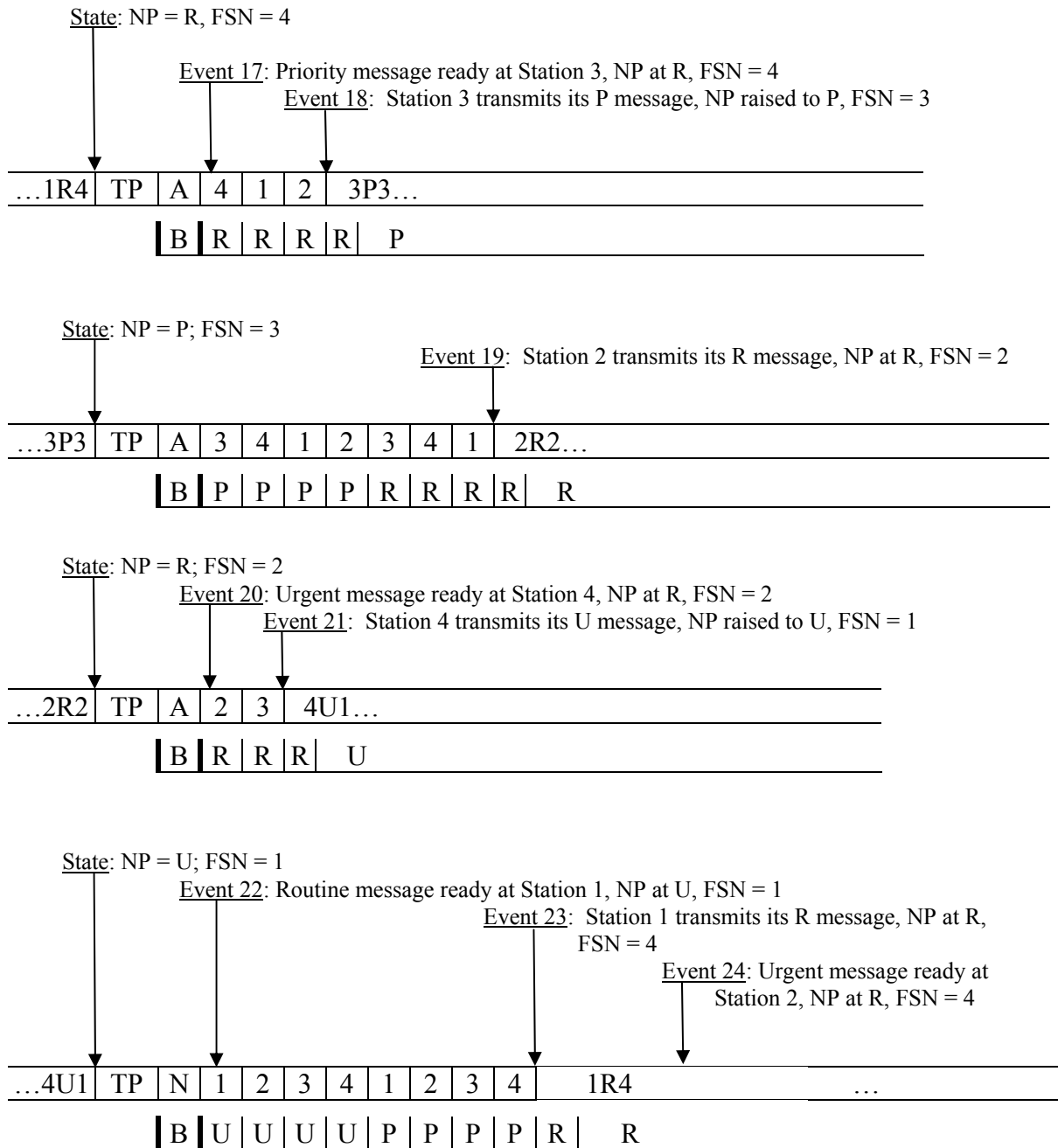
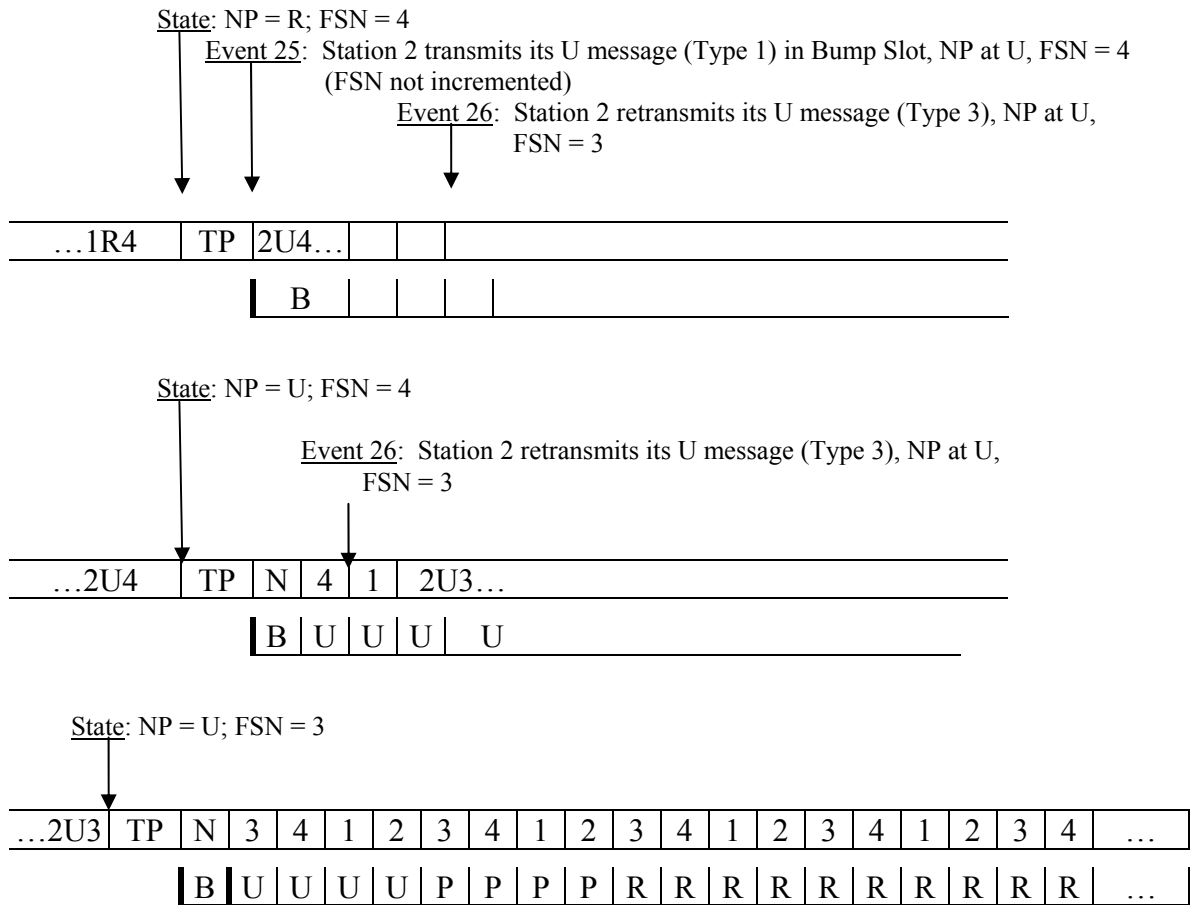


FIGURE C-7. DAV-NAD example-Continued

MIL-STD-188-220D w/ Change 1

APPENDIX C



(Net goes idle for indefinite time period and NADs continue to be calculated by each station during the idle period in order to avoid collisions when a message of any precedence is ready for transmission at more than one station at the same time in the future.)

FIGURE C-7. DAV-NAD example-Continued

C.4.5 Voice/data network sharing.

A station may support this protocol on a network where both voice and data transmissions are allowed to occur. When operating in a mixed voice and data network, voice and data network sharing shall operate in the following manner:

- a. A receive operation shall be considered a voice reception unless a valid synchronization pattern is identified. A receive operation that is less than 0.75 seconds in length shall be considered a noise burst instead of a voice reception. See Section 6, Notes, (6.3.2.2.2) for additional information.

MIL-STD-188-220D w/ Change 1

APPENDIX C

b. The network shall be synchronized based on RHD and TP timers, which are driven only by data transmissions and receptions. Voice receptions and noise bursts shall not be used for resynchronizing network timers.

c. A station shall not transmit during a noise burst or a voice reception. After completion of a voice reception, a station shall wait at least TURN seconds before initiating transmission. When voice/noise reception begins and ends during a Type 3 acknowledgment sequence, an acknowledging station shall begin transmission only at the beginning of its individual RHD and shall not begin transmission after the start of its RHD period.

d. After completion of a voice reception, operation of the P-NAD network access scheme shall be reinitiated if P-NAD is being used. P-NAD consists of a sequence of NAD slot groups. Within each NAD slot group there is one NAD slot assigned to each station and one slot assigned to the station that transmitted last. After a voice reception is completed, the current, partially-completed NAD slot group and the next complete NAD slot group shall be used only by stations with urgent-precedence data transmissions. The NAD slot group after these groups shall be used only by stations with urgent-precedence or priority-precedence data transmissions. Subsequent NAD slot groups may be used by any station. This preserves the intent of P-NAD, which is to deterministically avoid collisions and to ensure that high-precedence traffic is always transmitted first.

e. RHD and TP timers shall not be suspended or resumed as a result of voice receptions.

f. Data link protocol timers shall be suspended and resumed as a result of voice receptions.

g. The Intranet layer timers shall not be suspended and resumed as a result of voice receptions.

h. Relative priorities of voice and data on the network shall be adjusted by selectively enabling or disabling physical and/or data link concatenation for a station. Concatenation may be disabled to give priority to voice and may be enabled to give priority to data.

MIL-STD-188-220D w/ Change 1

APPENDIX D

COMMUNICATIONS SECURITY STANDARDS

D.1 General.

D.1.1 Scope.

This appendix describes the COMSEC interoperability parameters for DMTD and interfacing C⁴I systems.

D.1.2 Application.

This appendix is a mandatory part of MIL-STD-188-220 for systems using COMSEC. The information contained herein is intended for compliance.

D.1.3 Interoperability.

This appendix cannot guarantee the user end-to-end interoperability. The selection of COMSEC and signaling is a function of communications media. Traditional COMSEC equipment is specific to communications media and may not be compatible due to signaling differences. The systems integrators and systems planners shall ensure that compatible media and signaling are chosen if interoperability is desired. This COMSEC specification will provide for interoperability of the underlying encryption algorithm.

D.2 Applicable Documents.

- a. 0N431125 WINDSTER Cryptographic Standards (U)
- b. DS-68 INDICTOR Cryptographic Standards (U)

Information regarding 0N431125 WINDSTER and DS-68 Cryptographic Standards can be obtained from Director, National Security Agency NSA/CSS Enterprise Standards Program (NESP), 9800 Savage Road, STE (DE), Fort George G. Meade, MD 20755-6997 Telephone: (301) 688-6194.

D.3 Definitions.

Refer to APPENDIX A.

D.4 General requirements.

The backward-compatible mode applies when link encryption is provided by external COMSEC devices. These external COMSEC devices may be standalone equipment (such as the VINSON and KG-84) or communications equipment with built-in COMSEC. The forward-compatible mode shall apply for all DTE subsystems with embedded COMSEC. The backward-compatible mode may also be emulated using embedded COMSEC devices.

MIL-STD-188-220D w/ Change 1

APPENDIX D

D.5 Detailed requirements.

D.5.1 Traditional COMSEC transmission frame.

The traditional COMSEC transmission frame shall be composed of the following components, as shown in FIGURE D-1. FIGURE D-1 provides additional detail to FIGURE 4.

- a. COMSEC Bit Synchronization
- b. COMSEC Frame Synchronization
- c. Message Indicator
- d. Phasing
- e. Transmission Synchronization (see 5.2.1.3).
- f. Data Field (including Transmission Header)
- g. COMSEC Postamble

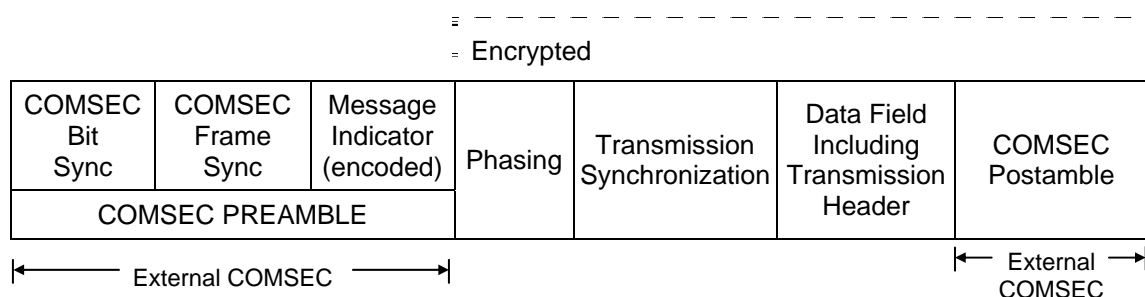


FIGURE D-1. Traditional COMSEC transmission frame structure.

D.5.1.1 COMSEC preamble field.

The COMSEC preamble field shall consist of three components: a COMSEC bit synchronization subfield, a COMSEC frame synchronization subfield, and a Message Indicator (MI) subfield. This field is used to achieve cryptographic synchronization over the link.

D.5.1.1.1 COMSEC bit synchronization subfield.

This subfield shall be used to provide a signal for achieving bit synchronization and for indicating activity on a data link to the receiver. The duration of the COMSEC bit synchronization subfield shall be selectable from 0.065 to 1.5 seconds. The COMSEC bit synchronization subfield shall consist of the data-rate clock signal for the duration of the subfield.

MIL-STD-188-220D w/ Change 1

APPENDIX D

D.5.1.1.2 COMSEC frame synchronization subfield.

This subfield shall be used to provide a framing signal indicating the start of the encoded MI to the receiving station. This subfield shall be 465 bits long, consisting of 31 Phi-encoded bits, as shown in FIGURE D-2a. The Phi patterns are a method of redundantly encoding data bits. A logical 1 data bit shall be encoded as shown in FIGURE D-2b, and logical 0 data bit shall be encoded as shown in FIGURE D-2c. A simple majority voting process may be performed at the receiver to decode the Phi-encoded frame pattern to its original format.

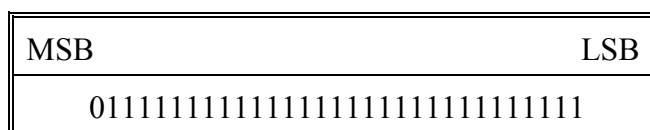


FIGURE D-2a. Phi encoding.

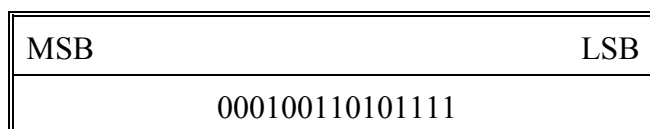


FIGURE D-2b. Phi encoding for logical 1 data bit.

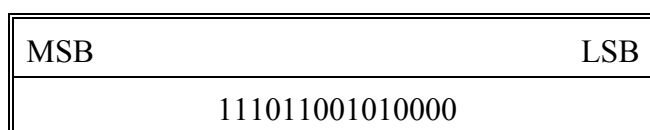


FIGURE D-2c. Phi encoding for logical 0 data bit.

FIGURE D-2. COMSEC frame synchronization pattern for Phi encoding.

D.5.1.1.3 Message Indicator subfield.

This subfield shall contain the COMSEC-provided MI, a stream of random bits that are redundantly encoded using Phi patterns. Cryptographic synchronization is achieved when the receiver acquires the correct MI.

D.5.1.2 Phasing.

This field shall be a string of alternating ones and zeros, beginning with a one, sent by the DTE. The length of this field is between 0.000 and 10.000 seconds. Phasing is further described in C.3.2.2.

MIL-STD-188-220D w/ Change 1

APPENDIX D

D.5.1.3 Transmission synchronization field.

This field, consisting of the frame synchronization subfield, optional robust frame format subfield, and the TWC subfield is defined in 5.2.1.3.

D.5.1.4 Data field.

The Data Field is defined in 5.3.1 and defined in 5.2.1.4.

D.5.1.5 COMSEC postamble field.

This field shall be used to provide an end-of-transmission flag to the COMSEC function. This will be automatically performed by the COMSEC key generator (KG). Refer to 0N431125, WINDSTER Cryptographic Standards, or DS-68, INDICTOR Cryptographic Standards, as appropriate.

D.5.1.6 COMSEC algorithm.

The COMSEC algorithm shall be backward-compatible with VINSON equipment. Refer to 0N431125, WINDSTER Cryptographic Standards.

D.5.1.7 COMSEC modes of operation.

The COMSEC shall be operated in Mode A. The rekey functions shall be performed through the use of KY-57 rekeys for backward compatibility. Refer to 0N431125, WINDSTER Cryptographic Standards.

D.5.2 Embedded COMSEC transmission frame.

The embedded COMSEC transmission frame shall be composed of the following components, as shown in FIGURE D-3:

- a. Phasing
- b. Frame Synchronization
 - Standard Frame Synchronization
 - Robust Frame Synchronization
- c. Robust Frame Format (RCP only)
- d. Message Indicator
- e. Transmission Word Count
- f. Data Field
- g. COMSEC Postamble

MIL-STD-188-220D w/ Change 1

APPENDIX D

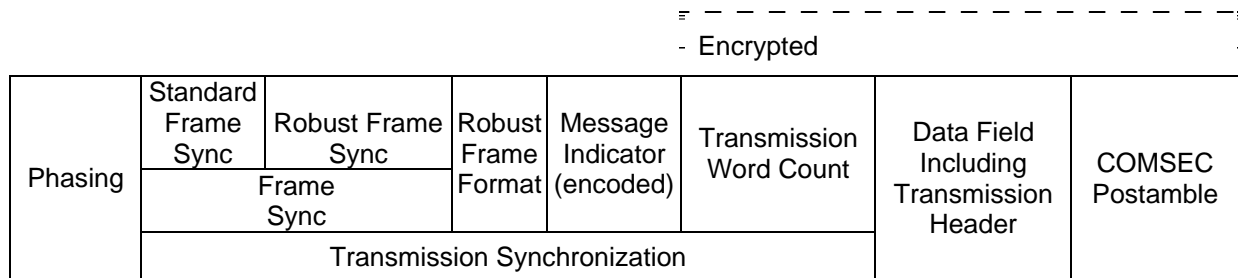


FIGURE D-3. Embedded COMSEC transmission frame structure.

D.5.2.1 Phasing.

This field shall be a string of alternating ones and zeros, beginning with a one, sent by the DTE. The length of this field is between 0 and 10 seconds. Phasing is further described in C.3.2.2.

D.5.2.2 Frame Synchronization subfield.

This subfield shall be either the Robust Frame Synchronization subfield defined in 5.2.1.3.1.2 or the Frame Synchronization subfield defined in 5.2.1.3.1.1. In either case frame synchronization is to be provided for both the message frame and the COMSEC.

D.5.2.3 Robust Frame Format subfield.

When the Robust Frame Synchronization subfield is used, the Robust Frame Format subfield defined in 5.2.1.3.1.2 also shall be used. The Robust Frame Format subfield shall not be used when the Robust Frame Synchronization subfield is not used.

D.5.2.4 Message Indicator field.

This field shall contain the MI, a stream of random data that shall be encoded using Golay, as defined in 5.3.14.1 and 5.3.14.2. Cryptographic synchronization is achieved when the receiver acquires the correct MI. The COMSEC shall provide the MI bits. For backward compatibility, these MI bits shall be redundantly encoded using Phi patterns, as described in D.5.1.1.2.

D.5.2.5 Transmission Word Count subfield.

This Transmission Word Count subfield is defined in 5.2.1.3.1.4.

D.5.2.6 Data Field.

The Data Field is defined in 5.3.1 and 5.2.1.4.

D.5.2.7 COMSEC Postamble field.

This field shall be used to provide an end-of-transmission flag to the COMSEC function. The COMSEC Postamble field may be used by the receiving data terminal as an end-of-message flag as well.

D.5.2.8 COMSEC algorithm.

Refer to 0N431125, WINDSTER Cryptographic Standards.

MIL-STD-188-220D w/ Change 1

APPENDIX D

D.5.2.9 COMSEC modes of operation.

COMSEC shall be operated in Mode A for all applications. The rekey functions shall be performed through the use of KY-57 rekeys for backward-compatibility and shall be performed through over-the-air-rekeying (OTAR) techniques for forward compatibility. Rekey signaling for OTAR shall be supplied by the host equipment. Refer to 0N431125, WINDSTER Cryptographic Standards.

MIL-STD-188-220D w/ Change 1

APPENDIX E

CNR MANAGEMENT PROCESSES USING XNP

E.1 General.

E.1.1 Scope.

This appendix describes the XNP management processes associated with the data link and subnetwork layer. Since the tactical subnetwork using CNR may not be fully connected and since it is critical that all stations are provided compatible operating parameters, an Exchange Network Parameters (XNP) message has been defined. XNP messages can be forwarded which allows disconnected stations to participate fully in the subnetwork, and can be used to change subnetwork parameters dynamically.

E.1.2 Application.

This appendix is not a mandatory part of MIL-STD-188-220. The information contained herein is intended for guidance only. If XNP is implemented, the information contained herein is mandatory and is intended for compliance.

E.1.3 Clarification of examples

Throughout this standard, many examples are provided as guidance only. In the event that an example is inconsistent with the text and DSPICS of the standard, the text description/DSPICS takes precedence over the example. Should a user detect any inconsistent examples, they should notify the CNRWG so that the example can be updated for a future release of the standard. It should also be noted that while all examples should be accurate in relation to the feature they are explaining, some of the examples provided may not reflect changes made to unrelated sections of the standard (e.g., examples to illustrate the use of XNP reflect the current version of XNP, but may not reflect the current version of the Intranet Header)..

E.2 Applicable documents.

RFC1321 The MD5 Message-Digest Algorithm April 1992
RFC3174 US Secure Hash Algorithm 1 (SHA1) September 2001
RFC2313 PKCS #1: RSA Encryption Version 1.5 March 1998
MIL-STD-2045-47001D 29 September 2005

MIL-STD-188-220D w/ Change 1

APPENDIX E

E.3 Network configuration.

The CNR management process defined herein covers the subnetwork management operations for a MIL-STD-188-220 subnetwork. If a station moves into or through different subnetworks, the Data Link addresses and operating parameters may change in each subnetwork, and XNP will automate the change of parameters and address from one subnetwork to another.

E.3.1 Network Control Station.

The Network Control Station (NCS): (1) maintains a common set of network parameters for the subnetwork, (2) allocates addresses and updates the parameters based on the number of stations in the subnetwork, (3) provides a join service to assign an address to a station and to provide network parameters for entering the subnetwork, (4) provides a leave process for stations exiting the subnetwork, (5) provides an address resolution service and (6) provides multicast address assignment. It is desirable that all stations be capable of performing the functions of NCS. The NCS may be appointed by a network authority (i.e., manual election of NCS) or negotiated via the automatic election processes as described in E.6.3 and E.4.2.8 (i.e., automatic election of NCS). Only one station is designated as the active NCS at any one time in a subnetwork, and one or more stations may act as a backup NCS. For the manual selection process, it is the responsibility of the network authority to manage NCS assignment (i.e. the XNP protocol does not provide for NCS deconfliction or handover for this method). When the automatic election process is used to select a NCS, the election process shall designate the active NCS. A configuration parameter or an operator command either at initialization or during normal operation, may inform the station of its NCS responsibility. Many stations may have the capability to become the NCS and the automatic election process will elect the active NCS independent of the number of stations capable of being the active NCS. The active NCS and any backup NCSs shall bind to the special address 2. Both the active and any backup NCS will receive all Join Messages which are addressed to Special address 2; however, only the active NCS shall respond. Also any backup NCS will receive the messages sent to the Global Group Multicast address: Join Accept, Status Notification, Reject, Goodbye and Hello message. Therefore any backup NCSs shall have the required database to assume the active NCS role if the active NCS fails or hands over control.

E.3.1.1 NCS mode.

A NCS may specify in the Status Notification message that the subnetwork supports Standard Network Settings (see 5.5.2.1 Table map/TABLE XIV Standard Network Settings) which is indexed by an Operational Parameter Sets (OPS) number. The subnetwork is either configured to be in OPS mode or Explicit mode.

Explicit mode is the default mode, and is the most general. It requires less preplanning; however, it requires more blocks to be sent. In Explicit mode all parameters are specified in the blocks attached to the XNP messages.

In OPS mode a single number is used to represent the subnetwork parameters which are independent of the number of stations in the subnetwork. When a subnetwork supports OPS mode, NCS assignments should match one of the OPS numbers in as described in Standard

MIL-STD-188-220D w/ Change 1

APPENDIX E

Network Settings table. When using OPS mode, all stations should be preloaded with the same version of the Standard Network Settings table. If a station that has not been preloaded with the correct version of the Standard Network Settings table, it will not be able to join a subnetwork in OPS mode.

If a station has been preloaded with an OPS number and it attempts to join an Explicit mode subnetwork, it will receive a reject; however, in the reject the correct explicit parameters will be included which will provide the parameters for the station to join. The NCS can be in Explicit mode or OPS mode independent of how the NCS is elected (manual or automatic).

E.3.2 Dynamic and Static stations.

Stations may enter the subnetwork as a static station or a dynamic station. Static stations are stations that are preplanned to enter the subnetwork. Static stations are associated with an NCS that has been preloaded with addresses of the static stations. The static station has been preloaded with a valid address and may have a complete set of subnetwork parameters preloaded. In this condition no modification of the subnetwork parameters is required when the station enters the subnetwork; therefore, the station does not need to send a Join Request message. The station can just send a Hello message when it enters the subnetwork and a Goodbye when it leaves the subnetwork. However a static station may enter a subnetwork where the number of stations and the subnetwork parameters are changing due to dynamic stations joining and leaving the subnetwork; therefore, a static station may enter the subnetwork by sending a Join Request to learn the current parameters (e.g., number of stations for NAD calculation). When a static station enters a subnetwork and sends a Join Request to learn the current parameters, it specifies its static address in the Join Request. Static stations are not automatically removed and a NAD slot shall always be allocated for the static station.

Dynamic stations provide the most effective use of bandwidth and the most flexibility. The dynamic station enters the subnetwork by sending a Join Request message to learn its address and the subnetwork parameters. While the station is in the subnetwork a NAD slot and link address is allocated to the station, and when the station leaves the subnetwork it is removed and its NAD slot and address are recycled. The NAD slot and address is leased for a period of time. The length of the lease is configurable, and the setting of the length of the lease should be based on mobility. If stations in the subnetwork rarely leave the subnetwork, the time of the lease can be a large number; however, a subnetwork that has stations that join/leave the subnetwork often, the length of the lease should be shorter. The lease is refreshed by sending a periodic Parameter Update message. If the lease time is shorter more messages are sent to maintain the lease; and if lease times are too long, bandwidth may be lost due to NAD slots being allocated to stations that have left the subnetwork.

E.3.3 IPv4/v6 address assignment and resolution.

The NCS can also provide IPv4/v6 address and subnet mask assignment. Stations may request an IP address assignment and register their URN or Unit Name (see MIL-STD-2045-47001). XNP provides a scaled down version of Domain Name System (DNS) and Dynamic Host Configuration Protocol (DHCP) in a mobile environment. Normally in the commercial networks

MIL-STD-188-220D w/ Change 1

APPENDIX E

DHCP and DNS servers are statically assigned, and are not designed to operate in a mobile environment. The XNP's IPv4/v6 address assignment and resolution service, allows the users to address peer stations in the subnetwork by Unit Name or URN, and to send messages to peer stations without the knowledge of assigned IP or link address.

E.3.4 Multicast address assignment.

The NCS can assign multicast group addresses to specific nodes. A multicast address is used to send a datagram to multiple stations using a single destination address. When using a multicast address as a destination address, the originator does not need to know the stations that are members of the group. Any node can address a message to a multicast address; however, only members of the multicast group shall receive and pass the payload to the N+1 layer (e.g., IP layer). The XNP multicast address assignment makes the receiving node a member of a multicast group by assigning a multicast address.

E.4 Exchange Network Parameters (XNP) messages.

XNP messages have been designed to provide the network/subnetwork management capabilities.

E.4.1 XNP message structure.

XNP messages are composed of a one-octet Version Number field (set to "1" for MIL-STD-188-220D w/CHANGE 1), followed by the actual XNP message and one or more data blocks as shown in FIGURE E-1.

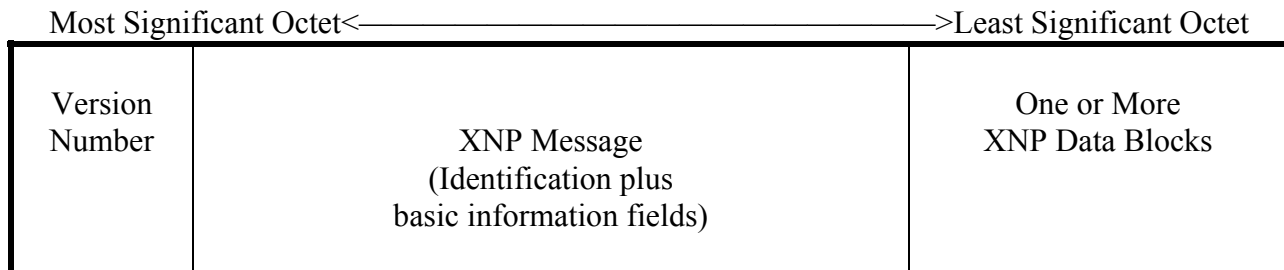


FIGURE E-1. XNP message format.

Detailed formatting of XNP Messages and each Data Block is described in the following paragraphs and tables. Each XNP Message and each Data Block consists of data fields. The data fields may be one or more octets in length and may be value coded or bit mapped. When the data field size exceeds one octet, octets are transmitted from the most significant octet (low number) to the least significant octet (high number). Bit mapping uses each bit individually in an on/off representation such that multiple values may be represented by each octet. Bit "0" always represents the least significant bit (2^0). FIGURE E-2 depicts an example 4-octet data field.

MIL-STD-188-220D w/ Change 1

APPENDIX E

	Most Significant Octet<—————>Least Significant Octet							
Octet	1		2		3		4	
Bit	7	0	7	0	7	0	7	0
Bit	31	24	23	16	15	8	7	0
	Most Significant Bit<—————>Least Significant Bit							

FIGURE E-2. Example 4-octet XNP data field.

Undefined bits shall be set to zero on transmission and ignored on receipt. Undefined values are invalid. The processing of XNP messages containing undefined/invalid values are:

- a. Undefined bits in a bit map shall be ignored.
- b. If the Version Number is invalid or unsupported, the XNP message shall be discarded.
- c. If the Message Number field is invalid, the XNP message shall be discarded.
- d. If the Length field is invalid in any Message Block (i.e., the value indicates that there are more octets than actually exist in the XNP message), the rest of the XNP message shall be discarded and processing of the XNP message shall continue.
- e. If the Block Number field is invalid in any XNP message, the block shall be discarded and processing of the XNP message shall continue.
- f. If the Length field is invalid in any Data Block (i.e., the value indicates that there are more octets than actually exist in the XNP message), the rest of the XNP message shall be discarded but the preceding blocks shall be processed if possible.
- g. If any other field is invalid in any Data Block, that data block shall be discarded and processing of the XNP message shall be continued.
- h. If any other field is invalid in an XNP message, the XNP message shall be discarded.

E.4.1.1 Forwarding.

A station joining a network might not have knowledge of the network topology and might be unable to contact all stations in the network being joined (e.g., stations might be behind obstacles or out of range). In a multi-hop environment (all stations in the network may not be within one-hop of each other) participating stations shall support multicast forwarding (5.4.1.4), and intranet relay as described in Appendix I. If all stations are guaranteed to be within one-hop of each other, the stations do not need to support the multicast forwarding or the intranet relay. When stations are guaranteed to be within one-hop of each other, the special address can be specified as the Data Link address and no addresses are required in the intranet header. When stations are not guaranteed to be within one hop of the NCS, the special addresses (5.3.4.2.2.4) should be

MIL-STD-188-220D w/ Change 1

APPENDIX E

used in the intranet header and the data link destination address should be set to the One-hop multicast address. Also in this document when a message is specified as being addressed to the Global Group multicast, the message is address to the Global Group multicast address in the Intranet header Destination/Relay address field; however, if all stations are guaranteed to be within one-hop of the NCS, no intranet address is required, and the message may be addressed to the One-hop multicast address in the link layer address. The station that is the NCS shall have two addresses: its normal address and the special address 2. However the special address does not give the NCS an extra NAD slot. The address of active NCS may be preplanned or learned by receiving a Status notification message which includes the address of the active NCS. The use of the active address of the NCS, instead of special address 2, may save some forwarding overhead; however, it limits flexibility (i.e., automatic handover to a backup NCS). In a multi-hop environment the Intranet header's final destination address may be set to the active address of the NCS, the path (see appendix I) should be included in the Intranet header. When stations are guaranteed to be within one-hop of each other, the active NCS address can be specified as the Data Link address and no addresses are required in the intranet header. The active NCS address should only be used by stations when subnetwork has a manually elected NCS.

E.4.1.2 Message and data block structure.

XNP messages and data blocks each have the structure shown in FIGURE E-3. Each message and data block starts with a one-octet identifier (message or block number) and a one-octet length field. These are followed by n data fields. Some data fields consist of multiple octets.

XNP messages are listed in TABLE E-I. Each of these messages may be combined with one or more of the XNP Data Blocks listed in TABLE E-II, depending upon the level of detailed information required. Super script numbers in Message and Block tables identify notes at the end of this appendix.

A Terminator Block (TABLE E-III) designates the end of the XNP message and all associated data blocks. The Terminator Block is required at the end of all XNP messages. Any blocks or messages appearing after the Terminator Block shall be ignored

Octet Number	Field Identification
1	Identifier octet (message or block number)
2	Message or block length
3	Data field 1
•	•
•	•
•	•
n+2	Data field n

FIGURE E-3. Message and Block structure.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-I. XNP messages.

MESSAGE NUMBER	Intranet Precedence	TITLE	DESCRIPTION
20	Network Control	Join Request	Requests operating parameters assignment, validation, or both.
21	Network Control	Join Accept	Accepts the Join Request. And assigns the subnetwork parameters.
22	Network Control	Join Reject	Rejects the Join Request in response to a Join Request or removes a station from the subnetwork.
23	Priority	Hello	Notifies the other stations of its presence in the subnetwork.
24	Priority	Goodbye	Announces that station is leaving the subnetwork.
25	Priority	Parameter Update Request	Requests update of subnetwork parameters and other operational parameters.
26	Priority	Parameter Update	Provides update of parameters.
27		Reserved for Delay	Reserved for legacy systems.
28	Priority	Status Notification	Announces the identification number of the latest update message and identifies the NCS.
29	Network Control	NCS Handover Request	Requests handover of NCS functions.
30	Network Control	NCS Handover Accept/Reject	Accepts or rejects the handover request

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-II. XNP data blocks.

BLOCK NUMBER	TITLE	DESCRIPTION
1	Reserved Station Identification	Reserved for legacy systems.
2	Optional Services	Provides a list of 188-220 optional services. When sent by a joining station it provides the optional services which have been implemented by the joining station. When sent by the NCS it specifies the optional features that will be used in the subnetwork.
3	Basic NAD Configuration Parameters	Provides a list of the basic NAD parameters that are common to all NAD schemes. This block is sent by joining stations to specify the joining stations capability, and sent by the NCS to specify a common set of NAD parameters for all stations.
4	Type 3 Parameters	Provides Type 3 parameters to allow computation of RHD_i and TP.
5	Number of NAD Priorities	Provides the number of priorities used for NAD.
6	H-NAD Parameters	Provides the H-NAD parameters.
7	RE-NAD Parameters	Provides the RE-NAD parameters.
8	Wait Time	Notifies recipient of the amount of time to wait before making required updates.
9	Type 2 Parameters	Provides the Type 2 capabilities.
10	Type 4 Parameters	Provides the Type 4 capabilities.
11	NAD Ranking	System ranking for use in deterministic NAD computations.
12	Intranet Parameters	The parameters for the intranet layer.
13	Error	XNP error.
14	Address Designation Parameters	Listing of a station's Unique Identifier, Link Address, IPv4 address, URN and Unit Name. Provides address resolution: <ul style="list-style-type: none"> • URN/Unit Name to IP address • URN/Unit Name to link address (N-layer pass through).
15	Digital Signature	The Digital Signature provides a method to authenticate the sender of the message.
16	Link Address Extension	Used to extend the link address field for 4 octet and 6 octet link addresses.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-II. XNP data blocks - Continued.

BLOCK NUMBER	TITLE	DESCRIPTION
17	XNP Parameters	Provides the XNP timers necessary to join and leave the subnetwork.
18	Robust Parameters	The Robust Parameters (see Appendix J).
19	IPv6 Top Level/Site level address	Used for IPv6 Addresses.
20	OPS	Identifies the OPS (5.5.3) value which specifies: 188-220 optional services and the NAD parameters
21	S/R Basic	Segmentation/Reassembly Basic Parameters
22-254	Undefined	
255	Terminator Block	Notification of end of block transmissions.

NOTE: S/R Basic block belongs in the MIL-STD-2045-47001 specification; however, to simplify configuration, all configuration parameters are being provided by XNP.

TABLE E-III. Terminator block.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>End of message designator</u> : Identifies the end of the XNP message and associated data blocks.	255

E.4.2 XNP message formats.

These XNP messages may be combined with one or more data blocks to provide detailed subnetwork operating parameters. These messages are described in the following paragraphs and are depicted in TABLE E-IV through TABLE E-XIX.

E.4.2.1 Join Request.

The Join Request message (TABLE E-IV) shall be sent by a station attempting to join a subnetwork. The joiner is expected to provide a unique identifier and indicate all implemented capabilities in order to lessen the probability of rejection by the NCS. The unique identifier may be used to resolve ambiguities during the joining procedure. The unique identifier may be the 24-bit Unit Reference Number (URN) with zeros in the eight most significant bits. If there is no URN a unique identifier shall be assigned to each potential user by a mechanism outside the scope of this appendix.

In a multi-hop subnetwork the Intranet header's final destination address, which is indicated by setting the Destination bit to "1" corresponding to the Destination/Relay Address field of the

MIL-STD-188-220D w/ Change 1

APPENDIX E

final destination, shall be set to the special address 2 or the address of the active NCS. The address of the active NCS may be learned by receiving a Status Notification message which has the address of the active NCS. If the Intranet header's final destination address is set to the address of the active NCS, the path (see APPENDIX I) shall be included in the Intranet header.

TABLE E-IV. Join Request message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	20
2	<u>Message Length</u> : Indicates the length of the Join Request Message block in octets	7
3 - 6	<u>Station Identifier</u> : Identifies the station trying to join the network	Unique identifier for the station
7	<u>Link Address or marker subfield</u> : Data Link address (see 5.3.4.2.2) which has been assigned to the joining station by other means (e.g., statically). When the 32 or 48 bit marker is used the Link Address Extension Block (Block 16) must be appended to the end of this Block.	0 = not specified 4 - 95 = Data Link address 32-bit marker subfield 48-bit marker subfield

TABLE E-V and TABLE E-VI provide a detail listing of what blocks should be included in the Join Request. The joining station fills in the applicable data blocks with the parameters supported by the joiner.

Some fields within the Join Request data blocks allow the joiner to set all bits, indicating that all capabilities of that field are supported by the joining station, and the NCS is expected to provide the desired subnetwork operating parameters.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-V. Blocks included in the Join Request in OPS mode

Station Configuration	Blocks included in the Join Request	Optional blocks
Static station with all capabilities (link address included in Join Request)	14 ^{1 or 2} , 16 ⁴ , 19 ⁹ , 20, 255	13 ¹³ , 15
Dynamic station with all capabilities	14 ^{1 or 2} , 20, 255	13 ¹³ , 15
Static station limited capabilities (link address included in Join Request)	14 ^{1 or 2} , 16 ⁴ , 19 ⁹ , 20, 255	13 ¹³ , 15
Dynamic station with limited capabilities	14 ^{1 or 2} , 20, 255	13 ¹³ , 15

TABLE E-VI. Blocks included in the Join Request in Explicit mode

Station Configuration	Blocks included in the Join Request	Optional blocks
Static station with all capabilities	3 ³ , 14 ^{1 or 2} , 16 ⁴ , 19 ⁹ , 255	13 ¹³ , 15
Dynamic station with all capabilities	3 ³ , 14 ^{1 or 2} , 255	13 ¹³ , 15
Static station limited capabilities	2, 3 ³ , 16 ⁴ , 14 ^{1 or 2} , 19 ⁹ , 255	13 ¹³ , 15
Dynamic station with limited capabilities	2, 3 ³ , 16 ⁴ , 14 ^{1 or 2} , 255	13 ¹³ , 15

E.4.2.2 Join Accept.

The Join Accept message (TABLE E-VII) shall be sent by a NCS in response to the Join Request message, provided entry to the subnetwork has been approved. In a multi-hop subnetwork the Intranet header's final destination address shall be set to the Global Group multicast address. The data link destination address shall be set to the requesting station's unicast address as well as

MIL-STD-188-220D w/ Change 1

APPENDIX E

to the One-hop multicast address. Actual subnetwork operating parameters shall be provided in the appropriate data blocks combined with the Join Accept message. The appropriate data blocks appended to the Join Accept message depends upon the subnetwork configuration and the capabilities of the joining station. TABLE E-VIII and TABLE E-IX provides a listing of what blocks should be included in the Join Accept. The Parameter Update Identifier uniquely identifies the current configuration, and shall be incremented when a dynamic station joins or leaves the subnetwork, or the subnetwork parameters have changed (see TABLE E-VIII and TABLE E-IX). After the Join Accept is sent the Status_Notification_After_Change_Timer (1-255 seconds [default 10 seconds]) is started. When the Status_Notification_After_Change_Timer expires a Status Notification message shall be sent. The Status Notification message is sent to ensure the all stations have the correct parameters after any change of the network parameters (e.g., Join Accept or Join Reject). The Status_Notification_After_Join_Timer is singleton timer, which is restarted after each change. Therefore many stations may join in a short period of time and only one Status Notification message will be sent (i.e., only one Status_Notification_After_Join_Timer will expire). If a station receives a Join Accept message or any other message which indicates there is an address conflict (i.e., another station with the same link address assigned to this station) it shall compare the Station Identifiers. The station with the lower Station Identifier shall keep the address and the station with the higher Station Identifier shall reinitiate the join process, and optionally include the Error block in the Join Request.

TABLE E-VII. Join accept message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	21
2	<u>Message Length</u> : Indicates the length of the Join Accept Message block in octets.	8
3	<u>Parameter Update Identifier</u> : A number to uniquely identify the latest parameter values distributed for use in the subnetwork.	0 = Unknown 1 - 255 in increments of 1
4-7	<u>Station Identifier</u> : Identifies the station trying to join the subnetwork.	Unique identifier for the station
8	<u>Link Address or marker subfield</u> : Data Link address (see 5.3.4.2.2) assigned to joining station or the size of the data link address in the Link Address Extension Field. When the 32 or 48 bit marker is used the Link Address Extension Block (Block 16) must be appended to the end of this message.	4 - 95 = Data Link address 32-bit marker subfield 48-bit marker subfield

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-VIII. Blocks Returned in the Join Accept in OPS mode

Blocks returned	Optional blocks
5 ¹⁹ , 11 ^{10 12} , 14 ^{1 18} , 16 ⁴ , 17, 19 ^{1&6} , 20, 255	8,15

TABLE E-IX. Blocks Returned in the Join Accept in Explicit Mode

Blocks returned	Optional blocks
2, 3, 4, 5 ¹⁹ , 6 ¹⁶ , 7 ¹⁷ , 9 ⁷ , 10 ⁸ , 11 ^{10 12} , 12, 14 ^{1 18} , 16 ⁴ , 17, 18 ⁵ , 19 ^{1&6} , 21, 255	8,15

E.4.2.3 Join Reject.

The Join Reject message (TABLE E-X) shall be sent by the NCS to indicate the rejection of a received Join Request message. Also the Join Reject shall be sent by the NCS when a dynamic station has been removed from the subnetwork by the NCS (see Parameter Update Refresh Timer) or reception of a Goodbye message from a dynamic station. When a Join Reject is sent which changes the Parameter Update Identifier, the Status_Notification_After_Change_Timer shall be started.

In a multi-hop subnetwork the Intranet header's final destination address shall be set to the Global Group multicast address. The data link destination address shall be the One-hop multicast. The Join Reject shall be interpreted as being applied to the station identified in the Station Identifier or the Link Address field.

When the Join Reject message is sent in response to the Join Request message and the reason for rejection is that the parameters provided are not presently acceptable in this subnetwork, the Error Block may be provided with the Join Reject to identify the reason for the reject. This error indication shall be specified in data block 13, which specifies the error reason. When the Join Reject is sent in response to a Join Request it shall include the acceptable subnetwork parameters (e.g., blocks 2 and 3 or block 20). Unless the joining station can correct the error(s), entry via XNP is not possible. The Parameter Update Identifier field is incremented when a dynamic station has been rejected that has completed the Join process (i.e., the number of stations in subnetwork has changed). When a Join Reject is sent which has modified the Parameter Update Identifier a complete set of network parameters shall be included, and the Block 2 or Block 20 Individual/Network Capability shall be set to indicate that this Join Reject includes all subnetwork parameters (Individual and Subnetwork bits are set in the Individual/Network

MIL-STD-188-220D w/ Change 1

APPENDIX E

Capability field). When a station receives a Join Reject message, the topology update function should be notified of the station that has been removed from the network.

TABLE E-X. Join reject message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	22
2	<u>Message Length</u> : Indicates the length of the Join Reject Message block in octets.	8
3	<u>Parameter Update Identifier</u> : A number to uniquely identify the latest parameter values distributed for use in the network.	0 = Unknown 1 - 255 in increments of 1
4-7	<u>Station Identifier</u> : Identifies the station trying to join the network.	Unique identifier for the station
8	<u>Link Address or marker subfield</u> : Data link address (see 5.3.4.2.2) that is being rejected or the size of the Data Link address in the Link Address Extension Field. When the 32 or 48 bit marker is used the Link Address Extension Block (Block 16) must be appended to the end of this message.	0 = Unknown 4 - 95 = Data Link address 32-bit marker subfield 48-bit marker subfield

TABLE E-XI. Blocks Returned in the Reject in OPS mode

Reason for Reject	Blocks returned	Optional blocks
Dynamic station left subnetwork -- Parameter Update Identifier change	5 ¹⁹ , 11 ^{10 12} , 16 ⁴ , 17, 20, 255	8,13,15
Reject of Joining station -- Parameter Update Identifier not changed	255	13,15

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XII. Blocks Returned in the Join Reject in Explicit mode

Reason for Rejection	Blocks returned	Optional blocks
Dynamic station left subnetwork -- Parameter Update Identifier change	2, 3, 4, 5 ¹⁹ , 6 ¹⁶ , 7 ¹⁷ , 9 ⁷ , 10 ⁸ , 11 ¹⁰ , 12 ¹² , 12, 16 ⁴ , 17, 18 ⁵ , 21, 255	8, 13, 15, 14 ¹⁵ , 19 ⁶ & 15
Reject of Joining station -- Parameter Update Identifier not changed	2 ¹⁴ , 3 ¹⁴ , 255	13, 15

E.4.2.4 Hello message.

The Hello message (TABLE E-XIII) may be sent by a station after the subnetwork operating parameters are known (e.g., known prior) to notify the other stations of its presence in the subnetwork. The message contains the Data Link address of the station entering the subnetwork.

Address tables within receiving stations are updated, if necessary, with the new address information. In a multi-hop subnetwork the Intranet header's final destination address shall be set to the Global Group multicast address. The data link destination address shall be the One-hop multicast. When a station receives a Hello message, it should update its topology tables.

TABLE E-XIII. Hello message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	23
2	<u>Message Length</u> : Indicates the length of the Hello Message block in octets.	7
3-6	<u>Station Identifier</u> : Identifies the station trying to join the network.	Unique identifier for the station.
7	<u>Link Address or marker subfield</u> : The Data Link address (see 5.3.4.2.2) of the station that has joined the network, or the size of the Data Link address in the Link Address Extension Field. When the 32 or 48 bit marker is used the Link Address Extension Block (Block 16) must appended to the end of this message.	4 - 95 = Data Link address 32-bit marker subfield 48-bit marker subfield

MIL-STD-188-220D w/ Change 1

APPENDIX E

E.4.2.5 Goodbye message.

The Goodbye message (TABLE E-XIV) is sent by a station to notify the NCS and other stations that it is leaving the network. In a multi-hop subnetwork the Intranet header's final destination address shall be set to the Global Group multicast address. The data link destination address shall be set to the One-hop multicast address. The Data Link address used by a leaving dynamic station is made available for reuse by another station.

Before a station sends a Goodbye message, it should disconnect all Type 2 connections and send a URNR to indicate it will no longer receive frames. When a station receives a Goodbye message, the topology update function should be notified of the station that has been removed from the network

TABLE E-XIV. Goodbye message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	24
2	<u>Message Length</u> : Indicates the length of the Goodbye Message block in octets.	7
3-6	<u>Station Identifier</u> : Identifies the station leaving the network.	Unique identifier for this station.
7	<u>Link Address or marker subfield</u> : The Data Link address (see 5.3.4.2.2) of the station leaving the network, or the size of the Data Link address in the Link Address Extension Field. When the 32 or 48 bit marker is used the Link Address Extension Block (Block 16) must appended to the end of this message.	4 - 95 = Data Link address 32-bit marker subfield 48-bit marker subfield

E.4.2.6 Parameter Update Request message.

A station that is out of operation for some period of time or experiences a system failure may be unaware of changes to the network operating procedures/parameters or may have lost all record of the operating parameters. Once the outage or failure is corrected, the station may send this Parameter Update Request message (TABLE E-XV) to obtain new/changed parameters. If a station receives a Status Notification message and the Parameter Update Identifier field in the message does not match the locally stored Parameter Update Identifier and the Status Notification message does not include the network parameters (block 2 or block 20 is included and the Individual/Network Capability field is set to "Subnetwork values"), the station shall send a Parameter Update Request message to the NCS. In a multi-hop subnetwork the Intranet header's final destination address shall be set to the special address 2 or the address of the NCS. If the Intranet header's final destination address is set to the actual address of the NCS, the

MIL-STD-188-220D w/ Change 1

APPENDIX E

intranet relay path shall be included in the Intranet header. The data link destination address shall be the assigned address of the NCS (see Status Notification Message: NCS Link Address field) or the special address 2.

For all dynamic stations the Parameter Update Request message shall be sent periodically (Parameter_Update_Refresh_Timer specified in Block 17) as a keep-alive. If the NCS determines that a dynamic station has had three Parameter_Update_Refresh_Timer expirations without the NCS receiving a Parameter Update Request, the station shall be deleted by the NCS by sending a Join Reject message. If the NCS receives a Parameter Update Request the Parameter_Update_Refresh_Timer should be restarted for that station. If the NCS receives a Parameter Update Request and the Parameter Update Identifier is different than the current NCS Parameter Identifier, it shall send out a Parameter Update Message including the entire current subnetwork Parameters. If the NCS receives a Parameter Update Request from a dynamic station that is not in its list of active stations, it shall respond with a Join Reject including the Error Block (i.e., Reason code indicating "Timeout/Rejoin").

TABLE E-XV. Parameter update request message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	25
2	<u>Message Length</u> : Indicates the length of the Parameter Update Request Message block in octets.	8
3	<u>Parameter Update Identifier</u> : A number to uniquely identify the latest parameters this station is using.	0 = Request all subnetwork parameters. 1 – 255 in increments of 1
4-7	<u>Station Identifier</u> : Identifies this station.	Unique identifier for the station
8	<u>Link Address or marker subfield</u> : The Data Link address (see 5.3.4.2.2) of the station being updated, or the size of the Data Link address in the Link Address Extension Field. When the 32 or 48 bit marker is used the Link Address Extension Block (Block 16) must be appended to the end of this message.	4 – 95 = Data Link address 32-bit marker subfield 48-bit marker subfield

E.4.2.7 Parameter Update message.

The Parameter Update message (TABLE E-XVI) shall be sent by the NCS in response to the Parameter Update Request message when the sending station Parameter Update Identifier is not current or if the sending station appends a block with the Parameter Update request. If the Parameter Update Identifier in the Parameter Update Request Message does not match the current Parameter Update Identifier, the Parameter Update Message shall include the same basic

MIL-STD-188-220D w/ Change 1

APPENDIX E

blocks as the Join Accept; however, some blocks may have to be repeated to provide a complete set of subnetwork parameters (i.e., TABLE E-XVII and TABLE E-XVIII). If the Parameter Update Request Message does have the current Parameter Update Identifier only the blocks attached (e.g., Block 14 requesting an address resolution) shall be included to the Parameter Update Message. If the Parameter Update Request Message which contains no Blocks is received from a dynamic station and it does have the current Parameter Update Identifier, a response is not transmitted. Also the Parameter Update message should be reliably delivered via unicast addressing. If multiple stations are requesting a Parameter Update, then a single message may be addressed to multiple stations. It may be advantageous to cache the Parameter Update Request messages for a period of time (e.g., $\frac{1}{2}$ Parameter_Update_Refresh_Timer or until 16 messages are received) to decrease the number of transmissions.

TABLE E-XVI. Parameter update message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	26
2	<u>Message Length</u> : Indicates the length of the Parameter Update Message block in octets.	8
3	<u>Parameter Update Identifier</u> : A number to uniquely identify the latest parameter values distributed for use in the network.	1 – 255 in increments of 1
4-7	<u>Station Identifier</u> : Identifies a station.	Unique identifier for the station
8	<u>Link Addressor marker subfield</u> : Data link address (see 5.3.4.2.2) assigned to identify station being updated. When the 32 or 48 bit marker subfield is used the Link Address Extension Block (Block 16) must be appended to the end of this Block. (see 5.3.4.2.2 Address fields)	4 - 95 = Data Link address 32-bit marker subfield 48-bit marker subfield

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XVII Blocks sent in the Parameter Update message in OPS mode

Reason for sending Message	Blocks sent	Optional blocks
Response to Parameter Update Request – Parameter Update Identifier current	14 ¹¹ , 16 ⁴ , 19 ¹¹ , 255	15
Response to Parameter Update Request – Parameter Update Identifier different	5 ¹⁹ , 11 ¹⁰ , 16 ⁴ , 17, 20, 255	8,15

TABLE E-XVIII Blocks sent in the Parameter Update message in Explicit mode

Reason for sending Parameter Update Message	Blocks sent	Optional blocks
Response to Parameter Update Request – Parameter Update Identifier current	14 ¹ , 16 ⁴ , 19 ^{1&6} , 255	15
Response to Parameter Update Request – Parameter Update Identifier not current	2, 3, 4, 5 ¹⁹ , 6 ¹⁶ , 7 ¹⁷ , 9 ⁷ , 10 ⁸ , 11 ¹⁰ , 12, 14 ¹ , 16 ⁴ , 17, 18 ⁵ , 21, 19 ¹ , 255	8,15

E.4.2.8 Status Notification message.

The Status Notification message (TABLE E-XIX) is sent by the NCS on a one time basis (i.e., when the Status_Notification_After_Change_Timer expires) and/or periodically (Block17: Status_Notification_Refresh_Timer). It provides all stations with the identification of the latest

MIL-STD-188-220D w/ Change 1

APPENDIX E

subnetwork parameters via the Parameter Update Identifier and identifies the active NCS. In a multi-hop subnetwork the Intranet header's final destination address shall be set to the Global Group multicast address. The data link destination address shall be the One-hop multicast. The NCS shall start the Status_Notification_After_Change_Timer after every event that changes the current Parameter Update Identifier (e.g., Join Accept, Join Reject), and after this timer expires it shall send out a Status Notification message indicating the Parameter Update Identifier. The Data Link destination address shall be set to the One-hop multicast address. If a receiving station is using a different set of parameter values (different Parameter Update Identifier) that station shall notify the NCS via the Parameter Update Request message to request the latest update

The Status Notification message is also used to determine if the NCS is available. If a NCS is not available in network and the NCS is automatically elected, a new NCS is elected. If automatic NCS election option is specified in (Block 17: Status_Notification_Refresh_Timer) and a station fails to receive a Status Notification message for three Status Notification Refresh Timer period expirations, the station, if capable (e.g., mission dependent), shall declare itself the active NCS and transmit a Status Notification message. When the NCS transmits the Status Notification Message for the first time it should include all Blocks necessary to specify the subnetwork parameters (i.e., TABLE E-XX and TABLE E-XXI). If a station receives a Status Notification message, the Status_Notification_Refresh_Timer should be restarted. If more than one station reports it is the active NCS, the station with the lowest value in the NCS Link Address field becomes the active NCS (i.e., if an NCS receives a Status Notification Message with a lower link address in the NCS Link Address field it stops sending out the Status Notification Messages).

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XIX. Status notification message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	28
2	<u>Message Length</u> : Indicates the length of the Status Notification Message block in octets.	5
3	<u>Parameter Update Identifier</u> : A number to uniquely identify the latest parameter values distributed for use in the subnetwork.	1 – 255 in increments of 1
4	<u>NCS Link Address or marker subfield</u> : Data link address (see 5.3.4.2.2) of the station performing NCS duties. When the 32 or 48 bit marker is used the Link Address Extension Block (Block 16) must be appended to the end of this Block.	4 - 95 = Data Link address 32-bit marker subfield 48-bit marker subfield
5	<u>NCS Network Services Supported</u> : The subnetwork layer services supported by the NCS.	Bit Map: 0 = IPv4 1 = IPv6 2 = N-Layer Pass-Through 3 = VMF URN/UNIT Name address resolution 4 = OPS mode 5 = IPv6 address assignment 6 = IPv4 address assignment

TABLE E-XX Blocks sent in the Status notification message in OPS mode

Reason for sending message	Blocks sent	Optional blocks
Status_Notification Refresh Timer	16 ⁴ , 255	15
Received Goodbye -- Parameter Update Identifier change	5 ¹⁹ , 11 ¹⁰ , 16 ⁴ , 17, 20, 255	8, 15
NCS sends Status notification for the first time	5 ¹⁹ , 11 ¹⁰ , 16 ⁴ , 17, 20, 255	8, 15

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXI Blocks sent in the Status notification message in Explicit mode

Reason for sending Status notification message	Blocks sent	Optional blocks
Status_Notification Refresh Timer	16 ⁴ , 255	15
Received Goodbye -- Parameter Update Identifier change	2, 3, 4, 5 ¹⁹ , 6 ¹⁶ , 7 ¹⁷ , 9 ⁷ , 10 ⁸ , 11 ¹⁰ , 12, 14 ¹ , 16 ⁴ , 17, 18 ⁵ , 19 ⁶ , 21, 255	8, 15
NCS sends Status notification for the first time	2, 3, 4, 5 ¹⁹ , 6 ¹⁶ , 7 ¹⁷ , 9 ⁷ , 10 ⁸ , 11 ¹⁰ , 12, 14 ¹ , 16 ⁴ , 17, 18 ⁵ , 19 ⁶ , 21, 255	8, 15

E.4.2.9 NCS Handover Request.

The NCS Handover Request message (TABLE E-XXII) is sent either by the NCS to the station that the present NCS believes is a better candidate, or to the NCS from a station that is requesting NCS capabilities because of better capabilities. This message is not used for the NCS manual selection process.

TABLE E-XXII. NCS Handover Request message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	29
2	<u>Message Length</u> : Indicates the length of the NCS Handover Request Message in octets.	10
3-6	<u>Station Identifier</u> of present NCS. Identifies the station presently acting as the active NCS.	Unique identifier for the present NCS. 0 = Unknown
7-10	<u>Station Identifier</u> of proposed NCS. Identifies the station being requested to assume NCS authority or requesting NCS authority	Unique identifier for the station.

MIL-STD-188-220D w/ Change 1

APPENDIX E

E.4.2.10 NCS Handover Accept/Reject.

The NCS Handover Accept/Reject message (TABLE E-XXIII) is sent by the station addressed in the NCS Handover Request message to indicate whether the station accepts the proposed change or rejects the proposed change. The operator may make this decision. If the handover request is accepted, the new NCS shall transmit the Status Notification Message. When the NCS transmits the Status Notification Message for the first time it should include all Blocks necessary to specify the subnetwork parameters (i.e., TABLE E-XX and TABLE E-XXI). If the handover request is rejected, the current NCS will continue to transmit the Status Notification Message as previously scheduled with the Parameter Update Identifier increment as before.

TABLE E-XXIII. NCS Accept/Reject message.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Message Number</u> : Identifies specific message content.	30
2	<u>Message Length</u> : Indicates the length of the NCS Accept/Reject message in octets.	3
3	<u>Accept/Reject</u>	0 = Accept the request 1 = Reject the request

E.4.3 XNP data block formats.

One or more additional XNP Data Blocks may appear before the Terminator Block in each XNP message to either provide specific subnetwork operating parameters or to request specific parameters. The additional XNP Data Blocks are described in the following paragraphs and are depicted in TABLE E-XXIV through TABLE E-XLII.

E.4.3.1 Block 2, Optional Services.

This block (TABLE E-XXIV) is used to define capabilities of a joining station, or the capabilities in use in the subnetwork when sent by the NCS. When the subnetwork is in Explicit mode, block 2 shall be sent in the Join Request message to identify capabilities of the joining station, unless the joining station has all possible capabilities listed. When the subnetwork is in Explicit mode, block 2 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode, block 2 shall be included with the next Join Accept, Join Reject or Status notification message transmitted by the NCS, and it shall include all subnetwork parameters. When all subnetwork parameters are included with block 2, the Individual/Network Capability shall be set to indicate that this XNP message includes all subnetwork parameters (Subnetwork bit is set in the Individual/Network Capability field). When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in

MIL-STD-188-220D w/ Change 1

APPENDIX E

Explicit mode, block 2 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 2 shall be included.

TABLE E-XXIV. Optional Services.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	2
2	<u>Length</u> : Indicates the length of the Optional Services block in octets.	11
3	<u>Individual/Network Capability</u> : Indicates whether the parameter values provided in this block are those of an individual station or/and the specific values being used in the subnetwork.	Bit Map 0 = Individual station 1 = Subnetwork values
4	<u>Station Class</u> : The types of data link services available (See 5.3.3.5).	0 = Class A 1 = Class B 2 = Class C 3 = Class D
5	<u>NAD Methods</u> : Identifies either the NAD methods available by a station or the specific NAD method being used in a subnetwork. Multiple bits may be set when defining the NAD methods available by a station. (APPENDIX C)	Bit Map: 0 = R-NAD 1 = H-NAD 2 = P-NAD 3 = DAP-NAD 4 = RE-NAD 5 = DAV-NAD
6	<u>Network Services Supported</u> : The subnetwork layer services supported. In the Bit Map, bits 0-3 should be set to services supported by both the joining stations and the NCS. Bits greater than 2 should only be set by the NCS.	Bit Map: 0 = IPv4 1 = IPv6 2 = N-Layer Pass-Through 3 = NCS supports VMF URN/UNIT Name address resolution 4 = NCS supports OPS mode 5 = NCS supports IPv6 address assignment 6 = NCS supports IPv4 address assignment

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXIV. Optional Services. - Continued

OCTET	FIELD IDENTIFICATION	VALUE
7	<u>Addressing support</u> : the size and types of addresses supported (5.3.4.2.2).	Bit Map: 0 = Multicast supported 1 = 1 octet 4 = 4 octet 6 = 6 octet
8	<u>Concatenation Capability</u> : Indicates the types of concatenation supported by the subnetwork or the reporting station.(5.3.9.2)	Bit Map: 0 = No concatenation allowed 1 = Physical layer 2 = Data link layer
9	<u>FEC/TDC/Scrambling Mode</u> : Bit map which identifies the FEC, TDC and Scrambling capabilities (5.2.1.4).	Bit Map: 0 = Half-rate Golay FEC 1 = TDC 2 = PL Data Scrambling 3 = V.36 Scrambling
10-11	<u>Max. UI, DIA and I Info. Octets</u> : Indicates the largest information field size that can be handled by the reporting station or that is allowed on the subnetwork. (5.3.4.2.4)	708 – 3345 octets 65535 = requested

E.4.3.2 Block 3, Basic NAD Configuration parameters.

Configuration parameters defined by Block 3 (TABLE E- XXV) are required to enable computation of TP, RHD, Net_Busy_Detect_Time, and the NAD described in Appendix C. When the subnetwork is in Explicit mode and the hardware configuration parameter are known by the joining station, Block 3 shall be included in the Join Request. When the subnetwork is in Explicit mode, block 3 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode, block 3 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode, block 3 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 3 shall be included. Configuration parameters shall be set as identified in TABLE E- XXV.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E- XXV. Basic NAD Configuration parameters

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	3
2	<u>Length</u> : Indicates the length of the Parameters block in octets.	31
3-4	<u>Equipment Preamble Time (EPRE)</u> : Subnetwork Access Control parameter defined in (C.3.2.1.).	0.000 – 30.000 sec in 1 msec increments
5-6	<u>Phasing Time</u> : Network Access Control parameter defined in APPENDIX C.(C.3.2.2)	0.000 – 10.000 sec in 1 msec increments
7-8	<u>DCE Tx-delay</u> : Network Access Control parameter used to calculate subnetwork ELAG and defined in APPENDIX C (C.3.2.5).	0.000 – 30.000 sec in 1 msec increments 65535 = Unknown
9-10	<u>DCE Rx-delay</u> : Network Access Control parameter used to calculate subnetwork ELAG and defined in APPENDIX C (C.3.2.5).	0.000 – 30.000 sec in 1 msec increments 65535 = Unknown
11-12	<u>ELAG</u> . is equal to or greater than the worst-case time from when the last bit of data is sent by the transmitting DTE until the time when the same last bit of data is delivered to the receiving DTE. (see C.3.2.5): $ELAG \geq \text{MAX}(\text{DCE_Tx_Delay}) + \text{MAX propagation delay} + \text{MAX}(\text{DCE_Rx_Delay})$	0.000 – 30.000 sec in 1 msec increments 65535 = Unknown
13-14	<u>MAX propagation delay</u> It accounts for frequency hopping throughput delays, satellite transmission delays (C.3.2.5). Note: LOS is normally about 2 ms and this value is set by the NCS. Note: Only the stations are allowed to send this value. The NCS sends ELAG and set this value to unknown	0 – Unknown 1- 65535 msec
15-16	<u>DCE TTURN</u> Network Access Control parameter used to calculate subnetwork TURN and defined in APPENDIX C.(C.3.2.6) Note: DCE TTURN can be supplied by the HW vender; however, TURN is a network value because it is dependent on the RF environment. Only the stations are allowed to send this value. The NCS sends TURN and set this value to unknown.	0.000 – 30.000 sec in 1 msec increments 65535 = Unknown

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXV. Basic NAD Configuration parameters - Continued

OCTET	FIELD IDENTIFICATION	VALUE
17-18	<u>DCE RTURN</u> Network Access Control parameter used to calculate subnetwork TURN and defined in APPENDIX C.(C.3.2.6) Note: DCE RTURN can be supplied by the HW vender; however, TURN is a network value because it is dependent on the RF environment. Only the stations are allowed to send this value. The NCS sends TURN and set this value to unknown	0.000 – 30.000 sec in 1 msec increments 65535 = Unknown
19-20	<u>TURN</u> . Network Access Control parameter. is the time from the end of ELAG until the end of TTURN or RTURN, whichever is later. TURN is computed using the equation (see C.3.2.6): $TURN = \text{Maximum}((TTURN - ELAG), (RTURN - ELAG))$	0.000 – 30.000 sec in 1 msec increments 65535 = Unknown
21-22	<u>Tolerance Time (TOL)</u> : Network Access Control parameter defined in APPENDIX C.(C.3.2.10)	0.000 – 2.500 sec in 1 msec increments 65535 = Unknown
23-24	<u>DTE Processing Time (DTEPROC)</u> : Network Access Control parameter defined in APPENDIX C.(C.3.2.8)	0 – 65.534 sec in 1 msec increments 65535 = Unknown
25	<u>DTE turnaround time (DTETURN)</u> : Network Access Control parameter defined in APPENDIX C.(C.3.2.9)	0.000 – 0.100 sec in 1 msec increments 255 = Unknown
26-27	<u>Net Busy Sensing Time, B</u> : The parameter “B” (data sensing busy detect) used to calculate Net Busy Detect Time (NBDT) defined in APPENDIX C.(C.4.1.1)	0.000 – 65.534 sec in 1 msec increments 65535 = Unknown
28-29	<u>TEST Time To Live (TTTL)</u> . The maximum time to wait, in seconds, to transmit the TEST response frame. A value of 0 indicates that the message shall never timeout (5.3.8.1.2). (Note: Joining stations may set this value to Unknown, and the NCS sets the correct value).	0.000 – 65.534 seconds in 1 msec increments. 65535 = Unknown
30	<u>Maximum Transmit Time (MTT)</u> : The maximum time allowed on a net for a single transmission in tenths of a second. Used only to limit physical and link concatenation (C.3.2.11), and specify a Radio’s duty cycle limitations.	0 = Unknown 1 – 254.0 seconds

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXV. Basic NAD Configuration parameters - Continued

OCTET	FIELD IDENTIFICATION	VALUE
31	<u>Number Of Stations (NS)</u> : Indicates the number of stations participating on the subnetwork. Used in NAD calculations (C.4.4) (Note: Only the NCS sets this value. All non-NCS stations set this value to 0).	0 = Unknown 1 – 255

E.4.3.3 Block 4, Type 3 parameters.

These parameters (TABLE E- XXVI) are required for data link Type 3 operations. When the subnetwork is in Explicit mode, block 4 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode, block 4 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode, block 4 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 4 shall be included.

TABLE E- XXVI. Type 3 parameters.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	4
2	<u>Length</u> : Indicates the length of the Type 3 Parameters block in octets.	5
3	<u>Type 3 Maximum number of Retransmissions (N4)</u> : The maximum number of times to retransmit an unacknowledged DL frame.(5.3.8.1.4)	0 to 5
4-5	<u>DTE Acknowledgment Time (DTEACK)</u> : Network Access Control parameter defined in (C.3.2.7).	0 – 65.534 sec in 1 msec increments 65535 = Unknown

E.4.3.4 Block 5, Number of NAD Priorities.

This block (TABLE E- XXVII) is used when the number of NAD Priorities are different from the default value of 3 in Appendix C and are being defined by the NCS. This block shall be included with the Join Accept message if the NCS is modifying the Number of NAD Priorities from the default value of 3. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier, and

MIL-STD-188-220D w/ Change 1

APPENDIX E

block 5 is part of the network parameters (included in the Join Accept), block 5 shall be included in the Parameter Update message. When the Parameter Update Identifier has changed and block 5 is part of the network parameters, block 5 shall be included with the next Join Reject or Status Notification message transmitted by the NCS. When the NCS changes or/and the NCS sends the Status Notification message for the first time and block 5 is part of the network parameters, block 5 shall be included.

TABLE E- XXVII. Number of NAD Priorities

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	5
2	<u>Length</u> : Indicates the length of the Number of NAD Priorities block in octets.	3
3	<u>Number of NAD Priorities and values</u> : The number of priorities to be used in DAP-NAD, DAV-NAD, P-NAD and H-NAD and the priority levels. This does not affect how NAD slots are calculated, it only effects the priority levels in use.	0 = illegal 1 = 1 level: (Urgent/Priority/Routine) 2 = 2 levels: (Urgent and Priority/Routine) 3=default (3 levels: Urgent, Priority and Routine.

E.4.3.5 Block 6, H-NAD parameters.

Block 6 (TABLE E- XXVIII) provides subnetwork access delay operating parameters for H-NAD. When the subnetwork is in Explicit mode and configured for H-NAD, block 6 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and configured for H-NAD, block 6 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode and the subnetwork is configured for H-NAD, block 6 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and configured for H-NAD, block 6 shall be included.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E- XXVIII. H-NAD parameters.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	6
2	<u>Length</u> : Indicates the length of the Probabilistic NAD Parameters block in octets.	5
3	<u>Urgent Percent</u> : The percentage of urgent (%U) frames expected in an average 24-hour period. Used in the H-NAD calculation.(C.4.4.3)	0 – 100% This value plus Priority Percent value must be less than or equal to 100%
4	<u>Priority Percent</u> : The percentage of priority (%P) frames expected in an average 24-hour period. Used in the H-NAD calculation.(C.4.4.3)	0 – 100% This value plus Urgent Percent value must be less than or equal to 100%
5	<u>Traffic Load</u> : The amount of subnetwork traffic expected. Used in the H-NAD calculation.(C.4.4.3)	0 = Normal 1 = Heavy 2 = Light

E.4.3.6 Block 7, RE-NAD parameters.

These parameters (TABLE E-XXIX) are required for stations in a subnetwork operating with RE-NAD. When the subnetwork is in Explicit mode and configured for RE-NAD, block 7 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and configured for RE-NAD, block 7 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS, the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode and the subnetwork is configured for RE-NAD, block 7 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and configured for RE-NAD, block 7 shall be included.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXIX. RE-NAD parameters.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	7
2	<u>Length</u> : Indicates the length of the RE-NAD Parameters block in octets.	14
3-4	<u>Maximum Voice Factor</u> : Upper bound on voice factor in seconds.	0.300 – 10.000 sec in 1 msec increments
5-6	<u>Minimum Voice Factor</u> : Lower bound on voice factor in seconds.	0.300 – 10.000 sec in 1 msec increments
7-8	<u>Voice Factor Increment</u> : Scheduler fast attack increment in seconds.	0.000 – 10.000 sec in 1 msec increments
9-10	<u>Voice Factor Decrement</u> : Scheduler slow decay increment in seconds.	0.000 – 10.000 sec in 1 msec increments
11-12	<u>Maximum Scheduler Interval</u> : Upper bound on scheduler interval in seconds.	1.000 – 5.000 sec in 1 msec increments
13-14	<u>Minimum Scheduler Interval</u> : Lower bound on scheduler interval in seconds.	1.000 – 3.000 sec in 1 msec increments

E.4.3.7 Block 8, Wait time.

This block (TABLE E-XXX) is used with the Join Accept message, Join Reject, Parameter Update and Status Notification message to specify a delay. When used with the Join Accept message, it indicates how long the Joining station should wait before it can transmit. When used with the Parameter Update, Status Notification, or Join Reject message, it indicates when new operating parameters become effective.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXX. Wait time.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	8
2	<u>Length</u> : Indicates the length of the Wait Time block in octets.	7
3	<u>Wait Time</u> : Delay period in seconds.	1 – 255 seconds in 1 second increments
4-7	<u>Unique Identifier</u> : Identifies the station that should wait.	0 = All stations should delay the specified Wait Time 1 – 16777215 = Unique identifier for the station should delay the specified Wait Time

E.4.3.8 Block 9, Type 2 parameters.

This block (TABLE E-XXXI) identifies individual or subnetwork operating parameters for stations capable of optional Type 2 operations. When the subnetwork is in Explicit mode and configured for Type 2, block 9 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and configured for Type 2, block 9 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current Parameter Update Identifier and the subnetwork is in Explicit mode, and the subnetwork is configured for Type 2, block 9 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time, the subnetwork is in Explicit mode and configured for Type 2, block 9 shall be included.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXXI. Type 2 parameters.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	9
2	<u>Length</u> : Indicates the length of the Type 2 Parameters block in octets.	12
3-4	<u>ACK Timer</u> : The amount of time, in seconds, before Waiting Acknowledgment procedures are initiated.	10 - 1800 seconds in 1 second increments
5	<u>P-Bit Timer</u> : The amount of time, in seconds, before Waiting Acknowledgment procedures are initiated when P-bit was set to 1.	10 - 100 seconds in 1 second increments
6-7	<u>Reject Timer</u> : The amount of time, in seconds, before re-sending the REJ or SREJ if no response is received.	20 - 3600 seconds in 1 second increments
8	<u>Maximum number of retransmissions, N2</u> : The maximum number of times an I frame may be re-transmitted.	0 - 5
9	<u>K Window</u> : The maximum number of outstanding I PDUs allowed on a connection.	1 - 127
10	<u>K2 Threshold</u> : The maximum number of unacknowledged I PDUs on a connection before an acknowledgment is requested.	1 - 127
11	<u>K3 Threshold</u> : The maximum number of unacknowledged I PDUs on a connection before an acknowledgment must be sent.	1 - 127
12	<u>Response Delay Timer percent</u> : The amount of time, as a percent of the ACK Timer, that a station waits after an I PDU with its P-bit set to 0 is received before sending an acknowledgment.	0 - 99% = Delay in 1% increments

E.4.3.9 Block 10, Type 4 parameters.

Type 4 parameters (TABLE E-XXXII) are required for stations in a subnetwork which are capable of Type 4 operations. When the subnetwork is in Explicit mode and configured for Type 4, block 10 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and configured for Type 4, block 10 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS, the Parameter Update Identifier does not match the NCS's current Parameter Update Identifier, the subnetwork is in Explicit mode, and the subnetwork is configured for Type 4, block 10 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and configured for Type 4, block 10 shall be included

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXXII. Type 4 parameters.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	10
2	<u>Length</u> : Indicates the length of the Type 4 Parameters block in octets.	7
3-4	<u>ACK Timer</u> : The amount of time, in seconds, before a DIA is retransmitted.	5.0 – 120.0 seconds
5	<u>K Window</u> : The maximum number of outstanding DIA frames allowed for a station.	5 – 40
6	<u>Maximum number of retransmissions attempts</u> : The maximum number of times a DIA frame may be re-transmitted.	0 – 5
7	<u>Type 4 ACK List Length</u> : The number of DIA frames remembered in the list used to detect and discard duplicates.	0 = No duplicate detection 1 – 255 = Number of frames remembered

E.4.3.10 Block 11, NAD ranking

This block (TABLE E-XXXIII) provides ranking of a station in a deterministic NAD configured subnetwork. When the subnetwork is configured for P-NAD, DAP-NAD or DAV-NAD, block 11 shall be included with the Join Accept message; and if the existing station rankings have been modified, the Join Accept message shall include a block 11 for each station in the subnetwork. When the station ranking has changed and the subnetwork is configured for P-NAD, DAP-NAD or DAV-NAD, block 11 shall be included for each station in the subnetwork with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is configured for P-NAD, DAP-NAD or DAV-NAD, block 11 shall be included for each station in the subnetwork in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is configured for P-NAD, DAP-NAD or DAV-NAD, block 11 shall be included for each station in the subnetwork.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXXIII. NAD ranking.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block	11
2	<u>Length</u> : Indicates the length of the NAD Ranking Parameters block in octets.	8
3	<u>Station Rank</u> : Identifies the ranking of this station relative to other stations on the subnetwork. Used in P-NAD, DAP-NAD and DAV_NAD calculations to determine the actual order of subnetwork access.	1 – 63 with 1 being highest
4	<u>Station Number</u> : The Station Number is a value that is calculated by the NCS based on “busiest station” (see 6.3.3.1 Frequency of Access Ranking (FOAR)) Only DAP-NAD and DAV-NAD use FOAR.	0 = Station Number not assigned 1 - 63
5 - 8	<u>Station Identifier</u> : Identifies the station that is being ranked.	Unique identifier for the station

E.4.3.11 Block 12, Intranet parameters.

The Intranet parameters (TABLE E-XXXIV) shall be provided to joining stations to provide information for Intranet parameters. When the subnetwork is in Explicit mode, block 12 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode, block 12 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS’s current parameter identifier and the subnetwork is in Explicit mode, block 12 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 12 shall be included.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXXIV. Intranet parameters.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	12
2	<u>Length</u> : Indicates the length of the Intranet Parameters block in octets.	15
3	<u>Min Update Per</u> : Topology updates should not be transmitted more often than once every <u>Min Update Per</u> .	0 = No Updates 1 - 255 = minutes in 1 minute increments
4	<u>Topology Update Precedence</u> : The precedence of Topology Update messages. (TABLE VIII. Intranet sublayer to Data Link Layer precedence mapping).	0 = Routine 1 = Priority 2 = Immediate 3 = Flash 4 = Flash Override 5 = CRITIC/ECP 6 = Internet Control 7 = Network Control 8 - 255 = Undefined
5	<u>Maximum number of subnetwork hops</u> This defines the maximum allowed hops to reach single destination via intranet relay. This limits the radius of the subnet. This facilitates the calculation of Intranet MTU. Note: This bounds the Intranet header length size to something other than the Intranet HLEN so the Internet MTU can be greater than 3090 (3345[max DL payload]-255[max HLEN]) Max HLEN = 6 + source + destination address Max HLEN = 6 + (1 * address size) + (16(Maximum number of subnetwork hops(1+ address size)))	0 intranet relay not supported 1-10 Hops
6-7	<u>Intranet Acknowledgment timer (fixed factor)</u> : The base time to wait, in seconds, before retransmitting an unacknowledged Intranet message. (5.4.1.1.9.5.2 ETE Intranet Acknowledgment Timer)	0 - 600 in seconds
8-9	<u>ACK Timer (proportional factor)</u> : The amount of time, in seconds, to add to the fixed factor for each hop to the furthest destination of an Intranet message. (5.4.1.1.9.5.2 ETE Intranet Acknowledgment Timer)	0 - 600 in seconds

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXXIV. Intranet parameters. - Continued

OCTET	FIELD IDENTIFICATION	VALUE
10	<u>Retransmit Count</u> : The maximum number of retransmissions of an Intranet message. (5.4.1.1.9.5.2 ETE Intranet Acknowledgment Timer)	1 – 4
11	<u>Link Failure Threshold</u> : The number of data link acknowledgment failures required to change a station's status to failed.	1 – 7
12-13	MTU without IL Fragmentation	705–3342 octets
14-15	MTU with IL Fragmentation	699–50,040 octets

E.4.3.12 Block 13, Error.

Block 13 (TABLE E-XXXV) is use to indicate error conditions. Block 13 may be included with the Join Reject message to indicate the reason that a Join Request is being rejected. It may also be included in the Join Request message to indicate the reason for a re-join (e.g., address conflict because 2 stations have the same address).

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXXV. Error.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	13
2	<u>Length</u> : Indicates the length of the Error block.	3
3	<u>Error Reason</u>	0 = Error Unknown 1 = Duplicate Link address 2 = Format Error 3 = Version 4 = Incompatible parameters 5 = No available link addresses 6 = Timeout/Rejoin 7 = NCS does not support OPS mode table version specified in the Join Request. 8 = NCS supports OPS mode only 9 = NCS supports Explicit mode 10 = NCS does not support VMF URN/UNIT Name address resolution 11 = NCS does not support IPv6 address assignment 12 = NCS does not support IPv4 address assignment 13 = No IP addresses available

E.4.3.13 Block 14, Address designation parameters.

Block 14 (TABLE E-XXXVI) provides for the exchange of addressing information between the NCS and the other stations participating in the subnetwork. This message may be used by a station to resolve a destination address or/and assign an IPv4 address. When a DNS is not available this block can be used to resolve a destination address: determine what the matching address (Link and/or IP) for a URN or Unit Name. When a station needs to resolve an address, it can send this block via the Parameter Update Request filling in the values it has (e.g., URN). The NCS shall return this block in the Parameter Update Request with the missing fields filled in. If a station joins the subnetwork and wants to learn all of the addresses in the subnetwork, it shall send the Parameter Update Request Message including Block 14; however, only the Block Number (i.e., 14) and the Length (i.e., 2) fields shall be specified. A station may include Block 14 in the Join Request (i.e., TABLE E-V and TABLE E-VI) or Parameter Update request to be assigned an IP Address and an IP Mask. Note: The resolve address service will only be available if Block 2's Network Services Supported field or Status notification message's NCS Network

MIL-STD-188-220D w/ Change 1

APPENDIX E

Services Supported field indicates it will support this service. Block 2 can be used to assign a Group Multicast address to a specific station.

When Block 2 is included in the Parameter Update or Join Accept message and the Bits in Subnet Mask field is set to Multicast address, the station is being assigned a Multicast address. The Multicast address may be a Data Link Group Multicast address only, an IP address and Data Link Group Multicast address pair, or a complete address set (e.g., URN, IP address and Data Link Group Multicast address).

TABLE E-XXXVI. Address designation parameters.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	14
2	<u>Length</u> : Indicates the length of the Address Designation Parameters block in octets.	Variable length: 12 + size of Unit Name field 2 = request all known addresses
3-6	<u>Station Identifier</u> : Identifies the station.	0 = Unknown or not applicable 1 – 16777215 = Unique identifier for the station
7	<u>Link Address</u> : Identifies the Data Link address (see 5.3.4.2.2) of the station. When the 32 or 48 bit marker is used the Link Address Extension Block (Block 16) must be appended to the end of this Block.	0 = No link address 1 - 3 = Not used (Special) 4 - 95 = Data Link address 125 = 48-bit marker subfield 126 = 32-bit marker subfield
8-11	<u>IPv4 Address</u> : The IPv4 address for the identified station or a marker that an IPv6 address being appended. When the FFFFFFFF bit marker is used the IPv4, IPv6 Top Level/Site level address (Block 19) must be appended at the end of Block 16 which is the link address.	0 = Unknown or not Applicable FFFFFFFF = IPv6 bit marker.
12	<u>Bits in Subnet Mask</u>	0 – 32 IPv4 0 - 128 IPv6 129-- Multicast address 130-- Not specified 131-255 invalid (i.e., 24 = 255.255.255.0)
13- <u>Length</u> field	Unit Name (see MIL-STD-2045-47001)	7 bit ASCII stored one character per octet with the most significant bit set to zero (0)

MIL-STD-188-220D w/ Change 1

APPENDIX E

E.4.3.14 Block 15, Digital Signature.

Block 15 (TABLE E-XXXVII) provides for Digital Signature to be attached as the last block before the Terminator block. The digital signature covers the XNP message header and all XNP blocks with exception of the last two blocks which are the Digital Signature and the terminator block. Block 15 is optional with any message. The Digital Signature should be created via the following steps:

1. The sender creates a XNP message.
2. The sending software generates a hash code (MD5 or SHA1) of the XNP message without the Digital Signature block or the Terminator Block.
3. The sending software generates a signature by encrypting the hash from step 2 with the Crypto Algorithm using the sender's private key.
4. The binary signature is inserted in Digital Signature field of this message.
5. The Digital Signature and Terminator block are appended to the XNP message

TABLE E-XXXVII. Digital Signature

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific data block.	15
2	<u>Length</u> : Indicates the length of the Address Designation Parameters block in octets.	Variable length: 13+ size of <u>Digital Signature</u> field
3	<u>Hash Algorithm</u> used to produce the hash.	0 = MD5 [RFC 1321] 1 = SHA1 [RFC 3174]
4	<u>Crypto Algorithm</u> Identification of the crypto algorithm used to encrypt the hash to produce the digital signature.	0 = Not encrypted 1 = RSA [RFC 2313] 3 - 255 User defined
5-13	<u>Key ID</u> of signer's public key.	8 octet binary field
14- <u>Length</u> field	<u>Digital Signature</u> Authentication of the sender of the message.	

E.4.3.15 Block 16, Link Address Extension.

Block 16 (TABLE E-XXXVIII) shall be included in any message when the subnetwork is configured for 4 or 6 octet link addresses. When a static station has been configured with a 4 or 6 octet address, block 16 shall be included with the Join Request message. When the subnetwork has been configured for 4 or 6 octets addressing, block 16 shall be included with the Goodbye, Hello, Join Accept, Parameter Update message, and Status notification messages.

MIL-STD-188-220D w/ Change 1

APPENDIX E

When the subnetwork is configured for 4 or 6 octet addressing and the station has completed the join process (i.e., has an assigned Data Link address), block 9 shall be included with the Join Reject.

TABLE E-XXXVIII. Link Address Extension

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific message content.	16
2	<u>Length</u> : Indicates the length of the Address in octets.	6 or 8
3-6 Or 3-8	<u>Address Extension Field</u> . Note the actual address size can be determined by the Message Length (5.3.4.2.2).	4 octet and 6 octet address ranges

E.4.3.16 Block 17, XNP Parameters.

Block 17 (TABLE E-XXXIX) provides for the exchange of XNP timers between the joining stations and the NCS. Block 17 shall be included with the Join Accept message. When the Parameter Update Identifier has changed, block 17 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier, block 17 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time, block 17 shall be included. XNP Parameters shall be set as identified in TABLE E-XXXIX.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XXXIX. XNP Parameters

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific message content.	17
2	<u>Length</u> : Indicates the length of message in octets.	5
3	<u>Parameter Update Refresh Timer</u> : The rate the Update Request message should be sent by the stations. If a Parameter Update Request is not received within 3 expirations, that station is deleted from the subnetwork (the default value is 2 minutes when this value has not been assigned).	0 = Static stations are not deleted from the subnetwork via this timer. 1 - 255 minutes in 1 minute increments.
4	<u>Status Notification Refresh Timer</u> : The rate the NCS should send Status Notification messages. If a Status Notification Message is not received within 3 expirations of this time period a new NCS is elected. (The default value is 1 minute when this value has not been assigned.)	0 = NCS is not automatically elected. 1 - 255 minutes in 1 minute increments.
5	<u>Join Response Timer (JRT)</u> : Number of seconds to wait for a Join Accept/Reject from NETCON after the XNP Join Request is successfully transmitted. (The default value is 10 seconds when this value has not been assigned.)	0 = Illegal 1 – 255 seconds in 1 second increments.

E.4.3.17 Block 18, Robust parameters.

Block 18 (TABLE E-XL) provides the parameters for the robust protocol as defined in Appendix J. When the subnetwork is configured for Explicit mode and to use the robust protocol, block 18 shall be included with the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode and the subnetwork is configured to use the robust protocol, block 18 shall be included with the next Join Reject or Status notification message transmitted by the NCS. When a Parameter Update Request message is received by the NCS and the Parameter Update Identifier does not match the NCS's current parameter identifier and the subnetwork is in Explicit mode and the subnetwork is configured to use robust protocol, block 18 shall be included in the Parameter Update message. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode and the subnetwork is configured to use robust protocol, block 18 shall be included.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XL. Robust parameters

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific message content.	18
2	<u>Length</u> : Indicates the length of message in octets.	3
3	<u>Hop Recovery Time</u> : (J.3.4.6 Multi-dwell transmit processing).	0 – 0.255 sec in 1 msec increments.

E.4.3.18 Block 19, IPv6 top level/site level address.

Block 19, (TABLE E-XLI) the IPv6 Top Level/Site level address provides the first 10 octets of the IPv6 address. The complete IPv6 address is formed by appending the 6 octet link address to the end of the Top Level/Site level portion in this Block 16. Therefore, the order of the blocks shall be block 16 and then block 19. Block 14, block 16 and block 19 should be included in the Join Request when a static station has a preloaded IPv6 and 6 octet link address to register.

When the subnetwork supports IPv6 and block 14 is included in the Join Request and the IPv4 Address field of block 14 is set to FFFFFFFF, the Join Accept shall include block 19. When the subnetwork supports IPv6 and block 14 is included in the Update Request and the IPv4 Address field of block 14 is set to FFFFFFFF, the Parameter Update shall include block 19.

TABLE E-XLI. IPv6 Top level/site level address

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific message content.	19
2	<u>Length</u> : Indicates the length of message in octets.	13
3-13	<u>IPv6 address</u> : The most significant octets of the IPv6 address.	0 = Illegal 1 – 2 ⁸⁰

E.4.3.19 Block 20, Predefined OPS.

This block 20 (TABLE E-XLII) is used by a joining station to notify the NCS of an OPS number(s) supported and request an OPS number assignment. Block 20 specifies the OPS number to use when sent by the NCS. When the joining station has been assigned OPS number(s) or the joining station has determined that the subnetwork is in OPS mode, Block 20 shall be included with the Join Request message. When the subnetwork is in OPS mode, block 20 shall be included in the Join Accept message. When the Parameter Update Identifier has

MIL-STD-188-220D w/ Change 1

APPENDIX E

changed and the subnetwork is in OPS mode, block 20 shall be included with the next Join Accept, Join Reject or Status notification message transmitted by the NCS, and it shall include all subnetwork parameters. When all subnetwork parameters are included with block 20, the Individual/Network Capability shall be set to indicate that this XNP message includes all subnetwork parameters (Subnetwork bit is set in the Individual/Network Capability field). When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in OPS mode, block 20 shall be included. Predefined OPS shall be set as identified in TABLE E-XLII.

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XLII. Predefined OPS.

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific message content.	20
2	<u>Length</u> : Indicates the length of message in octets.	Variable length: 5+ size of <u>Predefined OPS number field</u> A station which has not been assigned a OPS value sets the Length field = 2
3	<u>Version of the table/Page#</u> The number represents a table version and page number. The format is operational determined. However the binary value stored in the stations must match the value stored in the NCS.	0-255
4	<u>Number Of Stations (NS)</u> : Indicates the number of stations participating on the subnetwork. Used in NAD calculations (C.4.4) (Note: Only the NCS sets this value. All non-NCS stations set this value to 0).	0 = Unknown 1 – 255
5	<u>Individual/Network Capability</u> : Indicates whether the parameter values provided in this block are those of an individual station or/and the specific values being used in the subnetwork.	Bit Map 0 = Individual station 1 = Subnetwork values
6- <u>Length</u> field	<u>Predefined OPS number</u> : A bit map showing which OPS numbers the joining station supports or which OPS number is being used by the subnetwork when set by the NCS. (see 5.5.2.1 Table map/TABLE XIV Standard Network Settings) The NCS sets only one bit in the bit map to indicate the OPS number being used in the subnetwork.	Bit Map: 0 = OPS number 0 1 = OPS number 1

E.4.3.20 Block 21, S/R basic.

This block 21 (TABLE E-XLIII) is used by the NCS to notify the stations of the Segmentation/Reassembly (S/R) Basic parameters as described in MIL-STD-2045-47001. When the subnetwork is in Explicit mode, block 21 shall be included in the Join Accept message. When the Parameter Update Identifier has changed and the subnetwork is in Explicit mode block 21 shall be included in the next Join Reject, Parameter Update Request, and Status notification

MIL-STD-188-220D w/ Change 1

APPENDIX E

message that is transmitted. When the NCS changes or/and the NCS sends the Status Notification message for the first time and the subnetwork is in Explicit mode, block 21 shall be included.

TABLE E-XLIII. S/R basic

OCTET	FIELD IDENTIFICATION	VALUE
1	<u>Block Number</u> : Identifies specific message content.	21
2	<u>Length</u> : Indicates the length of message in octets.	5
3	<u>Segment Credit Limit (SCL)</u> : The maximum number of Data Segments that the Originator may have outstanding (i.e., sent and unacknowledged) for a single Application PDU simultaneously.	1 – 228
4	<u>Segment Retry Count Limit (SRCL)</u> : The number of times that an Originator shall retransmit a Data Segment based on a received Partial Acknowledgment indicating a missing segment before aborting the transfer of the Application PDU	0 -5
5	<u>Request For Acknowledgement Retry Limit (RFARL)</u> : The number of consecutive times that an Originator shall re-transmit a request for acknowledgment without receiving an acknowledgment from the Destination before aborting the transfer of the Application PDU	1-10

E.5 XNP message exchange.

XNP messages shall be exchanged using a UI command frame as shown in FIGURE E-4.

FLAG	Source Address	Destination Address	Control Field	Intranet Header	XNP Information	FCS	FLAG
------	----------------	---------------------	---------------	-----------------	-----------------	-----	------

FIGURE E-4. UI frame containing XNP message.

E.5.1 Data Link addressing.

Data Link address 1 is a special address for a station to use while joining the subnetwork if it has not been pre-assigned a Data Link address. If a station has not been assigned a Data Link address, it shall use this special Data Link address for subnetwork entry until an individual Data Link address has been assigned. Since multiple stations may be attempting to join the

MIL-STD-188-220D w/ Change 1

APPENDIX E

subnetwork at the same time, the Station Identifier field in each XNP message is used to uniquely identify the station.

Special address 2 is reserved for the NCS. Joining stations, forwarders and relayers may use the Special address 2 to address the NCS if they do not know the actual address. The receiver shall be able to identify the response via the unique Station identifier in the Join Request/Join Response. The Station Identifier field in the XNP messages is used to uniquely identify stations during the joining process. In a multi-hop subnetwork the Intranet header's final destination address, which is indicated by setting the Destination bit to "1" corresponding to the Destination/Relay Address field of the final destination, shall be set to the special address 2 or the address of the NCS. The address of the NCS may be learned by receiving a Status Notification message which has the address of the NCS. If the Intranet header's final destination address is set to the actual address of the NCS, the path shall be included in the Intranet header. When special address 2 is used as the Intranet header's final destination address, the One-hop multicast address shall be used as the link layer address. If all stations are guaranteed to be within one-hop of each other, the special address 2 should be used as the data link address. If a station is unsure of the network configuration it should use special address 2 as the Intranet header's final destination address and the One-hop multicast as the Data Link destination address.

E.5.2 Poll/Final bit.

Use of UI poll/final bits is allowed but not recommended for use with XNP Join Request, Join Accept and Join Reject messages because subnetwork timing parameters for Type 3 final-bit responses are either unknown or subject to change during the subnetwork joining process.

E.5.3 Network Access.

MIL-STD-188-220 allows a subnetwork to choose among the subnetwork access delay methods defined in APPENDIX C. Each station that operates on the subnetwork shall use the same method. If the station does not know this information before joining the subnetwork, the Join Request message allows a station to learn the subnetwork access method. In the case that the subnetwork access method is unknown, a random method (R-NAD or RE-NAD) shall be used for the Join Request method. When R-NAD is used, the default number of stations shall be 7 unless another number is known.

E.6 Network joining procedures.

Joining procedures consist of providing operating parameters to the joining station by the active NCS.

E.6.1 Basic joining

In general, the basic subnetwork joining sequence is depicted in FIGURE E-5 and the following text describes the steps:

1. The joining station sends a Join Request message that contains its MIL-STD-188-220 capabilities and unique identifier. The NCS compares the joiner's capabilities with

MIL-STD-188-220D w/ Change 1

APPENDIX E

current subnetwork operating parameters. If an error is found which precludes acceptance into the subnetwork, the NCS returns a Join Reject message to the joiner included with the Join Reject are the subnetwork parameters (e.g., Blocks 2, and 3). If the joiner can correct the errors, a new Join Request message with corrected parameters can be sent. If the errors are not correctable, automatic joining using XNP is not possible. (Note: A subnetwork controller may send a Join Reject to remove any station from the subnetwork at any time.)

2. If there are no errors in the parameters contained in the Join Request message, a Join Accept message is sent by the NCS. The NCS may have to update the data fields filled in by the joiner since it is possible that the joining station has capabilities above and beyond those being used within the subnetwork. The Join Accept message contains the address assigned to the joining station, all the Network parameters (e.g., Blocks 2, 3, 4, 12, 17, and 21). The blocks sent in the Join Accept are the subnetwork parameters. The Join Accept is transmitted to all stations (Global Group multicast). If the Parameter Update Identifier has changed all stations will update their subnetwork parameters. The joined station should notify the topology update function of the changes, if topology protocol is being used. Optionally the Block 8 may be added to delay the joining station from transmitting. This delay allows all stations to adapt to the new timing parameters when a deterministic NAD is being used. If Block 8 is not included there may be a few collisions due to transit delays of the Join Accept messages; however, this will be a temporary condition. It should be a operational decision whether to have a few collisions rather than holding off the joining station by including Block 8 in the Join Accept.
3. When the NCS has sent out a Join Accept it will start a timer (Status_Notification_After_Change_Timer) which is started for every event that changes the Parameter Update Identifier (e.g., Join Accept, Join Reject), and after this timer expires it will send out a Status Notification message indicating the Parameter Update Identifier. If a station is out of date that station will send a Parameter Update request. The Status_Notification_After_Change_Timer is restarted after every Join Accept or Join Reject is sent out that modifies the Parameter Update Identifier which prevents the flooding of the subnetwork with Status Notification messages when many stations join or leave in a short period of time.

MIL-STD-188-220D w/ Change 1

APPENDIX E

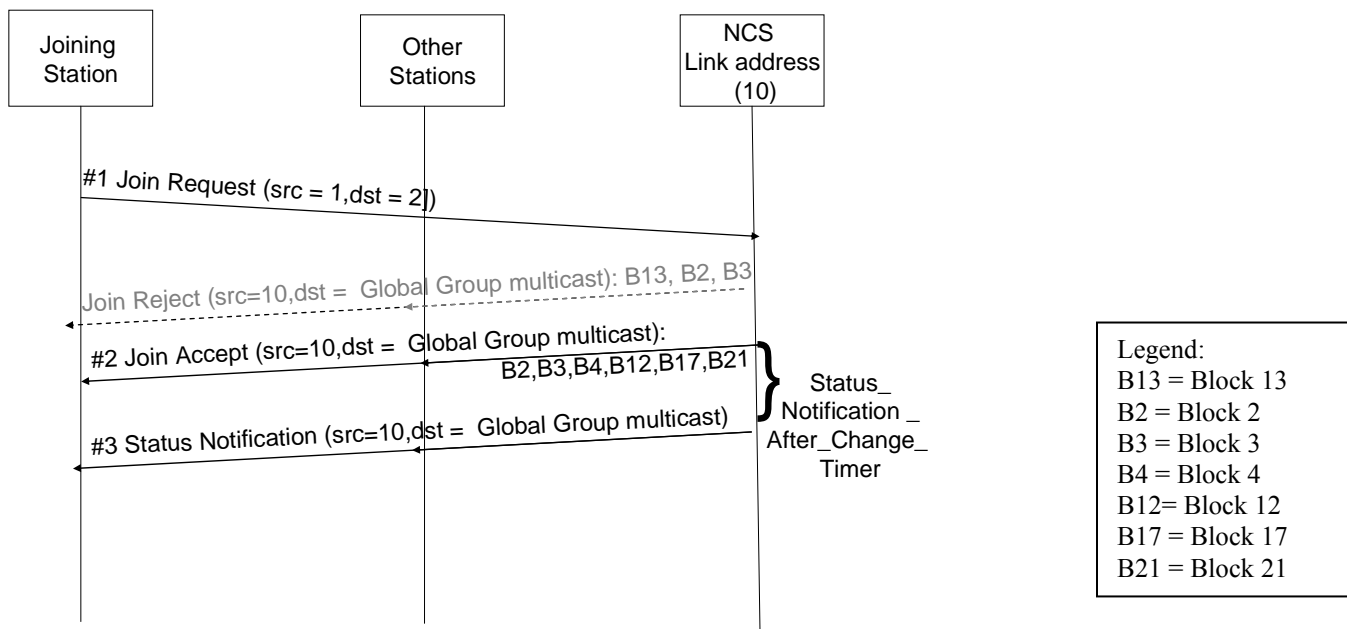


FIGURE E-5. Basic joining sequence diagram.

E.6.2 Basic join using unicast addressing.

In order to decrease overhead of multicasting the Join Request message, a station may wait to learn the address of the NCS. The Join Request message will be addressed to the NCS using the Data Link address of the NCS. The only difference between the basic join and the basic join using unicast address is a joining station has the address of the NCS when it sends the Join Request. It also assumes there is a known unicast route to the NCS. For example as in FIGURE E-6, a joining station waits for a XNP message which will have the address of the NCS and uses that address to send the Join Request. Otherwise the sequences of events are the same as the basic join. If the joining station is unable to contact the subnetwork controller because of distance or topology, there will be no response to the Join Request message. When this occurs the Join Request should be retried with the Special address 2.

MIL-STD-188-220D w/ Change 1

APPENDIX E

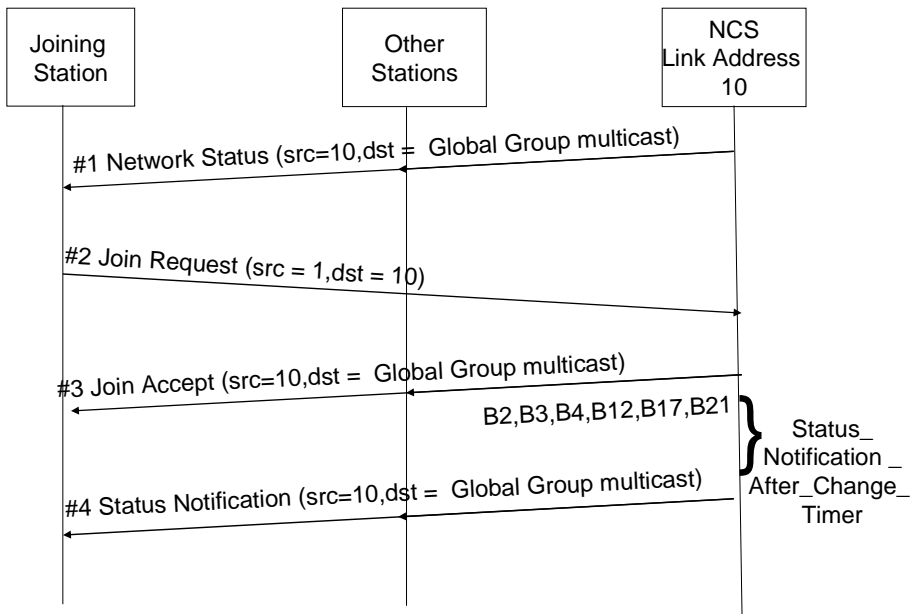


FIGURE E-6. Basic joining using unicast addressing sequence diagram

E.6.3 Join and election of a NCS.

When the NCS does not respond, the joining station will retransmit the Join Request message. When the Status_Notification_Refresh_Timer expires three times and the joining station does not receive a XNP Status Notification message, the joining station, if capable, may become the NCS. The follow sequence in FIGURE E-7 provides an example NCS election:

1. The station is powered on and initiates a Join Request.
2. The Join Request Timer expires and the Join Request is retransmitted. (The Join Request may be sent many times before the Status_Notification_Refresh_Timer expires.)
3. The Join Request Timer expires and the Join Request is retransmitted.
4. The Status_Notification_Refresh_Timer expires 3 times and the station declares itself to be the NCS and assigns itself a Link Address (e.g., 4). The NCS (joining station) transmits a Status Notification message indicating that station 4 is the NCS.

MIL-STD-188-220D w/ Change 1

APPENDIX E

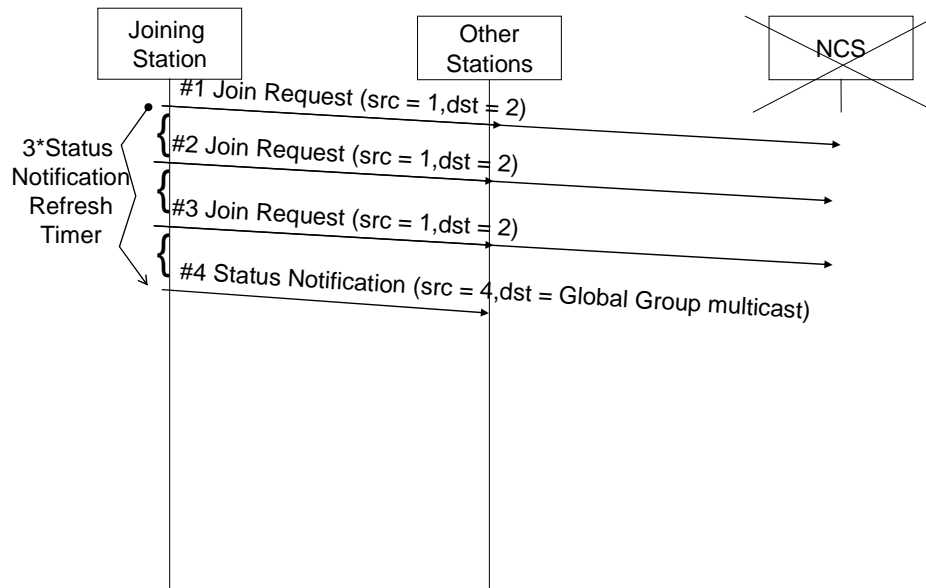


FIGURE E-7. Join and election of a NCS

E.6.4 Basic Leaving.

In general, the basic leave procedure depicted in FIGURE E-8 as follows:

1. When a station leaves a subnetwork, it should send a Goodbye message. Members of the subnetwork should notify their topology function of the station that has left the subnetwork.
2. If the station is a static station the procedure is done because the parameters are not changed when a static station leaves the subnetwork. If the station is a dynamic station the NCS will send out a Reject message with the updated parameters, and starts the Status_Notification_After_Change_Timer.
3. After the Status_Notification_After_Change_Timer expires the Status Notification message will be transmitted to verify that all stations received the current parameters.

MIL-STD-188-220D w/ Change 1

APPENDIX E

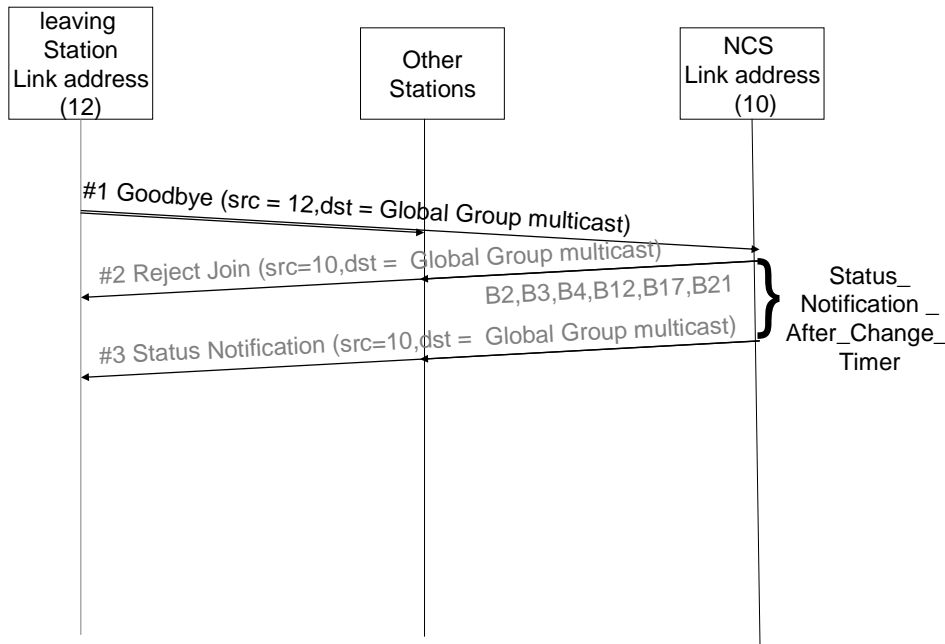


FIGURE E-8. Basic Leaving sequence diagram

E.6.5 Leaving without sending Goodbye.

Many times a station may leave the subnetwork without sending a goodbye (traveled out of range or loss of power). In this condition the NCS will detect this condition and notify the other stations by sending a Join Reject message for a dynamic station that has left the subnetwork. In general, the Leaving without sending Goodbye procedure depicted in FIGURE E-9 is as follows:

1. The NCS maintains a `Parameter_Update_Refresh_Timer`, and if the NCS does not receive a `Parameter Update Request` from a dynamic station within three `Parameter_Update_Refresh_Timer` expirations the station will be deleted from the subnetwork by sending a `Reject Message`. Included in the `Reject Message` will be network parameters to notify the stations of the Number of Station in the subnetwork. Also since there has been a change in the network parameters the `Status_Notification_After_Change_Timer` is started. Each station should notify the topology function of the deleted station.
2. After the `Status_Notification_After_Change_Timer` expires the `Network Status` message will be transmitted to verify that all stations received the current parameters.

MIL-STD-188-220D w/ Change 1

APPENDIX E

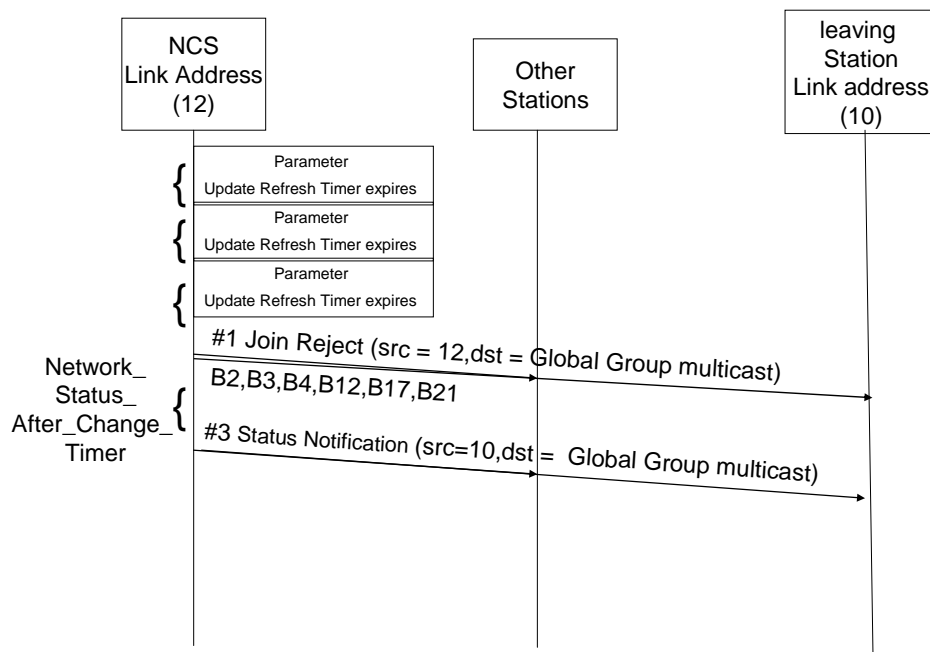


FIGURE E-9. Basic Leaving without sending Goodbye sequence diagram

E.7 Example Messages

E.7.1 Join Request Message

- a. Transmission Header (see Figure 9 Transmission header):

Selection Bits:

FEC	1	(Yes)
TDC	1	(Yes)
Scrambling	0	(No)
MIL-STD-188-220 Version	1	(MIL-STD-188-220 Version D)

Transmission Queue:

T-bits	0	(No Info)
Trans Queue Subfield	0	(Ignored)

- b. Link Layer Header

Source Address:

C/R Bit	0	(Command)
Address	1	(Net Entry)

Destination Address:

Extension Bit	1	(Last one.)
Address	127	(One-hop multicast)
Control Field	3	(UI, ACK not required)

MIL-STD-188-220D w/ Change 1

APPENDIX E

c. Intranet Header:

Version #	1	(Current Version)
Message Type	6	(XNP)
Header Length	9	
Type of Service	48	(Priority, low delay)
Message Id. Number	1	
Fragment Number	1	(not fragmented)
Total # of Fragments	1	(not fragmented)
Max Hop Count	5	(max # stations to the edge of the net)
Originator address	1	(Special address 1 for net entry address)
Destination/Relay status byte		
ACK	0	(no acknowledgment requested)
DES	1	(this is the final destination)
Relay Type	0	(source directed relay)
Rel	1	(station is expected to relay the packet)
Dist	1	(next hop relay [multicast relay])
Destination/Relay Address 1	2	(Special address 2 for the NCS)

d. XNP Message :

Version #	1	(Current Version)
Message Number	20	(Join Request Message)
Message Length	7	(Join Request Message Length)
Station Identifier	1234	(Number identifying the Joiner)
Link Address	0	(link address not specified – dynamic station)
Terminator Block	255	

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XLIV illustrates the construction of the XNP Join Request Message. Station Identifier 1234 is used for illustration.

TABLE E-XLIV. XNP Join Request message.

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB LSB 2 ⁿ 2 ⁰	MSB LSB 2 ⁿ 2 ⁰	MSB LSB 2 ⁿ 2 ⁰		
XNP Message							
Version Number	8	0	00000001	00000001	00000001	0x01	0
Join Request Message							
Message Number	8	20	00010100	00010100	00010100	0x14	1
Message Length	8	6	00000111	00000111	00000111	0x07	2
Station Identifier	32	1234	00000000 00000000 00000100 11010010	00000000 00000000 00000100 11010010	00000000 00000000 00000100 11010010	0x00 0x00 0x04 0xD2	3 4 5 6
<u>Link Address or marker subfield</u>	8	0	00000000	00000000	00000000	0x00	
Terminator block	8	255	11111111	11111111	11111111	0xFF	7

E.7.2 Join Accept message.

- a. Transmission Header (see MIL-STD-188-220D FIGURE 9 Transmission header):

Selection Bits:

FEC	1	(Yes)
TDC	1	(Yes)
Scrambling	0	(No)
MIL-STD_188-220 Version	1	(MIL-STD-188-220 Version D)

Transmission Queue:

T-bits	0	(No Info)
Trans. Queue Subfield	0	(Ignored)

- b. Link Layer Header

Source Address:

C/R Bit	0	(Command)
Address	4	(NCS's address)

Destination Address:

MIL-STD-188-220D w/ Change 1

APPENDIX E

Extension Bit	1	(Last one.)
Address	127	(One-hop multicast)
Control Field	3	(UI, ACK not required)
c. Intranet Header:		
Version #	1	(Current Version)
Message Type	6	(XNP)
Header Length	9	
Type of Service	48	(Priority, low delay)
Message Id. Number	1	
Fragment Number	1	(not fragmented)
Total # of Fragments	1	(not fragmented)
Max Hop Count	5	(max # stations to the edge of the net)
Originator address	4	(NCS's address)
Destination/Relay status byte		
ACK	0	(no acknowledgment requested)
DES	1	(this is the final destination)
Relay Type	0	(source directed relay)
Rel	1	(station is expected to relay the packet)
Dist	1	(next hop relay [multicast relay])
Destination/Relay Address 1	127	(Global Multicast Group address)
d. XNP Message:		
Version #	1	(Current Version)
Message Number	21	(Join Accept Message)
Message Length	8	(Join Accept Message Length)
Station Identifier	1234	(Number identifying the Joiner)
Link Address	5	(link address assigned to joining station)
XNP Data Blocks:		
Block 2	Optional ServicesData	
Block 3	Basic NAD Configuration Parameters	
Block 4	Type 3 parameters	
Block 11	NAD ranking	
Block 12	Intranet parameters	
Block 17	XNP parameters	
Block 21	S/R Basic	
Terminator Block	255	

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XLV illustrates the construction of the Join Accept message.

TABLE E-XLV. XNP Join Accept message.

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁿ	LSB 2 ⁰	
XNP Message							
Version Number	8	0	00000001	00000001	00000001	0x01	0
XNP Join Accept Message							
Message Number	8	21	00010101	00010101	00010101	0x15	1
Message Length	8	8	00001000	00001000	00001000	0x08	2
Parameter Update Identifier	8	1	00000001	00000001	00000001	0x01	3
Station Identifier	32	1234	00000000 00000000 00000100 11010010	00000000 00000000 00000100 11010010	00000000 00000000 00000100 11010010	0x00 0x00 0x04 0xD2	4 5 6 7
Link Address	8	5	00000101	00110111	00110111	0x37	8
XNP Data Blocks							
Block 2, Optional Services							
Block Number	8	3	00000010	00000010	00000010	0x02	9
Block Length	8	14	00001110	00001110	00001110	0x0E	10
Individual/Netwo rk Capability	8	3	00000011	00000011	00000011	0x03	11
Station Class	8	0	00000000	00000000	00000000	0x00	12
NAD Methods	8	3	00000011	00000011	00000011	0x03	13
Network Services Supported (N-layer Pass Through)	8	2	00000100	00000100	00000100	0x04	14
Addressing support (4 octet & Multicast)	8	5	00000101	00000101	00000101	0x05	15

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XLV, XNP Join Accept message. - Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
Concatenation Capability (data link)	8	4	00000100	00000100	00000100	0x04	16
FEC/TDC/Scram bling Mode (Golay FEC)	8	1	00000001	00000001	00000001	0x01	17
Max. UI, DIA and I Info. Octets	16	3345	00001101 00010001	00001101 00010001	00001101 00010001	0x0D 0x11	18 19
Block 3, Basic NAD Configuration Parameters							
Block Number	8	3	00000011	00000011	00000011	0x03	20
Block Length	8	31	00001111	00011011	00011011	0x1B	21
EPRE (256 ms)	16	256	00000001 00000000	00000001 00000000	00000001 00000000	0x01 0x00	22 23
Phasing Time (32 ms)	16	32	00000000 00100000	00000000 00100000	00000000 00100000	0x00 0x20	24 25
DCE_Tx-delay (unknown)	16	8	11111111 11111111	11111111 11111111	11111111 11111111	0xFF 0xFF	26 27
DCE_Rx-delay (unknown)	16	1	11111111 11111111	11111111 11111111	11111111 11111111	0xFF 0xFF	28 29
ELAG (256 ms)	16	256	00000001 00000000	00000001 00000000	00000001 00000000	0x01 0x00	30 31
MAX propagation delay (unknown)	16	65535	11111111 11111111	11111111 11111111	11111111 11111111	0xFF 0xFF	32 33
DCE TTURN (unknown)	16	65535	11111111 11111111	11111111 11111111	11111111 11111111	0xFF 0xFF	34 35
DCE RTURN unknown	16	65535	11111111 11111111	11111111 11111111	11111111 11111111	0xFF 0xFF	36 37
TURN (64 ms)	16	64	00000000 01000000	00000000 01000000	00000000 01000000	0x00 0x40	38 39

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XLV, XNP Join Accept message. - Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
Tolerance Time (64 ms)	16	64	00000000 01000000	00000000 01000000	00000000 01000000	0x00 0x40	40 41
DTE Processing Time (32 ms)	16	32	00000000 00100000	00000000 00100000	00000000 00100000	0x00 0x20	42 43
DTE turnaround time (16 ms):	8	16	00010000	00010000	00010000	0x10	44
Net Busy Sensing Time, B (2 ms)	8	16	00000000 00000010	00000000 00000010	00000000 00000010	0x00 0x02	45 46
TEST Time To Live (0)	16	0	00000000 00000000	00000000 00000000	00000000 00000000	0x00 0x00	47 48
Maximum Transmit Time (32 seconds)	8	32	00000000 00100000	00000000 00100000	00000000 00100000	0x00 0x20	49 50
Number Of Stations (NS)	8	2	00000010	00000010	00000010	0x02	51
Block 4, Type 3 Parameters							
Block Number	8	4	00000100	00000100	00000100	0x04	52
Length	8	5	00000101	00000101	00000101	0x05	53
Type 3 Max. Retransmissions (3)	8	3	00000011	00000011	00000011	0x03	54
DTE Acknowledgment Time (64 ms)	16	64	00000000 01000000	00000000 01000000	00000000 01000000	0x00 0x40	55 56
Block 11 NAD ranking							
Block Number	8	11	00001011	00001011	00001011	0x0B	57
Block Length	8	8	00000010	00000010	00000010	0x10	58
Station Rank	8	2	00000010	00000010	00000010	0x02	59
Station Number	8	3	00000011	00000011	00000011	0x03	60
Station Identifier	32	1234	00000000 00000000 00000100 11010010	00000000 00000000 00000100 11010010	00000000 00000000 00000100 11010010	0x00 0x00 0x04 0xD2	61 62 63 64

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XLV, XNP Join Accept message. - Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
Block 12 Intranet parameters							
Block number	8	12	00001100	00001100	00001100	0x0C	65
Block Length	8	15	00001111	00001111	00001111	0x0F	66
Min Update Per	8	16	00010000	00010000	00010000	0x10	67
Topology Update Precedence	8	0	00000000	00000000	00000000	0x00	68
Maximum number of subnetwork hops	8	0	00000000	00000000	00000000	0x00	69
FixedACK Timer	16	32	00000000 00100000	00000000 00100000	00000000 00100000	0x00 0x20	70
Prop Ack Timer	16	32	00000000 00100000	00000000 00100000	00000000 00100000	0x00 0x20	71 72
Retransmit Count	8	2	00000010	00000010	00000010	0x02	73
Link Failure Threshold	8	7	00000111	00000111	00000111	0x07	74
MTU with out Frag	16	705	00000010 11000001	00000010 11000001	00000010 11000001	0x02 0xC1	75 76
MTU with Frag.	16	705	00000010 11000001	00000010 11000001	00000010 11000001	0x02 0xC1	77 78
Block 17, XNP Parameters							
Block Number	8	17	00010001	00010001	00010001	0x11	79
Block Length	8	5	00000101	00000101	00000101	0x05	80
Parameter Update Refresh Timer	8	2	00000010	00000010	00000010	0x02	81
Status Notification Refresh Timer	8	4	00000100	00000100	00000100	0x04	82
Join Response Timer	8	16	00010000	00010000	00010000	0x10	83
Block 21 S/R Basic							
Message Number	8	21	00010101	00010101	00010101	0x15	84
Length	8	5	00000101	00000101	00000101	0x05	85

MIL-STD-188-220D w/ Change 1

APPENDIX E

TABLE E-XLV, XNP Join Accept message. - Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
Segment Credit Limit	8	8	00001000	00001000	00001000	0x08	86
Segment Retry Count Limit	8	2	00000010	00000010	00000010	0x02	87
RFARL	8	2	00000010	00000010	00000010	0x02	88
Terminator block	8	255	11111111	11111111	11111111	0xFF	89

Notes

- 1 Included when a station needs an IP address and/or an IP mask
- 2 Included when the station has a preloaded URN and/or IP address to register.
- 3 Included when the station knows its hardware parameters.
- 4 Included when 4 or 6 octet addressing is being used in the subnetwork
- 5 Included when the subnetwork is using Robust
- 6 Included when the subnetwork is using IPv6 and assigning IPv6 addresses
- 7 Included for a subnetwork that supports type 2
- 8 Included for a subnetwork that supports type 4
- 9 Included when the station has a preloaded IPv6 address to register.
- 10 Included for all stations in the subnetwork when the ranking has changed and P-NAD, DAP-NAD or DAV-NAD is being used.
- 11 If the same block is included in the Parameter Update Request Message
- 12 Included when P-NAD, DAP-NAD, or DAV-NAD is being used in the subnetwork
- 13 Included to indicate the error condition that caused a rejoin.
- 14 Recommend parameters to use to retry a join.
- 15 Specifying the URN and/or IP address that has left the subnetwork

MIL-STD-188-220D w/ Change 1

APPENDIX E

- 16 Included when H-NAD is being used in the subnetwork
- 17 Included when RE-NAD is being used in the subnetwork
- 18 Included to assign a multicast address to a station
- 19 Included to assign the number of NAD Priorities and/or NBDT is not included or not in accordance with the Parameter Table.

MIL-STD-188-220D w/ Change 1

APPENDIX F

GOLAY CODING ALGORITHM

F.1 General.

F.1.1 Scope.

This appendix contains amplifying information in support of MIL-STD-188-220.

F.1.2 Application.

This appendix is not a mandatory part of MIL-STD-188-220. The information contained herein is intended for guidance only.

F.2 Applicable documents.

None.

F.3 Forward Error Correction.

The FEC method requires the receiver to detect and automatically correct errors in a received block of information. The number of errors the receiver can detect and correct depends on the coding method. The information bits (k) are separated into blocks that contain both information bits and code bits. The length of the block, including the information and code bits, is (n). The code is described as (n, k), where n is the length of the block and k is the number of information bits in the block.

F.4 Golay code.

The Golay code is a linear, block, perfect, and cyclic (23,12) code capable of correcting any combination of three or fewer errors in a block of 23 digits. The generator polynomial for this code is

$$g(x) = x^{11} + x^{10} + x^6 + x^5 + x^4 + x^2 + 1$$

where $g(x)$ is a factor of $x^{23} + 1$

F.4.1 Half-rate Golay code.

The half-rate Golay code (24,12) is formed by adding a fill bit to the Golay (23,12) code. The fill bit is not checked on reception. The (24,12) code is preferable to the (23,12) because it has a code rate of exactly one-half. This code rate simplifies system timing.

F.4.2 Golay code implementation.

The Golay code may be implemented in either hardware or software. The hardware implementation uses shift-registers for encoding and decoding, as described in F.4.2.1 and F.4.2.2, respectively. The software implementation uses a generator matrix and conversion table, as described in F.4.2.3.

MIL-STD-188-220D w/ Change 1

APPENDIX F

F.4.2.1 Hardware implementation.

Golay code encoding can be performed with an 11-stage feedback shift register with feedback connections selected according to the coefficients of $g(x)$. A shift register corresponding to the coefficients of $g(x)$ is shown in FIGURE F-1. The k information bits are located at the beginning of the n symbol block code. With the gate open, the information bits are loaded into the shift register stages and simultaneously into the output channel. At this time the shift register contains the check symbols. With the gate closed, register contents are then shifted onto the output channel. The last $n - k$ symbols are the check symbols that form the whole codeword.

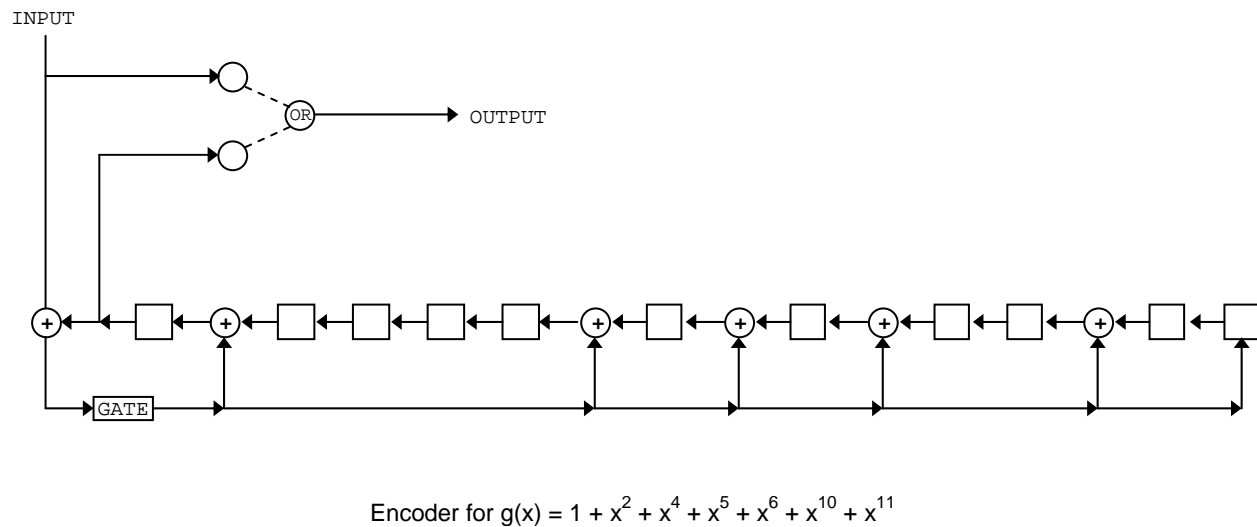


FIGURE F-1. Shift register encoding for the (23,12) Golay code.

F.4.2.2 Hardware decoding.

The Golay code is decoded using a number of techniques such as the error-trapping process developed by T. Kasami. The Kasami error-trapping decoder for the Golay code is shown in FIGURE F-2. It works as follows:

a. Gates 1, 3, and 5 are opened, and gates 2 and 4 are closed. The received codeword $r(x)$ is then shifted into both the 23-stage shift register and the syndrome register. At the same time, the previously corrected codeword is shifted out to the user. The syndrome

$$S(x) = S_0 + S_1x + \dots + S_{10}x^{10}$$

is then formed and subjected to threshold tests.

MIL-STD-188-220D w/ Change 1

APPENDIX F

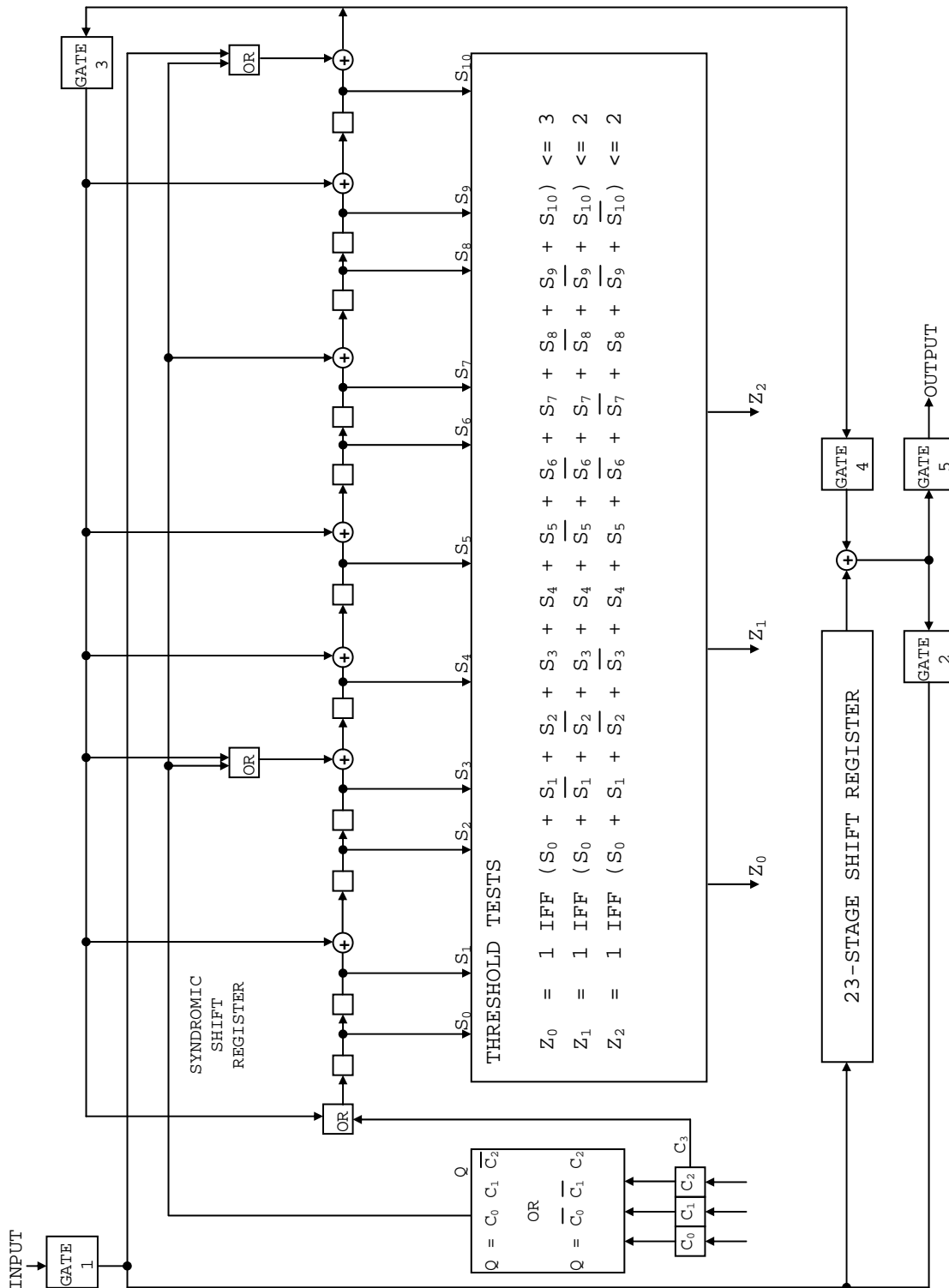


FIGURE F-2. Kasami error-trapping decoder for the (24,12) Golay code.

MIL-STD-188-220D w/ Change 1

APPENDIX F

b. Gates 1, 4, and 5 are closed and gate 2 is opened. Gate 3 remains open. The threshold tests occur in the following order:

1. If Z_0 is unity, then all the errors are confined to the 11 high-order positions of $r(x)$, and $S(x)$ matches the errors. Z_0 opens gate 4 and closes gate 3. Contents of both the 23-stage shift register and the syndrome shift register are then shifted 11 times, and the errors are corrected. Then gate 4 is closed and the contents of the 23-stage shift register are shifted until the received codeword is in its original position. The decoder then goes to step 3 below.
2. If Z_1 is unity, the error pattern in $S(x)$ is the same as the errors in the 11 high-order bits of the codeword $r(x)$, and a single error exists at location x^5 . Gate 4 is opened and gate 3 is closed. The counter is preloaded with a count of 2, and both the syndrome shift register and the 23-stage shift register are shifted until the error in x^5 is corrected. Then gate 4 is closed, and the contents of the 23-stage shift register are shifted until the received codeword is in its original position. The decoder then goes to step 3.
3. If Z_2 is unity, the error pattern in $S(x)$ is the same as the errors in the 11 high-order bits of the codeword $r(x)$, and there is a single error in location x^6 . The same steps are followed as in b (above) except that the counter is preloaded with a count of 3. The decoder then goes to step 3.
4. If neither of the three thresholds is unity, the decoder goes directly to step 3.

c. Gates 1, 4, and 5 are closed, and gates 2 and 3 are opened. Contents of both the 23-stage shift register and the syndrome shift register are then shifted once to the right. The decoder then goes to step 2.

d. This action continues until step 3 has been executed 46 times. Then the decoder returns to step 1 to process the next received codeword.

The decoder always yields an output. The output is correct if there were 3 or fewer errors in the received codeword, and erroneous if there were more than 3 errors in the codeword.

F.4.2.3 Software implementation.

The transmitting DMTD shall generate the check bits using the following generator polynomial:

$$g(x) = x^{11} + x^{10} + x^6 + x^5 + x^4 + x^2 + 1$$

MIL-STD-188-220D w/ Change 1

APPENDIX F

Note that using modulo 2 addition,

$$x^{23}+1=(x^{11}+x^{10}+x^6+x^5+x^4+x^2+1)(x^{11}+x^9+x^7+x^6+x^5+x+1)(x+1)$$

The 11 check bits shall be as derived from the generator matrix G, shown in FIGURE F-3, where the matrix contains the coefficients of the polynomials on the left.

	$2^2 2^1 2^0 1^9 1^8 1^7 1^6 1^5 1^4 1^3 1^2 1^1 0^9 8^7 6^5 4^3 2^1 0$ X	
$x^{11} * g(x) =$	1 1 0 0 0 1 1 1 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0	
$x^{10} * g(x) =$	0 1 1 0 0 0 1 1 1 0 1 0 1 0 0 0 0 0 0 0 0 0 0	
$x^9 * g(x) + x^{11} * g(x) =$	1 1 1 1 0 1 1 0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0	
$x^8 * g(x) + x^{10} * g(x) =$	0 1 1 1 1 0 1 1 0 1 0 0 0 0 1 0 0 0 0 0 0 0 0	
$x^7 * g(x) + x^9 * g(x) =$	0 0 1 1 1 1 0 1 1 0 1 0 0 0 0 1 0 0 0 0 0 0 0	
$(x^6 + x^8 + x^{11}) * g(x) =$	1 1 0 1 1 0 0 1 1 0 0 0 0 0 0 0 1 0 0 0 0 0 0	
$(x^5 + x^7 + x^{10}) * g(x) =$	0 1 1 0 1 1 0 0 1 1 0 0 0 0 0 0 0 1 0 0 0 0 0	
$(x^4 + x^6 + x^9) * g(x) =$	0 0 1 1 0 1 1 0 0 1 1 0 0 0 0 0 0 0 1 0 0 0 0	
$(x^3 + x^5 + x^8 + x^{11}) * g(x) =$	1 1 0 1 1 1 0 0 0 1 1 0 0 0 0 0 0 0 0 1 0 0 0	
$(x^2 + x^4 + x^7 + x^{10} + x^{11}) * g(x) =$	1 0 1 0 1 0 0 1 0 1 1 0 0 0 0 0 0 0 0 0 0 1 0 0	
$(x + x^3 + x^6 + x^9 + x^{10} + x^{11}) * g(x) =$	1 0 0 1 0 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 1 0	
$(1 + x^2 + x^5 + x^8 + x^9 + x^{10} + x^{11}) * g(x) =$	1 0 0 0 1 1 1 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 1	= G
	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border-top: 1px solid black; width: 40%;"></div> <div style="border-top: 1px solid black; width: 40%;"></div> </div> <div style="display: flex; justify-content: space-around; align-items: center;"> Parity Identity </div>	

FIGURE F-3. Generator matrix G.

By interchanging the I and P columns to obtain matrix T, shown in FIGURE F-4, that is,

$$G=[P,I]_{(12 \times 23)} = > [I,P]_{(12 \times 23)} = T$$

the transmission order and value of the code word bits can be obtained by matrix multiplication (modulo 2 addition without carry) as follows:

MIL-STD-188-220D w/ Change 1

APPENDIX F

$$\begin{bmatrix} I_{b1} & \text{INFO BITS} & I_{b12} \end{bmatrix}_{(1 \times 12)} * \begin{bmatrix} I, P \end{bmatrix}_{(12 \times 23)} = \begin{bmatrix} \text{INFO BITS, CHECK BITS} \end{bmatrix}_{(1 \times 23)}$$

↑ FIRST BIT TRANSMITTED
↑ FIRST BIT TRANSMITTED

$$\mathbf{T} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 0 & 1 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 0 & 1 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 & 0 & 1 & 0 & 1 & 1 \end{bmatrix}$$

I

P

FIGURE F-4. Matrix T.

MIL-STD-188-220D w/ Change 1

APPENDIX G

PACKET CONSTRUCTION AND BIT ORDERING

G.1 General.

G.1.1 Scope.

This appendix illustrates the construction of packets starting with the Application Layer Protocol Data Unit (PDU) and VMF Message data buffers and ending with the data link bit order of transmission and physical layer PDU. However this example excludes the S/R protocol. The focus of this example is to show correct formatting of the MIL-STD-188-220 subnetwork.

G.1.2 Application.

This appendix is a mandatory part of this document. The bit ordering defined herein shall be utilized by all implementers.

G.1.3 Clarification of examples

Throughout this standard, many examples are provided as guidance only. In the event that an example is inconsistent with the text and DSPICS of the standard, the text description/DSPICS takes precedence over the example. Should a user detect any inconsistent examples, they should notify the CNRWG so that the example can be updated for a future release of the standard. It should also be noted that while all examples should be accurate in relation to the feature they are explaining, some of the examples provided may not reflect changes made to unrelated sections of the standard (e.g. examples to illustrate the use of XNP reflect the current version of XNP, but may not reflect the current version of the Intranet Header).

G.2 Applicable documents.

- a. RFC 768: User Datagram Protocol
- b. RFC 791: Internet Protocol -- DARPA Internet Program Protocol Specification
- c. MIL-STD-2045-47001D: Interoperability Standard for Connectionless Data Transfer -- Application Standard

G.3 PDU construction.

This section provides examples illustrating the construction and bit ordering of a VMF message through the Application Layer, the Transport Layer, the Network Layer, Link Layer and Physical Layer. For clarity, each layer will be discussed separately and then combined for actual transmission. The same representations will be utilized for each layer:

- the MSB (2^n bit) is represented with an italicized font and
- the LSB (2^0 bit) is shown to the RIGHT in the Value (binary) column.

MIL-STD-188-220D w/ Change 1

APPENDIX G

This representation is carried into the other columns to identify the beginning and end of each of the fields as the bits are moved into individual octets. Note that the bit markings for MSB and LSB are on a field basis, not on an octet basis. Single bit fields are treated as LSB. In addition, since some layers (e.g. transport) are based on commercial standards, the representation from the appropriate RFC will also be included. In all cases, we will start with a figure which illustrates the interaction with upper/lower communication layers, followed by a figure showing the exchange between communication layers. There will be a table showing the construction of the PDU. This will be followed by a table showing the construction of each octet and a figure showing the serial representation of this particular PDU as it would appear at physical layer.

Each layer typically adds value and its own header to an outgoing message. This process is illustrated in FIGURE G-1.

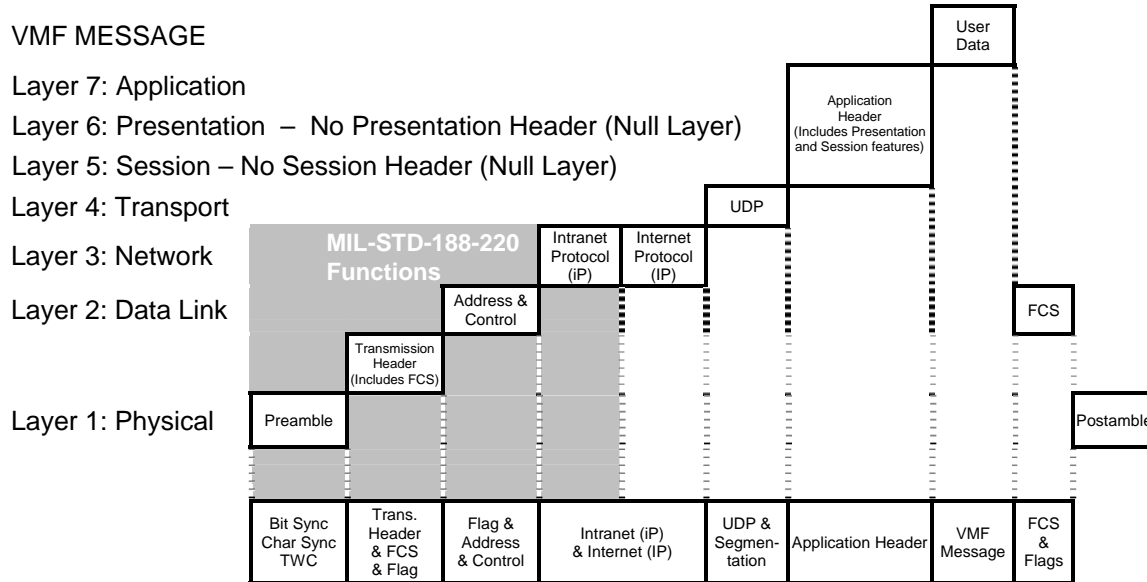


FIGURE G-1. PDU construction.

An application header is added to the VMF message at application layer. For this protocol, layers 5 and 6 are null layers, and no processing or headers are present. The Application Layer handles these functions. The transport layer adds its header. Although the standard calls out TCP, UDP and segmentation/reassembly, only UDP is illustrated in this appendix. Next, the network layer adds the IP header and the Intranet header. The message is now passed to the data link layer which adds both a header and a trailer. Finally, the physical layer adds its header resulting in the final PDU for transmission. Note that this example does not include TCP, segmentation & reassembly, or COMSEC.

MIL-STD-188-220D w/ Change 1

APPENDIX G

G.3.1 VMF message data exchange.

The relationship of the VMF Messaging Services to other communication layers is shown in FIGURE G-2. A layered communication model is used in this example for consistency with the principles of the ISO OSI reference model. The model discussed here is tailored to focus attention specifically on VMF Messaging Services, and the data it produces. A user of VMF Messaging Services exchanges Message Content with its peer at another node by sending and receiving the Message Content via the VMF Messaging Services. VMF Messaging Services sends and receives the Message Content by converting the Message Content to Message Data and exchanging the Message Data with its peer at another node. The VMF Message Data is sent and received via lower communication layers. The lower communication layers send and receive the VMF Message Data transparently over a variety of communications media. Note that VMF Messaging Services would ordinarily use Application Layer services from the lower communication layers to send and receive Message Data. The Message Data would then appear in the Application Layer PDU's VMF message.

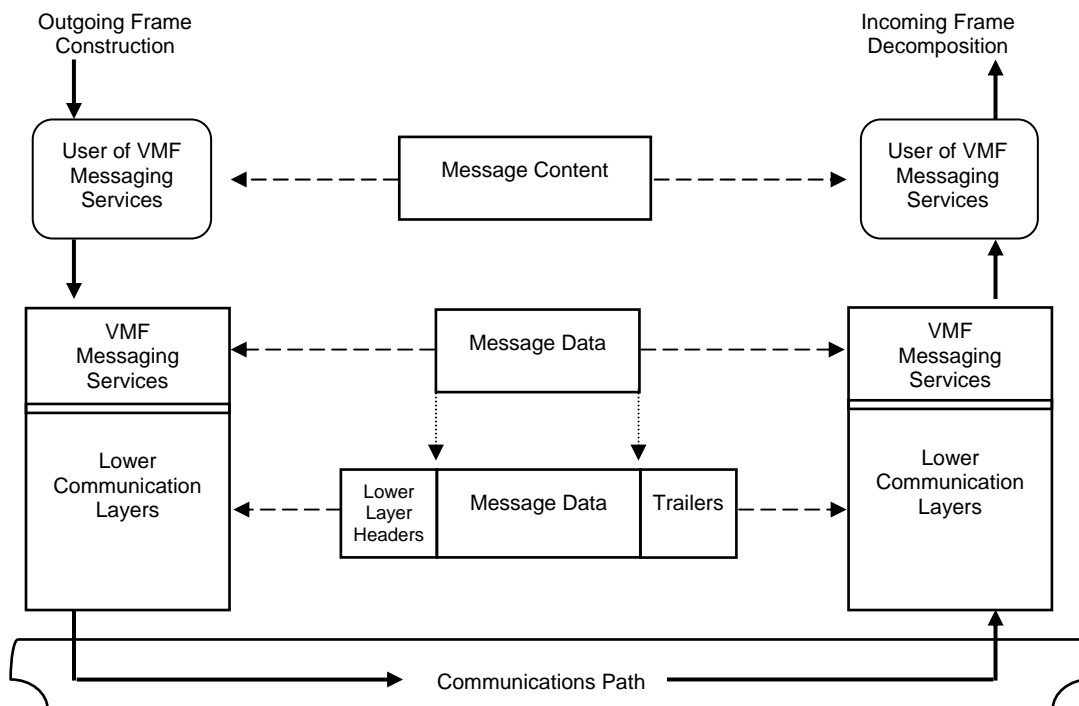


FIGURE G-2. VMF message services interaction with other communication layers.

The format of the Message Data is defined in terms of the actual data buffer or data stream used to exchange the Message Data between the VMF Messaging Services and the lower communication layers. The rationale for using the Message Data's data buffer/stream to define the format is: 1) for consistency with industry standard commercial communications hardware and software (e.g., UNIX implementations of TCP/IP), which exchange data with other software when sending or receiving as a buffer or stream of octets; 2) to provide a definition independent

MIL-STD-188-220D w/ Change 1

APPENDIX G

of the specifics of any other communication layer, consistent with the OSI ISO model principle of making communication layers independent; and 3) to avoid differences in the bit representations used to implement communications on different media. For example, on Ethernet LAN media each octet is sent LSB first, but on FDDI media each octet is sent MSB first. To achieve a universal definition of the Message Data format, its representation is defined independent of the other communication layers. The relationship of the Message Data's data buffer/stream to the VMF Messaging Services is depicted in FIGURE G-3.

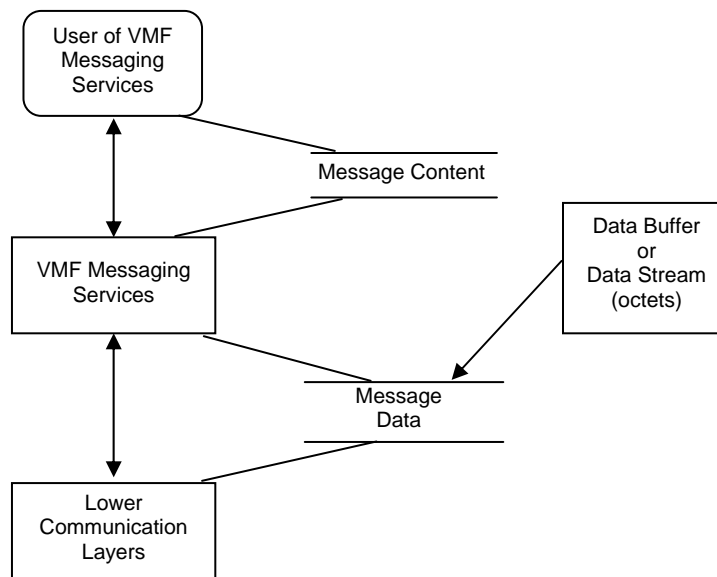


FIGURE G-3. Exchange of message data between communication layers.

G.3.1.1 Example of VMF message data construction.

The construction of VMF Message Data is illustrated by the example in TABLE G-I. The first four columns of the table provide a description of each field in the example, the field length in bits, and the value of the field in both decimal (Dec) and binary representations. The last three columns show the physical encoding of the VMF Message Data. In the fifth column, Field Fragments, the bits of each field are placed in octets. The bit(s) of each field are positioned in an octet such that the LSB of the field is positioned in the least significant unencoded bit of the octet, the next LSB of the field is placed in the next least significant unencoded bit of the octet, and repeated until all of the bits of the field have been encoded. When an octet is filled before all the bits of a field are encoded, the process is continued encoding the next octet with the remaining bits of the field. This field/octet encoding procedure is performed starting with the first field and octet, and repeated for each successive field and individual octet, in order, until the encoding is completed. When a field has groups, the field encoding procedure is performed starting with the first group, and repeated for each successive group and individual octet, in order, until the encoding of the field is completed. The Target Number field illustrates the encoding of a field with groups. Note the LSB of a field or octet is defined as the bit having the

MIL-STD-188-220D w/ Change 1

APPENDIX G

weight of 2^0 when the field or octet is represented as a numeric value. X's are used to identify bits that are not associated with the field being encoded. The sixth column, Octet Value - Binary, assembles the bits contributed by successive fields into complete octets, represented in binary. The seventh column, Octet Value - Hex, represents the octet value in hexadecimal (Hex). The last column, Octet Number, numbers the octets from first to last starting with 0.

When all fields have been encoded, any remaining unencoded bits in the last octet are filled with zeroes (zero padded). Each VMF Message is individually encoded and zero padded. This example is a factitious VMF message – K15.99.

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-I. Example of K15.99 VMF message like data construction

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			<div> <div>MSB</div> <div>LSB</div> <div>2ⁿ</div> <div>2⁰</div> </div>	<div> <div>MSB</div> <div>LSB</div> <div>2⁷</div> <div>2⁰</div> </div>	<div> <div>MSB</div> <div>LSB</div> <div>2⁷</div> <div>2⁰</div> </div>		
Field1	5	0	00000	xxx00000			
FPI (Field2)	1	1	1	XX1XXXXX			
Field2 (ASCII CHAR)	7	66(B)	1000010	10XXXXXX	10100000	A0	1
				XXX/0000			
FPI (Field3)	1	1	1	XX1XXXXX			
Field3 (A1234)	21						
Subfield 1 (ASCII CHAR)	7	65 (A)	1000001	01XXXXXX	01111000	78	2
				XXX/0000			
Subfield 2 (Dec)	14	1234	00010011010010	010XXXXX	01010000	50	3
				10011010	10011010	9A	4
				XXXXX000			
FPI (Field4)	1	0	0	XXXX0XXX			
Field4	21	NA					
GPI (Group1)	1	0	0	XXX0XXXX			
Field5	5	NA					
Field6	6	NA					
Field7	6	NA					
FPI (Field8)	1	0	0	XX0XXXXX			
Field8	7	NA					
GPI (Group2)	1	0	0	X0XXXXXX			
Field9	24	NA					
Field10	32	NA					
Field11	5	NA					
Field12	5	NA					
Field13	6	NA					
Field14	6	NA					
(Zero Padding)	1	0	0	0XXXXXXXX	00000000	00	5

FIGURE G-4 illustrates the octets arranged in a serial format as they would appear at the physical layer, with LSB first.

Octet 0	Octet 1	Octet 2	Octet 3	Octet 4
<div> <div>2⁰</div> <div>2⁷</div> </div>	<div> <div>2⁰</div> <div>2⁷</div> </div>	<div> <div>2⁰</div> <div>2⁷</div> </div>	<div> <div>2⁰</div> <div>2⁷</div> </div>	<div> <div>2⁰</div> <div>2⁷</div> </div>
00000101	00011110	00001010	01011001	00000000

FIGURE G-4. Serial representation of PDU.

MIL-STD-188-220D w/ Change 1

APPENDIX G

G.3.2 Application Layer data exchange.

The relationship of the Application Layer to other communication layers is shown in FIGURE G-5. A layered communication model is used in this example for consistency with the principles of the ISO OSI reference model. The model discussed here is tailored to focus attention specifically on the Application Layer, and the data it produces. A user of the Application Layer exchanges a VMF message with its peer at another node by sending and receiving the VMF message via the Application Layer. The Application Layer sends and receives the VMF message transparently by producing and exchanging an Application Layer Protocol Data Unit (PDU) with its peer at another node. The Application Layer PDU consists of the Application Header concatenated with the VMF message, and is sent and received via lower communication layers. The lower communication layers send and receive the VMF message transparently over a variety of communications media.

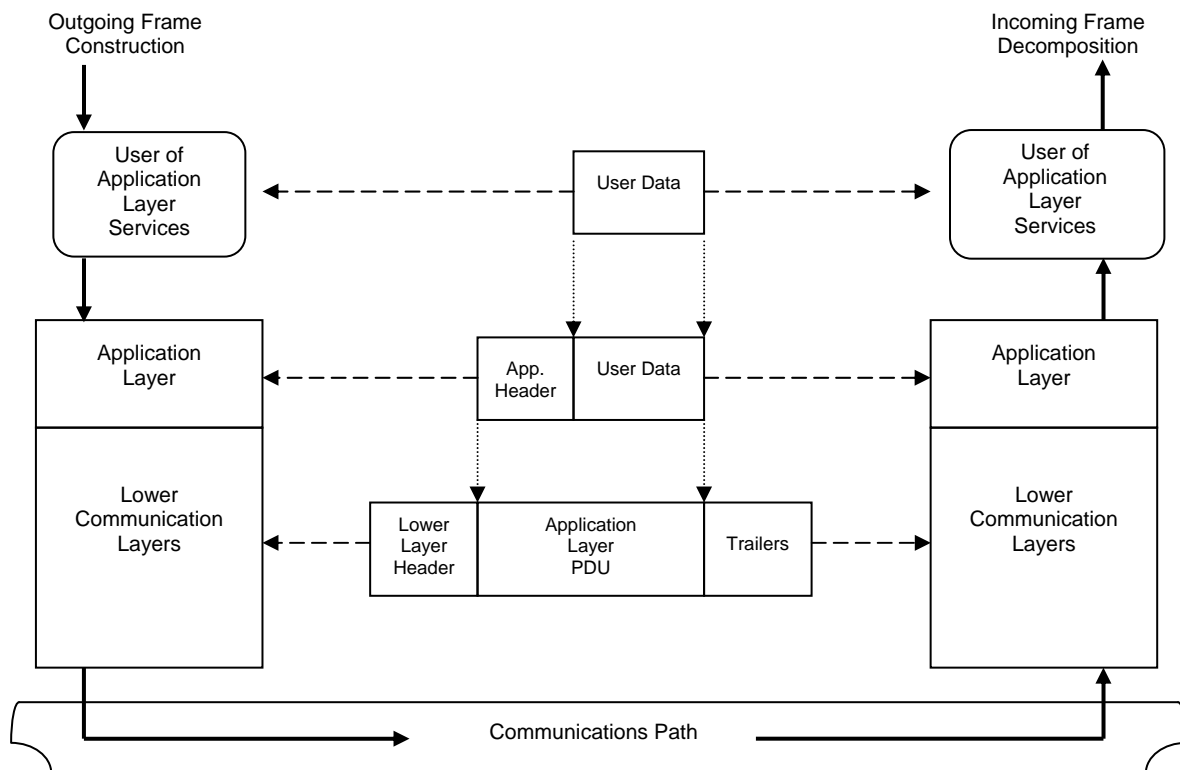


FIGURE G-5. Application Layer interaction with other communication layers.

The format of the Application Layer PDU is defined in terms of the actual data buffer or data stream used to exchange the PDU between the Application Layer and the lower communication layers. The rationale for using the PDU's data buffer/stream to define the format is 1) for consistency with industry standard commercial communications hardware and software (e.g., UNIX implementations of TCP/IP), which exchange data with other software when sending or

MIL-STD-188-220D w/ Change 1

APPENDIX G

receiving as a buffer or stream of octets; 2) to provide a definition independent of the specifics of any other communication layer, consistent with the OSI ISO model principle of making communication layers independent; and 3) to avoid differences in the bit representations used to implement communications on different media. For example, on Ethernet LAN media each octet is sent LSB first, but on FDDI media each octet is sent MSB first. To achieve a universal definition of the PDU format, its representation is defined independent of the other communication layers. The relationship of the Application Layer PDU's data buffer/stream to the Application Layer is depicted in FIGURE G-6.

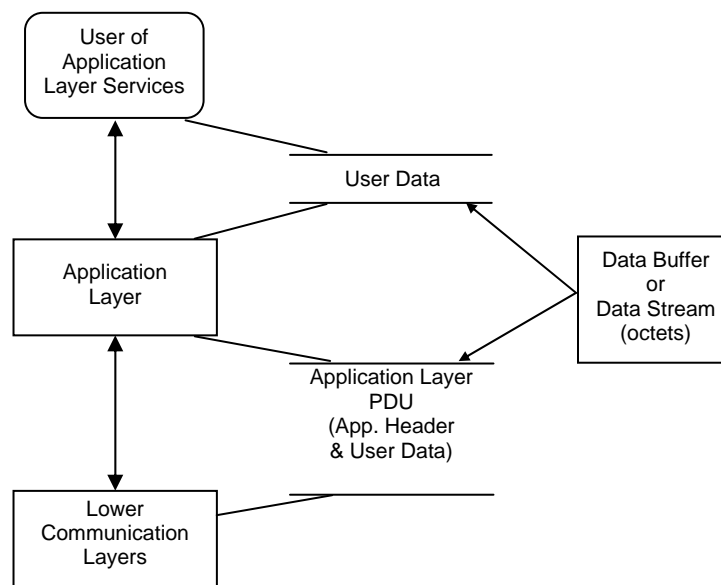


FIGURE G-6. Exchange of application layer PDU between communication layers.

G.3.2.1 Example of Application Layer PDU.

The construction of an Application Layer PDU is illustrated by the example in TABLE G-II. The first four columns of the table provide a description of each field in the example, the field length in bits, and the value of the field in both Dec and binary representations. The last four columns show the physical encoding of the Application Layer PDU. In the fifth column, Field Fragments, the bits of each field are placed in octets. The bit(s) of each field are positioned in an octet such that the LSB of the field is positioned in the least significant unencoded bit of the octet, the next LSB of the field is placed in the next least significant unencoded bit of the octet, and repeated until all of the bits of the field have been encoded. When an octet is filled before all the bits of a field are encoded, the process is continued encoding the next octet with the remaining bits of the field. This field/octet encoding procedure is performed starting with the first field and octet, and repeated for each successive field and individual octet, in order, until the encoding is completed. When a field has groups, the field encoding procedure is performed starting with the first group, and repeated for each successive group and individual octet, in

MIL-STD-188-220D w/ Change 1

APPENDIX G

order, until the encoding of the field is completed. The URN field illustrates the encoding of a field with groups. Note the LSB of a field or octet is defined as the bit having the weight of 2^0 when the field or octet is represented as a numeric value. X's are used to identify bits that are not associated with the field being encoded. The sixth column, Octet Value - Binary, assembles the bits contributed by successive fields into complete octets, represented in binary. The seventh column, Octet Value, represents the octet value in binary that should be submitted to the Transport layer. The last column, Octet Number, numbers the octets from first to last starting with 0.

When all fields have been encoded, any remaining unencoded bits in the last octet are filled with zeroes (zero padded). The Application Header is encoded and zero padded. The VMF message is encoded and zero padded before it is passed to the Application Layer to have the Application Header added.

TABLE G-II. Example construction of the Application Header.

Syntax	Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
				<i>MSB</i> 2^n	<i>LSB</i> 2^0	<i>MSB</i> 2^n <i>LSB</i> 2^0	
	Version	4	3	0011	xxxx0011		
FPI	Compression Type	1	0	0	xxx0xxxx		
GPI	Presence Indicator (Originator)	1	1	1	xx1xxxxx		
FPI	Presence Indicator (URN)	1	1	1	x1xxxxxx		
	URN (Originator)	24	23	00000000000000000000000010111	1xxxxxxx 00001011 00000000 x0000000	11100011 00001011 00000000	0 1 2
FPI	Presence Indicator (Unit Name)	1	0	0	0xxxxxxx	00000000	3

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-II. Example construction of the Application Header-Continued

Syntax	Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
				<i>MSB</i> 2^n	<i>LSB</i> 2^0	<i>MSB</i> 2^n <i>LSB</i> 2^0	
GPI	Presence Indicator (Recipient)	1	1	1	xxxxxxx1		
GRI	Group Repeat Indicator (Recipient)	1	0	0	xxxxxx0x		
FPI	Presence Indicator (URN)	1	1	1	xxxxx1xx		
	URN (Recipient URN)	24	124	000000000000000001111100	11100xxx 00000011 00000000 xxxxxx000	11100101 00000011 00000000	4 5 6
FPI	Presence Indicator (Unit Name)	1	0	0	xxxx0xxx		
GPI	Group Presence Indicator (Information)	1	0	0	xxx0xxxx		
FPI	Field Presence Indicator (Header Size)	1	0	0	xx0xxxxx		
GPI	Group Presence Indicator (FUTURE USE 1)	1	0	0	x0xxxxxx		
GPI	Group Presence Indicator (FUTURE USE 2)	1	0	0	0xxxxxxx	00000000	7
GPI	Group Presence Indicator (FUTURE USE 3)	1	0	0	xxxxxxx0		
GPI	Group Presence Indicator (FUTURE USE 4)	1	0	0	xxxxxx0x		
GPI	Group Presence Indicator (FUTURE USE 5)	1	0	0	xxxxx0xx		

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-II. Example construction of the Application Header-Continued

Syntax	Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
				<i>MSB</i> <i>2ⁿ</i>	<i>LSB</i> <i>2⁰</i>	<i>MSB</i> <i>2ⁿ</i> <i>LSB</i> <i>2⁰</i>	
GRI	Group Repeat Indicator (Message)	1	0	0	xxxx0xxx		
	User Message Format	4	2	0010	0010xxxx	00100000	8
FPI	Field Presence Indicator (Message Standard Version)	1	0	0	xxxxxxx0		
GPI	Group Presence Indicator (Message Identification)	1	1	1	xxxxxx1x		
	Functional Area Designator	4	15	1111	xx1111xx		
	Message Number	7	99	1100011	11xxxxxx xxx1000	11111110	9
FPI	Presence Indicator (Message Subtype #)	1	0	0	xx0xxxxx		
FPI	Presence Indicator (File Name)	1	0	0	x0xxxxxx		
FPI	Presence Indicator (Message Size)	1	0	0	0xxxxxxx	0001000	10
	Operation Indicator	2	0	00	xxxxxx00		
	Retransmit Indicator	1	0	0	xxxxx0xx		
	Message Precedence Code	3	7	111	xx111xxx		
	Security Classification	2	0	00	00xxxxxx	00111000	11
FPI	FPI for Control/Release Marking	1	0	0	xxxxxxx0		
GPI	GPI for Originator DTG	1	1	1	xxxxxx1x		
	Year	7	4	0000100	000100xx xxxxxxx0	00010010	12
	Month	4	2	0010	xxx0010x		

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-II. Example construction of the Application Header-Continued

Syntax	Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
				<i>MSB</i> 2^n	<i>LSB</i> 2^0	<i>MSB</i> 2^n <i>LSB</i> 2^0	
	Day	5	14	01110	110xxxxx xxxxxxx01	11000100	13
	Hour	5	8	01000	x01000xx		
	Minute	6	32	100000	0xxxxxxx xxx10000	00100001	14
	Second	6	16	010000	000xxxxx xxxxx010	00010000	15
FPI	DTG Extension	1	0	0	xxxx0xxx		
GPI	GPI for Perishability DTG	1	0	0	xxx0xxxx		
GPI	GPI for ACK Request Group	1	0	0	xx0xxxxx		
GPI	GPI for Response Data Group	1	0	0	x0xxxxxx		
GPI	GPI for Reference Message Data	1	0	0	0xxxxxxx	00000010	16
GPI	Group Presence Indicator (FUTURE USE 6)	1	0	0	xxxxxxx0		
GPI	Group Presence Indicator (FUTURE USE 7)	1	0	0	xxxxxx0x		
GPI	Group Presence Indicator (FUTURE USE 8)	1	0	0	xxxxx0xx		
GPI	Group Presence Indicator (FUTURE USE 9)	1	0	0	xxxx0xxx		
GPI	Group Presence Indicator (FUTURE USE 10)	1	0	0	xxx0xxxx		

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-II. Example construction of the Application Header-Continued

Syntax	Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
				<i>MSB</i> 2^n	<i>LSB</i> 2^0	<i>MSB</i> 2^n <i>LSB</i> 2^0	
GPI	GPI for Security Parameters Information	1	0	0	xx0xxxxx		
GPI	Group Presence Indicator (FUTURE USE 11)	1	0	0	x0xxxxxx		
GPI	Group Presence Indicator (FUTURE USE 12)	1	0	0	0xxxxxxx	00000000	17
GPI	Group Presence Indicator (FUTURE USE 13)	1	0	0	xxxxxxx0		
GPI	Group Presence Indicator (FUTURE USE 14)	1	0	0	xxxxxx0x		
GPI	Group Presence Indicator (FUTURE USE 15)	1	0	0	xxxxx0xx		
	(Zero Padding)	5	0	000000	00000xxx	00000000	18

The Application Header is followed by the VMF message. The VMF message is shown as a single 10-octet message to complete the Application Layer PDU. FIGURE G-7 provides an illustration of the Application Header, as it would appear in serial form at the lower layers.



Octet 0	Octet 1	Octet 2		Octet 13	Octet 14	Octet 15	Octet 16	Octet 17	Octet 18
2^0 2^7	2^0 2^7	2^0 2^7		2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7
11000111	11010000	00000000		00100011	10000100	00001000	01000000	00000000	00000000

FIGURE G-7. Application Header (octets).

MIL-STD-188-220D w/ Change 1

APPENDIX G

Any of the ASCII fields (e.g. Unit Name) in the application header can be terminated by either an end of text marker, or by using the maximum number of bits. TABLE G-III shows how to format the Unit Name when the Unit Name is used as part of the originator address group. The Unit Name and URN are mutually exclusive inside the address group – never send both, Unit Name and URN, in an address group. However if the address group has a Group Repeat Indicator (GRI) each of the repeatable address groups can be different address types (e.g. Unit Name or URN).

TABLE G-III. Example of a unit name as originator.

Syntax	Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
				<i>MSB</i> 2^n	<i>LSB</i> 2^0	<i>MSB</i> 2^n	<i>LSB</i> 2^0
	Version	4	3	0011	xxxx0011		
FPI	Compression Type	1	0	0	xxx0xxxx		
GPI	Presence Indicator (Originator)	1	1	1	xx1xxxxx		
FPI	Presence Indicator (URN)	1	0	0	x0xxxxxx		
FPI	Presence Indicator (Unit Name)	1	1	1	1xxxxxxx	10000011	0
	Unit Name (Originator)	448 Max	“UNITA”				
	“U”	7	85	1010101	x1010101		
	“N”	7	78	1001110	0xxxxxxx xx100111	01010101	1
	“I”	7	73	1001001	01xxxxxx xxx10010	01100111	2
	“T”	7	84	1010100	100xxxxx xxxx1010	10010010	3
	“A”	7	65	1000001	0001xxxx xxxxx100	00011010	4
	End of text marker (ANSI ASCII DEL)	7	127	1111111	11111xxx xxxxxx11	11111100	5
GPI	Presence Indicator (Recipient)	1	1	1	xxxxx1xx		
<i>encode rest of the message</i>							

MIL-STD-188-220D w/ Change 1

APPENDIX G

G.3.3 Transport Layer data exchange.

The relationship of the Transport Layer to other communication layers is shown in FIGURE G-8.

A user of the Transport Layer exchanges data with its peer at another node by sending and receiving the Application Layer PDU via the Transport Layer. The Transport Layer sends and receives the Application Layer PDU transparently by producing and exchanging a Transport Layer Protocol Data Unit (PDU) with its peer at another node. The Transport Layer PDU consists of the Transport Header concatenated with the Application Layer PDU, and is sent and received via lower layer communication layers. The lower communication layers send and receive the Transport PDU transparently over a variety of communications media.

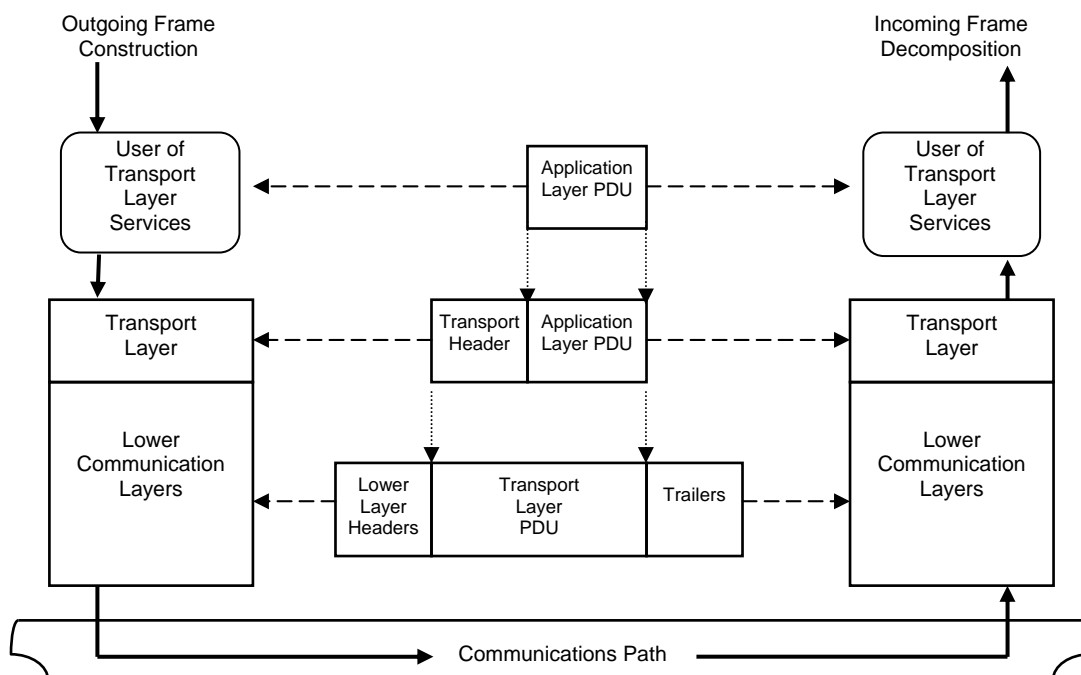


FIGURE G-8 Transport layer interaction with other communication layers.

The relationship of the Transport Layer PDU's data buffer/stream to the Application Layer is depicted in FIGURE G-9. The Transport Layer PDU is defined as a buffer or stream of octets consisting of the VMF message, Application Header and Transport Header.

G.3.3.1 An example of Segmentation / Reassembly (S/R) Data Segment construction.

S/R is described by MIL-STD-2045-47001, APPENDIX C. The S/R Data Segment from MIL-STD-2045-47001, APPENDIX C, consists of 12 octets as shown in FIGURE G-10 with the example values to be used for this appendix. Since MIL-STD-2045-47001, APPENDIX C, treats bit 0 as MSB, FIGURE G-10 and FIGURE G-11 show B_0 as MSB. For this example, the Source Port has a value of 5000, Destination Port has a value of 1581, the Type (3 bits) equals 2, HLEN (12 bits) equals 3, P/F (1 bit) equals 1, the Serial Number has a value of 16000, the

MIL-STD-188-220D w/ Change 1

APPENDIX G

Segment Number equals 260, and the Last Segment Number equals 300. MIL-STD-188-220 typically treats the LSB as bit 0.

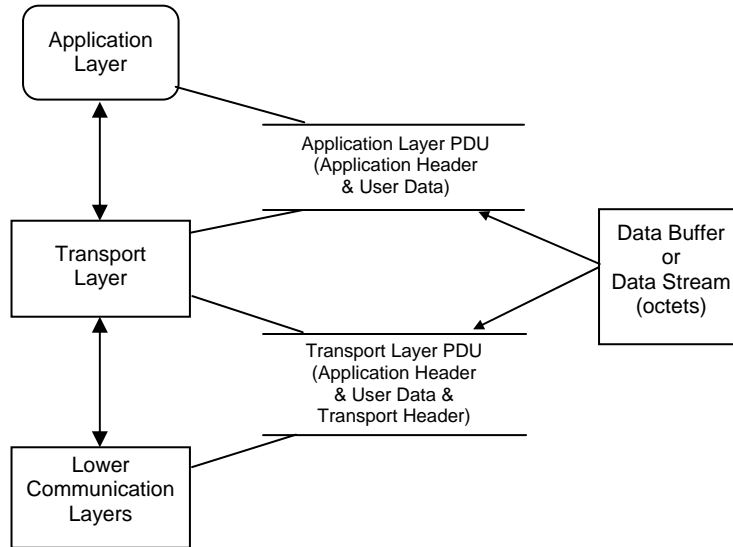


FIGURE G-9. Exchange of transport layer PDU between communication layers.

MSB	LSB	MSB	LSB	MSB	LSB	MSB	LSB
0	7	8	15	16	23	24	31
Source Port				Destination Port			
Type	HLEN		P/F				
Segment Number				Last Segment Number			
Data Portion							

FIGURE G-10. S/R Data Segment

FIGURE G-11 illustrates the twelve octets comprising S/R with the binary bit patterns. Each octet is marked to show both the MSB and LSB of each octet. It demonstrates how each of the octets are arranged and passed in order to next layer.

MIL-STD-188-220D w/ Change 1

APPENDIX G

Octet 0		Octet 1		Octet 2		Octet 3	
B ₀	B ₇	B ₈	B ₁₅	B ₁₆	B ₂₃	B ₂₄	B ₃₁
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
00010011		10001000		00000110		00101101	
Source Port (5000)				Destination Port (1581)			

Octet 4		Octet 5		Octet 6		Octet 7	
B ₀	B ₇	B ₈	B ₁₅	B ₁₆	B ₂₃	B ₂₄	B ₃₁
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
01000000		00000111		00111110		10000000	
Type (2) HLEN (3) P/F (1)				Serial Number (16000)			

Octet 8		Octet 9		Octet 10		Octet 11	
B ₀	B ₇	B ₈	B ₁₅	B ₁₆	B ₂₃	B ₂₄	B ₃₁
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
00000001		00000100		00000001		00101100	
Segment Number (260)				Last Segment Number (300)			

FIGURE G-11. Octet representation of S/R Data Segment.

The construction of a S/R Data Segment is illustrated by the example in TABLE G-IV. The first four columns of the table provide a description of each field in both decimal and binary representations. The last two columns show the physical encoding of the S/R Layer PDU. In the fifth column, Field Fragments, the bits of each field are placed in octets. The bits(s) of each field are positioned in an octet such that the MSB of the field is positioned in the most significant unencoded bit of the octet, the next MSB of the field is placed in the next most significant unencoded bit of the octet, and repeated until all of the bits of the field have been encoded. When an octet is filled before all the bits of a field are encoded, the process is continued encoding the next octet with the remaining bits of the field. This field/octet encoding procedure is performed starting with the first field and octet, and repeated for each successive field and individual octet, in order, until the encoding is completed. X's are used to identify bits that are not associated with the field being encoded. The sixth column, Octet Value - Binary, assembles the bits contributed by successive fields into complete octets, represented in binary. The last column, Octet Number, numbers the octets from first to last starting with 0.

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-IV. Example construction of S/R Data Segment.

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
			<i>MSB</i> 2^n	<i>LSB</i> 2^0	<i>MSB</i> 2^7	<i>LSB</i> 2^0
Source Port	16	5000	0001001110001000	0 0 0 1 0 0 1 1 1 0 0 0 1 0 0 0	0 0 0 1 0 0 1 1 1 0 0 0 1 0 0 0	0 1
Destination Port	16	1581	0000011000101101	0 0 0 0 0 1 1 0 0 0 1 0 1 1 0 1	0 0 0 0 0 1 1 0 0 0 1 0 1 1 0 1	2 3
Type	3	2	010	0 1 0 x x x x x		
HLEN	12	3	000000000011	x x x 0 0 0 0 0 0 0 0 0 0 1 1 x	0 1 0 0 0 0 0 0	4
P/F	1	1	I	x x x x x x x I	0 0 0 0 0 1 1 I	5
Serial Number	16	16000	0011111010000000	0 0 1 1 1 1 1 0 1 0 0 0 0 0 0 0	0 0 1 1 1 1 1 0 1 0 0 0 0 0 0 0	6 7
Segment Number	16	260	0000000100000100	0 0 0 0 0 0 0 1 0 0 0 0 0 1 0 0	0 0 0 0 0 0 0 1 0 0 0 0 0 1 0 0	8 9
Last Segment Number	16	300	0000000100101100	0 0 0 0 0 0 0 1 0 0 1 0 1 1 0 0	0 0 0 0 0 0 0 1 0 0 1 0 1 1 0 0	10 11

TABLE G-V illustrates the twelve octets of the S/R Data Segment showing the binary value of the octet, the octet number (0-11) and the field represented by each octet. Note that the bit with the bold italicized font identifies the MSB (2^n) of the field, not the octet.

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-V. Octet representation of S/R header.

Octet Value (Binary)	Octet Number	Field Name
2^7 2^0		
0 0 0 1 0 0 1 1	0	Source Port
1 0 0 0 1 0 0 0	1	Source Port
0 0 0 0 0 1 1 0	2	Destination Port
0 0 1 0 1 1 0 1	3	Destination Port
0 1 0 0 0 0 0 0	4	Type & HLEN
0 0 1 1 1 1 1 0	6	Serial Number
1 0 0 0 0 0 0 0	7	Serial Number
0 0 0 0 0 0 0 1	8	Segment Number
0 0 0 0 0 1 0 0	9	Segment Number
0 0 0 0 0 0 0 1	10	Last Segment Number
0 0 1 0 1 1 0 0	11	Last Segment Number

FIGURE G-12 provides a serial representation of the S/R header, as it would appear at the physical layer.

Octet 0	Octet 1	Octet 2	Octet 3	Octet 4	Octet 5	Octet 6	Octet 7
2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7
11001000	00010001	01100000	10110100	00000010	11100000	01111100	00000001

Octet 8	Octet 9	Octet 10	Octet 11
2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7
10000000	00100000	10000000	00110100

FIGURE G-12. Serial representation of S/R Data Segment.

G.3.3.2 An example of UDP header construction.

UDP is described by RFC 768. The UDP header from RFC 768 consists of 8 octets as shown in FIGURE G-14 with the example values to be used for this appendix. Since the RFC treats bit 0 as MSB, FIGURE G-13 and FIGURE G-14 show B_0 as MSB. For this example, the source has a value of 1581, destination of 1581, length of 32 and the checksum equals 12427. MIL-STD-188-220 typically treats the LSB as bit 0.

0	7	8	15	16	23	24	31
UDP Source (1581)				UDP Destination (1581)			
UDP Length (32)				UDP Checksum (12427)			

FIGURE G-13. UDP header.

MIL-STD-188-220D w/ Change 1

APPENDIX G

FIGURE G-14 illustrates the eight octets comprising UDP with the binary bit patterns. Each octet is marked to show both the MSB and LSB of each octet. It demonstrates how each of the octets are arranged and passed in order to next layer.

Octet 0		Octet 1		Octet 2		Octet 3	
B ₀	B ₇	B ₈	B ₁₅	B ₁₆	B ₂₃	B ₂₄	B ₃₁
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
00000110		00101101		00000110		00101101	
UDP Source (1581)				UDP Destination (1581)			

Octet 4		Octet 5		Octet 6		Octet 7	
B ₀	B ₇	B ₈	B ₁₅	B ₁₆	B ₂₃	B ₂₄	B ₃₁
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
00000000		00100000		00110000		10001011	
UDP Length (32)				UDP Checksum (12427)			

FIGURE G-14. Octet representation of UDP header.

The construction of a Transport Layer Header is illustrated by the example in TABLE G-VI. The first four columns of the table provide a description of each field in both Dec and binary representations. The last two columns show the physical encoding of the Transport Layer PDU.

In the fifth column, Field Fragments, the bits of each field are placed in octets. The bits(s) of each field are positioned in an octet such that the MSB of the field is positioned in the most significant unencoded bit of the octet, the next MSB of the field is placed in the next most significant unencoded bit of the octet, and repeated until all of the bits of the field have been encoded. When an octet is filled before all the bits of a field are encoded, the process is continued encoding the next octet with the remaining bits of the field. This field/octet encoding procedure is performed starting with the first field and octet, and repeated for each successive field and individual octet, in order, until the encoding is completed. The sixth column, Octet Value - Binary, assembles the bits contributed by successive fields into complete octets, represented in binary. The last column, Octet Number, numbers the octets from first to last starting with 0.

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-VI. Example construction of UDP header.

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
			<i>MSB</i> 2^{15} <i>LSB</i> 2^0	<i>MSB</i> 2^7 <i>LSB</i> 2^0	<i>MSB</i> 2^7 <i>LSB</i> 2^0	
UDP Source	16	1581	0000011000101101	0 0 0 0 0 1 1 0 0 0 1 0 1 1 0 1	0 0 0 0 0 1 1 0 0 0 1 0 1 1 0 1	0 1
UDP Destination	16	1581	0000011000101101	0 0 0 0 0 1 1 0 0 0 1 0 1 1 0 1	0 0 0 0 0 1 1 0 0 0 1 0 1 1 0 1	2 3
UDP Length	16	32	0000000000100000	0 0 0 0 0 0 0 0 0 0 100000	0 0 0 0 0 0 0 0 0 0 100000	4 5
UDP Checksum	16	12427	001100010001011	00110000 10001011	00110000 10001011	6 7

TABLE G-VII illustrates the eight octets of the Transport Header showing the binary value of the octet, the octet number (0-7) and the field represented by each octet. Note that the bit with the bold italicized font identifies the MSB (2^n) of the field, not the octet.

TABLE G-VII. Octet representation of UDP header.

Octet Value (Binary)	Octet Number	Field Name
<i>2^7</i> <i>2^0</i>		
<i>0 0 0 0 0 1 1 0</i>	0	Source
0 0 1 0 1 1 0 1	1	Source
<i>0 0 0 0 0 1 1 0</i>	2	Destination
0 0 1 0 1 1 0 1	3	Destination
<i>0 0 0 0 0 0 0 0</i>	4	Length
0 0 100000	5	Length
00110000	6	Checksum
10001011	7	Checksum

FIGURE G-15 provides a serial representation of the UDP header, as it would appear at the physical layer.

Octet 0	Octet 1	Octet 2	Octet 3	Octet 4	Octet 5	Octet 6	Octet 7
<i>2^0</i> <i>2^7</i>	<i>2^0</i> <i>2^7</i>	<i>2^0</i> <i>2^7</i>	<i>2^0</i> <i>2^7</i>	<i>2^0</i> <i>2^7</i>	<i>2^0</i> <i>2^7</i>	<i>2^0</i> <i>2^7</i>	<i>2^0</i> <i>2^7</i>
0 1 1 0 0 0 0 0	1 0 1 1 0 1 0 0	0 1 1 0 0 0 0 0	1 0 1 1 0 1 0 0	0 0 0 0 0 0 0 0	0 0 0 0 0 1 0 0	0 0 0 1 1 0 0	1 1 0 1 0 0 0 1

FIGURE G-15. Serial representation of UDP header.

MIL-STD-188-220D w/ Change 1

APPENDIX G

G.3.4 Network Layer data exchange.

The relationship of the Network Layer to other communication layers is shown in FIGURE G-16. A user of the Network Layer exchanges data with its peer at another node by sending and receiving the Transport Layer PDUs via the Network Layer. The Network Layer sends and receives the Transport Layer PDUs transparently by producing and exchanging a Network Layer PDU. The Network Layer PDU consists of the Network Headers concatenated with the Transport Layer PDU, and is sent and received via lower layer communication layers. The lower communication layers send and receive the Network Layer PDU transparently over a variety of communications media.

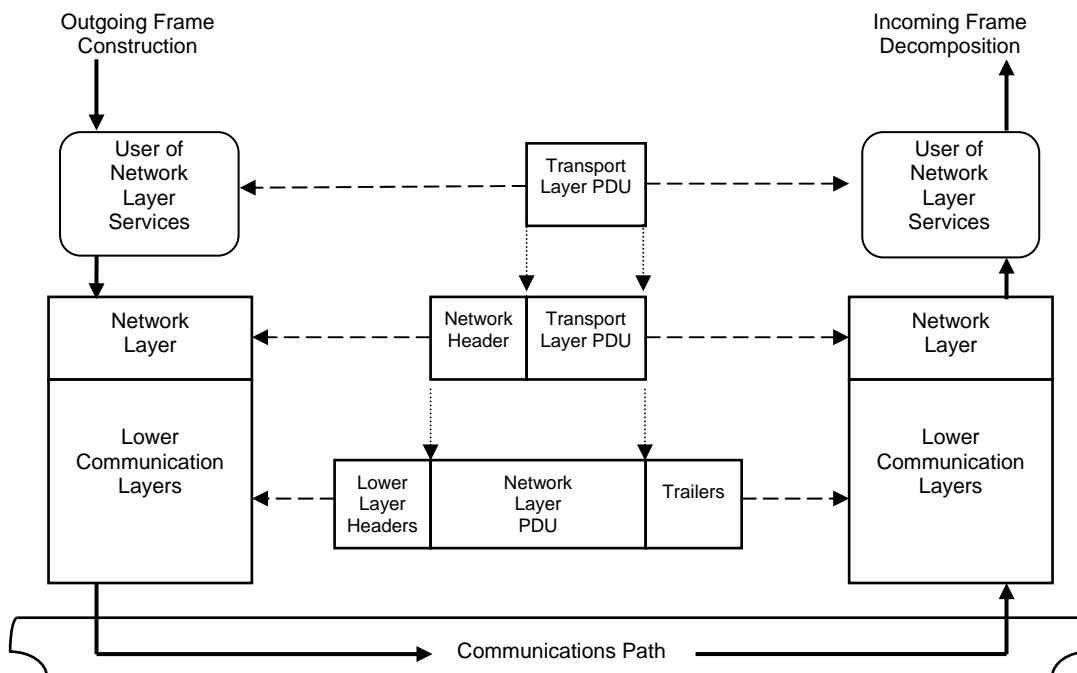


FIGURE G-16. Network layer interaction with other communication layers.

The relationship of the Network Layer PDU's data buffer/stream to the Transport Layer is depicted in FIGURE G-17. The Network Layer PDU is defined as a buffer or stream of octets consisting of the VMF message, Application Header, Transport Header and Network Headers. There are two Network Headers in the Network Layer PDU when using MIL-STD-188-220.

MIL-STD-188-220D w/ Change 1

APPENDIX G

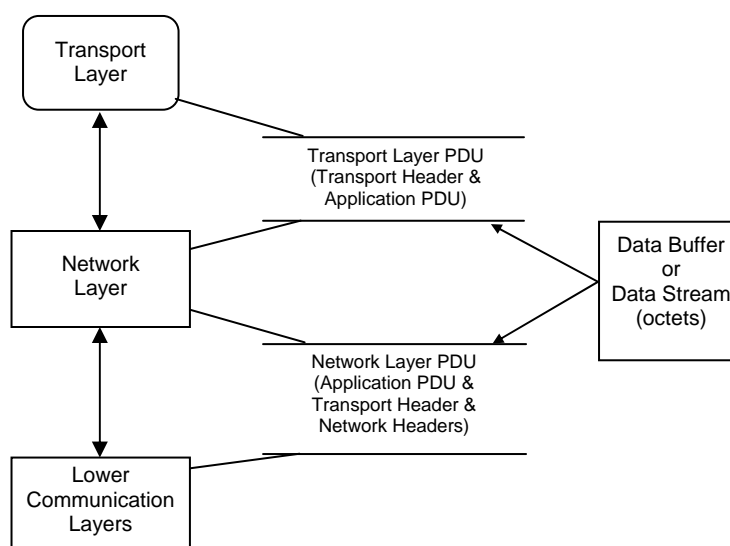


FIGURE G-17. Exchange of network layer PDU between communication layers.

The Internet Protocol (IP) is described by RFC 791. The IP header from RFC 791 is shown in FIGURE G-18 with the example values, in parentheses, to be used for this appendix.

0							1							2							3										
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1
Ver (4)				IHL (5)			Type of Service (0)							Total Length (52)																	
Identification (1)														Flag (0)			Fragment Offset (0)														
Time to Live (50)							Protocol (17)							Header Checksum (4091)																	
Source Address (192.31.124.65)																															
Destination Address (192.31.124.61)																															

FIGURE G-18. IP header.

G.3.4.1 Example of Internet Layer header.

The construction of an Internet Layer Header is illustrated by the example in TABLE G-VIII. The first four columns of the table provide a description of each field in the example, the field length in bits, and the value of the field in both decimal and binary representations. The last three columns show the physical encoding of the Internet Layer Header. In the fifth column, Field Fragments, the bits of each field are placed in octets. The bit(s) of each field are positioned in an octet such that the MSB of the field is positioned in the most significant unencoded bit of the octet, the next MSB of the field is placed in the next most significant unencoded bit of the octet, and repeated until all of the bits of the field have been encoded. When an octet is filled before all the bits of a field are encoded, the process is continued encoding the next octet with the remaining bits of the field. This field/octet encoding procedure is performed starting with the first field and octet, and repeated for each successive field and individual octet, in order, until the

MIL-STD-188-220D w/ Change 1

APPENDIX G

encoding is completed. X's are used to identify bits that are not associated with the field being encoded. The sixth column, Octet Value - Binary, assembles the bits contributed by successive fields into complete octets, represented in binary. The last column, Octet Number, numbers the octets from first to last starting with 0.

TABLE G-VIII. Example construction of IP header.

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
			2^n 2^0	2^n 2^0	2^n 2^0	
Version	4	4	0100	0100xxxx		
Internet Header Length	4	5	0101	xxxx0101	01000101	0
Type of Service	8	0	00000000	00000000	00000000	1
Length	16	52	0000000000110100	00000000	00000000	2
				00110100	00110100	3
Identification	16	1	0000000000000001	00000000	00000000	4
				00000001	00000001	5
Flags	3	0	000	000xxxxx		
Fragmentation Offset	13	0	00000000000000	xxx00000	00000000	6
				00000000	00000000	7
Time to Live	8	50	00110010	00110010	00110010	8
Protocol	8	17	00010001	00010001	00010001	9
Header Checksum	16	4091	0000111111111011	00001111	00001111	10
				11111011	11111011	11
Source Address	32	192.31.124.65	1100000000011111 0111110001000001	11000000	11000000	12
				00011111	00011111	13
				01111100	01111100	14
				01000001	01000001	15
Destination Address	32	192.31.124.61	1100000000011111 0111110000111101	11000000	11000000	16
				00011111	00011111	17
				01111100	01111100	18
				00111101	00111101	19

FIGURE G-19 illustrates the Internet Header demonstrating the relationship between the individual bits ($B^0 - B^7$), the bit weighting ($2^7 - 2^0$), the individual fields and the example bit patterns associated with each field.

MIL-STD-188-220D w/ Change 1

APPENDIX G

Octet 0		Octet 1		Octet 2		Octet 3	
B ₀	B ₇	B ₀	B ₇	B ₀	B ₇	B ₀	B ₇
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
0 1 0 0 0 1 0 1		0 0 0 0 0 0 0 0		0 0 0 0 0 0 0 0		0 0 1 1 0 1 0 0	
Ver (4)	IHL (5)	Type of Service (0)		Total Length (52)			

Octet 4		Octet 5		Octet 6		Octet 7	
B ₀	B ₇	B ₀	B ₇	B ₀	B ₇	B ₀	B ₇
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
0 0 0 0 0 0 0 0		0 0 0 0 0 0 1		0 0 0	0 0 0 0 0	0 0 0 0 0 0 0 0	
Identification (1)				Flag (0)	Fragment Offset (0)		

Octet 8		Octet 9		Octet 10		Octet 11	
B ₀	B ₇	B ₀	B ₇	B ₀	B ₇	B ₀	B ₇
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
0 0 1 1 0 0 1 0		0 0 0 1 0 0 0 1		0 0 0 0 1 1 1 1		1 1 1 1 1 0 1 1	
Time (50)		Protocol (17)		Header Checksum (4091)			

Octet 12		Octet 13		Octet 14		Octet 15	
B ₀	B ₇	B ₀	B ₇	B ₀	B ₇	B ₀	B ₇
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
1 1 0 0 0 0 0 0		0 0 0 1 1 1 1 1		0 1 1 1 1 1 0 0		0 1 0 0 0 0 0 1	
Source Address (192.31.124.65)							

Octet 16		Octet 17		Octet 18		Octet 19	
B ₀	B ₇	B ₀	B ₇	B ₀	B ₇	B ₀	B ₇
2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰
1 1 0 0 0 0 0 0		0 0 0 1 1 1 1 1		0 1 1 1 1 1 0 0		0 0 1 1 1 1 0 1	
Destination Address (192.31.124.61)							

FIGURE G-19. Octet representation of IP header.

G.3.4.2 Example of Intranet Layer header.

The construction of an Intranet Layer Header is illustrated by the example in TABLE G-IX. The first four columns of the table provide a description of each field in the example, the field length in bits, and the value of the field in both decimal and binary representations. The last three columns show the physical encoding of the Intranet Layer Header. In the fifth column, Field Fragments, the bits of each field are placed in octets. The bit(s) of each field are positioned in an octet such that the LSB of the field is positioned in the least significant unencoded bit of the octet, the next LSB of the field is placed in the next least significant unencoded bit of the octet, and repeated until all of the bits of the field have been encoded. When an octet is filled before all the bits of a field are encoded, the process is continued encoding the next octet with the remaining bits of the field. This field/octet encoding procedure is performed starting with the

MIL-STD-188-220D w/ Change 1

APPENDIX G

first field and octet, and repeated for each successive field and individual octet, in order, until the encoding is completed. X's are used to identify bits that are not associated with the field being encoded. The sixth column, Octet Value - Binary, assembles the bits contributed by successive fields into complete octets, represented in binary. The last column, Octet Number, numbers the octets from first to last starting with 0. This example only illustrates the Intranet Header fields that are to be transmitted as a minimum.

TABLE G-IX. Example construction of Intranet header (minimum).

Field Name	Length (bits)	Value (Dec)	Value (Binary)		Field Fragments		Octet Value (Binary)	Octet Number
			2^n	2^0	2^7	2^0	2^7	2^0
Version Number	4	0		0000	xxxx	0000		
Message Type	4	4		0100	0100	xxxx	01000000	0
Intranet Header Length	8	3		00000011	00000011		00000011	1
Type of Service	8	0		00000000	00000000		00000000	2

The Intranet Layer is defined in 5.4.1 and is shown in FIGURE G-20 with the example values used in this appendix.

Octet 0		Octet 1		Octet 2	
2^0	2^7	2^0	2^7	2^0	2^7
0 0 0 0	0 0 1 0	1 1 0 0 0 0 0 0		0 0 0 0 0 0 0 0	
Version (0)	Message Type (4)	Intranet Header Length (3)		Type of Service (0)	

FIGURE G-20. Intranet header.

FIGURE G-21 provides a serial representation of the Network Layer PDU as it would appear at the physical layer.

MIL-STD-188-220D w/ Change 1

APPENDIX G

Intranet header			IP header				
Octet 0	Octet 1	Octet 2	Octet 3	Octet 4	Octet 5	Octet 6	Octet 7
2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7
00000010	11000000	00000000	10100010	00000000	00000000	00101100	00000000

IP header (continued)							
Octet 8	Octet 9	Octet 10	Octet 11	Octet 12	Octet 13	Octet 14	Octet 15
2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7
10000000	00000000	00000000	01001100	10001000	11110000	11011111	00000011

IP header (continued)						IP header (end)
Octet 16	Octet 17	Octet 18	Octet 19	Octet 20	Octet 21	Octet 22
2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7
11111000	00111110	10000010	00000011	11111000	00111110	10111100

FIGURE G-21. Serial representation of network layer PDU.

G.3.5 This paragraph was intentionally deleted and left blank for paragraph conformity.

G.3.6 Data Link Layer data exchange.

The relationship of the Data Link Layer to other communication layers is shown in FIGURE G-22. A user of the Data Link Layer exchanges the Network Layer PDU with its peer at another node by sending and receiving the Network PDU via the Data Link Layer. The Data Link Layer sends and receives the VMF message transparently by producing and exchanging a Data Link Layer PDU with its peer at another node. The Data Link Layer PDU consists of the Transmission Header, and Data Link Frame Header, Network PDU, and the Data Link Frame Trailer, and is sent and received via the Physical layer. The Physical layer sends and receives the VMF message transparently over a variety of communications media.

MIL-STD-188-220D w/ Change 1

APPENDIX G

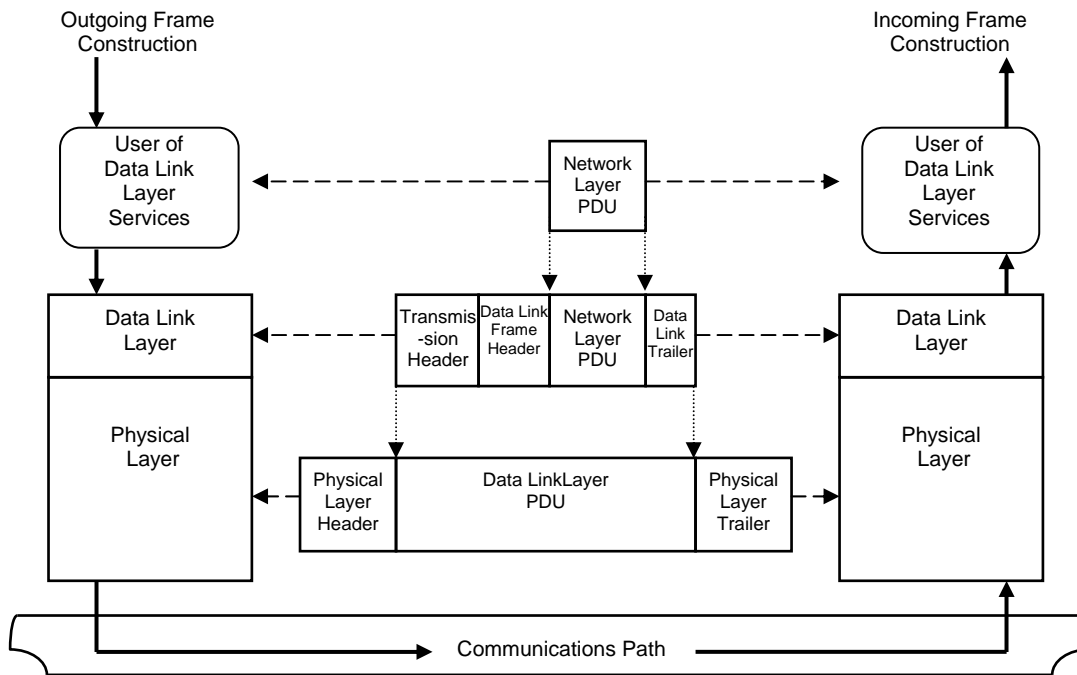


FIGURE G-22. Data link layer interaction with other communication layers.

The format of the Data Link Layer PDU is defined in terms of the actual data buffer or data stream used to exchange the PDU between the Network Layer and the Physical Layer. The relationship of the Data Link Layer PDU's data buffer/stream to the Intranet Layer is depicted in FIGURE G-23. The Data Link Layer PDU is defined as a buffer or stream of octets consisting of the Transmission Header, Data Link Frame Header, Network PDU and Data Link Layer trailer.

MIL-STD-188-220D w/ Change 1

APPENDIX G

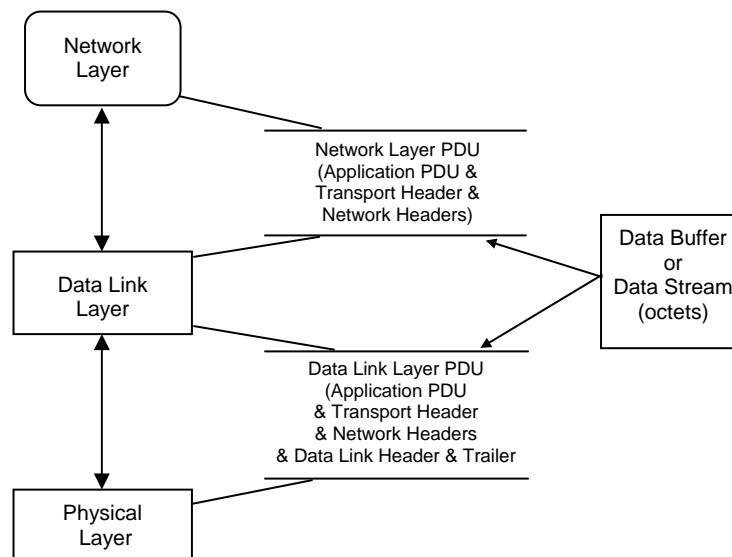


FIGURE G-23. Exchange of data link layer PDU between communication layers.

G.3.6.1 Example of Data Link Layer PDU.

The Data Link Layer PDU consists of the Transmission Header, Data Link Frame Header, followed by the information field and Data Link Frame Trailer as shown in FIGURE G-24. The information field consists of the Network PDU described previously (VMF message, Application Header, Transport Header, IP Header and Intranet Header).

Trans- mission Header	Data Link Frame Header	Information Field	Data Link Frame Trailer
-----------------------------	---------------------------------	-------------------	----------------------------

FIGURE G-24. Data Link Layer PDU.

TABLE G-X illustrates the Data Link Frame Header, and TABLE G-XI illustrates the Data Link Frame Trailer. The first four columns of the tables provide a description of each field in the example, the field length in bits, and the value of the field in both decimal and binary representations. The last three columns show the bit serial physical Transmission order of the Data Link Frame as a sequence of octets with the bits of each octet transmitted LSB first. In the fifth column, Field Fragments, the bits of each field are placed in octets, in accordance with 5.3.4.3.1. The bit(s) of each field, other than the FCS field, are positioned in an octet such that the LSB of the field is positioned in the least significant unencoded bit of the octet, the next LSB of the field is placed in the next least significant unencoded bit of the octet, and repeated until all

MIL-STD-188-220D w/ Change 1

APPENDIX G

of the bits of the field have been encoded. The bit(s) of FCS fields are positioned in an octet such that the MSB of the field is positioned in the least significant unencoded bit of the octet, the next MSB of the FCS field is placed in the next least significant unencoded bit of the octet, and repeated until all of the bits of the FCS field have been encoded. When an octet is filled before all the bits of a field are encoded, the process is continued encoding the next octet with the remaining bits of the field. This field/octet encoding procedure is performed starting with the first field and octet, and repeated for each successive field and individual octet, in order, until the encoding is completed. The sixth column, Octet Value - Binary, assembles the bits contributed by successive fields into complete octets, represented in binary and transmitted LSB first. The last column, Octet Number, numbers the octets in the order in which they will be transmitted, from first to last starting with 0.

TABLE G-X. Example construction of Data Link frame header.

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
			2^n 2^0	2^7 2^0	2^7 2^0	
Flag	8	126	01111110	01111110	01111110	0
Command/Response Bit	1	0	0	xxxxxxxx0		
Source Address	7	7	0000111	0000111x	00001110	1
Extension Bit	1	1	1	xxxxxxx1		
Destination Address	7	4	0000100	0000100x	00001001	2
Control Field	8	19	00010011	00010011	00010011	3

TABLE G-XI. Example construction of Data Link frame trailer.

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
			2^n 2^0	2^7 2^0	2^7 2^0	
Frame Check Sequence (transmitted MSB first)	32	3404065258	1100101011100101 1110100111101010	01010011 10100111 10010111 01010111	01010011 10100111 10010111 01010111	0 1 2 3
Flag	8	126	01111110	01111110	01111110	4

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-XII illustrates the octets comprising the Data Link Frame showing the actual bit serial physical transmission order of the fields from the previous examples for each layer, the octet number based on each individual layer, and the octet number based on entire Data Link Frame. The first column, labeled Octet Value – Binary, shows the bits contributed by successive fields as completed octets represented in Binary and transmitted LSB first. The last column, Octet Number (Entire Transaction), numbers the octets in the order in which they will be transmitted, from first to last octet starting with 0. This data is shown in serial representation as it would be transmitted in FIGURE G-25.

TABLE G-XII. Octets comprising Data Link frame.

Octet Value (Binary) 2^7 2^0	Nomenclature	Octet Number	Octet Number
		(Individual Layer)	(Entire Transaction)
01111110	Flag	0	0
00001110	Source Address	1	1
00001001	Destination Address	2	2
00010011	Control Field	3	3
01000000	INTRANET HEADER	0	4
00000011		1	5
00000000		2	6
01000101	IP HEADER	0	7
00000000		1	8
00000000		2	9
00110100		3	10
00000000		4	11
00000001		5	12
00000000		6	13
•		•	•
•		•	•
01111100		18	25
00111101		19	26
00000110	UDP HEADER	0	27
00101101		1	28
00000110		2	29
•		•	•
•		•	•
10001011		7	34

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-XII. Octets comprising Data Link frame - Continued.

Octet Value (Binary) 2^7 2^0	Nomenclature	Octet Number (Individual Layer)	Octet Number (Entire Transaction)
11100011 00001011 • • 00011000 00111000 00010010 11000100 • • 00000000 00000000	<i>APPLICATION HEADER</i>	0 1 • • 10 11 12 13 • • 17 18	35 36 • • 45 46 47 48 • • 52 53
10100000 01111000 01010000 10011010 • • 00000000	<i>factitious VMF message like – K15.99 message</i>	0 1 2 3 • • 4	54 55 56 57 • • 58
01010011 10100111 10010111 01010111	Note: FCS transmitted MSB First FCS	0 1 2 3	59 60 61 62
01111110	Flag	0	63

MIL-STD-188-220D w/ Change 1

APPENDIX G

DATA LINK FRAME HEADER				INTRANET HEADER				IP	
0	1	2	3	4	5	6	7	7	
2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷
FLAG	SRC	DST	CNTL	V	T	LEN	TOS	L	V
01111110	01110000	10010000	11001000	0000	0010	11000000	00000000	1010	0010

IP (cont.)															
8		9		10		11		12		13		14			
2^0 2^7		2^0 2^7		2^0 2^7		2^0 2^7		2^0 2^7		2^0 2^7		2^0 2^7			
TOS		Total Length				Identification				Offset		Flag		Offset	
00000000		00000000		00101100		00000000		10000000		00000		000		00000000	

IP (cont.)		UDP			
25	26	27	28	29	30
2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷
DESTINATION		SOURCE		DESTINATION	
00111110	10111100	01100000	10110100	01100000	10110100

APP. HEADER					
34		35		36	
2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷
CHKSM		GPI-FPI-ORIG			
00001000		11000111		11010000	

APP. HEADER			
45	46	47	48
2 ⁰	2 ⁷	2 ⁰	2 ⁷
Message Number, Subtype, Size- etc.			GPI-DTG
00011000	00011100	01001000	00100011

APP. HEADER		VMF MESSAGE			
52	53	54	55	56	57
2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷
Security & Future group-etc.		CF-etc.	GROUP-etc		
00000000	00000000	00000101	00011110	00001010	01011001

LINK FRAME TRAILER					
58	59	60	61	62	63
2 ⁰	2 ⁷	2 ⁰	2 ⁷	2 ⁰	2 ⁷
Pad	FCS				FLAG
00000000	11001010	11100101	11101001	11101010	01111110

FIGURE G-25. Serial representation of Data Link Layer PDU.

MIL-STD-188-220D w/ Change 1

APPENDIX G

G.3.6.1.1 Zero bit insert/v36 scramble/FEC/TDC of the data link frame.

The Data Link Frame is zero filled to prevent any part of the data accidentally being interpreted as a Frame Flag. Also in our example scrambling, FEC and TDC are being used. FIGURE G-26 shows some of the example data before applying zero-bit insertion, scrambling, FEC or TDC. After zero-bit insertion, scrambling, FEC and TDC, the fields are not easy to identify; therefore field names are not shown.

Octet 0	Octet 1	Octet 2	Octet 3	Octet 4	Octet 5
2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7
0x7E	0x70	0x90	0xC8	0x02	0xC0

Octet 58	Octet 59	Octet 60	Octet 61	Octet 62	Octet 63
2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7	2^0 2^7
0x00	0xCA	0xE5	0xE9	0xEA	0x7E

FIGURE G-26. Data before zero bit insertion in transmission order.

The following is a Hex dump of the data link frame in the different stages: (a) zero-bit inserted, (b) scrambled, (c) FEC, and (d) TDC:

Note: In the following dumps the 16 bit values are in transmission order (LSB first). The TWC in the physical layer is defined in words and fields are no longer easily distinguishable.

- a. Data after zero bit insertion (520 bits plus 8 padding bits)
 0x7e70 0x90c8 0x02c0 0x00a2 0x0000 0x4c00 0x8000 0x004c 0x88f0 0xdf01 0xf60f
 0x9040 0x7d83 0xe5e3 0x05a3 0x05a0 0x0026 0x9526 0x3e40 0x0002 0x9f00 0x0000
 0x08fb 0x181c 0x4823 0x8408 0x4000 0x0005 0x1e0a 0x5900 0xcae5 0xe9ea 7e00
- b. Data after V.36 scrambling (520 bits plus 8 padding bits)
 0x8f80 0x872a 0xa161 0x7a0a 0xbfaa 0x3ffa 0x8db6 0x879b 0x715d 0x31d1 0xe628
 0x7e1e 0xde57 0x1553 0xf5be 0x05b2 0x5520 0xa903 0xbcb8 0xdfcf 0x0c91 0x2a79
 0xde6e 0xaffa 0x1efc 0x501b 0x19c6 0x9ddd 0x2d9b 0x16f9 0xb233 0xf35d 0x0000

MIL-STD-188-220D w/ Change 1

APPENDIX G

c. Data after FEC(Golay 24,12) (1056 bits)

Golay (24,12) is derived from Golay (23,12): See F 4.1 for details.

0x8f8a 0x5a08 0x7898 0x2aae 0x8616 0x140a 0x7a0b 0xf0ab 0xf3e8 0xaa37 0xdef
 0xad82 0x8dbd 0x4268 0x71ca 0x9b76 0xf215 0xd6f0 0x31d4 0x001e 0x6c92 0x2877
 0xf0e1 0xe82e 0xde57 0x0871 0x5ffc 0x53f2 0xa05b 0xe990 0x05b2 0xec25 0x53ea
 0x20ab 0x9090 0x3a14 0xbcb6 0xf88d 0xf7d4 0xcf01 0xa6c9 0x1218 0x2a71 0x3c9d
 0xe88a 0x6ea5 0x42ff 0xad82 0x1ef9 0xbec5 0x04b0 0x1b19 0x2e9c 0x 662a 0x9dd9
 0x5ed2 0xd48c 0x9b150x5a6f 0x9796 0xb233 0x0b3f 0x32e0 0x5d0c 0xaa00 0x0000

d. Data after TDC(16,24) (1152 bits)

0x87a1 0x0941 0x2f4b 0x193c 0xfef6 0x9194 0xbf24 0x85b9 0xa599 0x447f 0x67e7
 0x56fa 0xe985 0x33be 0xae32 0x0fc2 0x6f76 0x8ef2 0x0c33 0xca36 0xd641 0x2201
 0xb3e5 0x0000 0x81f5 0xf033 0x468b 0xf185 0x90ff 0x8ce7 0xb02b 0x7c75 0x3ac7
 0xf44c 0x3bcf 0xedd8 0x5305 0xc0c3 0xfed0 0xd66b 0x7ee5 0x4cc0 0x6caa 0x53d8
 0xcc9c 0x496a 0x0425 0x0000 0x5e8a 0x452a 0x01ca 0xbeca 0xbb6a 0xd96a 0xa7ca
 0x6b6a 0x8d0a 0x9c0a 0x90ca 0xafca 0xa82a 0x572a 0x11ca 0xab8a 0xc5ea 0x0a4a
 0xf0ea 0xcb8a 0xbe2a 0xad0a 0xbb2a 0x0000

G.3.6.1.2 Construction of the transmission header.

The Transmission Header precedes the data link frame and formatted as defined in TABLE G-XIII.

TABLE G-XIII. Example construction of Data Link transmission header.

Field Name	Length (bits)	Value (Dec)	Value (Binary)		Field Fragments		Octet Value (Binary)		Octet Number
			2^n	2^0	2^7	2^0	2^7	2^0	
Flag	8	126	01111110		01111110		01111110		0
FEC	1	1	1		xxxxxxx1				
TDC	1	1	1		xxxxxxx1x				
Scramble	1	1	1		xxxxx1xx				
MIL-STD-188-220 Version	3	0	000		xx000xxx				
Transmit Queue	10	0	0000000000		00xxxxxx		00000111		1
					00000000		00000000		2

MIL-STD-188-220D w/ Change 1

APPENDIX G

TABLE G-XIII. Example construction of Data Link transmission header-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Number
			2^n 2^0	2^7 2^0	2^7 2^0	
FCS	32	471931248	0001110000100001 0001100101110000	00011100 00100001 00011001 01110000	00111000 10000100 10011000 00001110	3 4 5 6
Flag	8	126	01111110	01111110	01111110	7

G.3.6.1.3 Zero bit insert/v36 scramble/FEC of the transmission header.

The Transmission Header is zero inserted to prevent any part of the data accidentally being interpreted as a Frame Flag. After zero-bit insertion, the fields are not easy to identify; therefore field names are not shown. The following is a Hex dump of the Transmission Header of zero-bit inserted:

Transmission Header after zero bit insertion (64 bits)

0x7ee0 0x001c 0x2119 0x707e

G.3.6.1.4 Completed Data Link Layer PDU to be passed to the Physical Layer.

The data link layer passes the Data Link Layer PDU to the Physical Layer. The elements of a Data Link Layer PDU include one transmission header and one or more PDUs. The following complete data link PDU (consisting of transmission header and Data Link frame) will be passed to the Physical Layer:

Complete Data Link Layer PDU

a. Transmission Header (64 bits):

0x7ee0 0x001c 0x2119 0x707e

b. Data Link Layer Frame (1152 bits):

0x87a1 0x0941 0x2f4b 0x193c 0xefef 0x9194 0xbf24 0x85b9 0xa599 0x447f 0x67e7
 0x56fa 0xe985 0x33be 0xae32 0x0fc2 0x6f76 0x8ef2 0x0c33 0xca36 0xd641 0x2201
 0xb3e5 0x0000 0x81f5 0xf033 0x468b 0xf185 0x90ff 0x8ce7 0xb02b 0x7c75 0x3ac7
 0xf44c 0x3bcf 0xedd8 0x5305 0xc0c3 0xefd0 0xd66b 0x7ee5 0x4cc0 0x6caa 0x53d8
 0xcc9c 0x496a 0x0425 0x0000 0x5e8a 0x452a 0x01ca 0xbee0 0xbb6a 0xd96a 0xa7ca
 0x6b6a 0x8d0a 0x9c0a 0x90ca 0xafca 0xa82a 0x572a 0x11ca 0xab8a 0xc5ea 0x0a4a
 0xf0ea 0xcb8a 0xbe2a 0xad0a 0xbb2a 0x0000

MIL-STD-188-220D w/ Change 1

APPENDIX G

G.3.7 Physical Layer data exchange.

The relationship of the Physical Layer to other communication layers is shown in FIGURE G-27.

A user of the Physical Layer exchanges the Data Link Layer PDU with its peer at another node by sending and receiving the Data Link PDU via the Physical Layer. Note that one byte of 00 (8 bits of 0s) was appended after the final data link layer frame.

1	2	3	85	86	87
0x64f2	0xf296	0x905e	0x0abb	0x2a00	0x0000
0110010011110010	1111001010010110	1001000001011110	0000101010111011	0010101000000000	0000000000000000

FIGURE G-27. Serial representation of Physical Layer transmission unit.

G.3.7.1 Physical Layer processing example.

The Physical Layer encodes data submitted by the data link layer in a format to meet the physical media's requirements. This example does not address the electrical or mechanical functions normally associated with the physical layer protocols. At the Physical Layer the transmission header is extracted and the TWC is calculated, the Transmission header is FEC & TDC encoded except when packet mode is used. Note the other Physical Layer functions (COMSEC, DMTD, etc) are not shown in this example.

TWC	<i>Transmission Header</i>	<i>Data Link Frame</i>
-----	----------------------------	------------------------

G.3.7.1.1 Transmit Word Count (TWC).

TWC is calculated across the Data Link frame plus the size of the encoded Transmission Header & TWC size (encoded Transmission Header & TWC [10.5 16-bit words]). Therefore this Physical Layer PDU's TWC would be calculated as follows:

TWC = encoded Data Link frame + encoded Transmission Header and TWC

TWC = 72 words + 10.5 words (rounded up to nearest word)

TWC = 83 words

TWC (83)	<i>Transmission Header</i>	<i>Data Link Frame</i>
----------	----------------------------	------------------------

Transmission header including TWC (76 bits plus 4 padding bits)

0xca07 0xee00 0x01c2 0x1197 0x07e0

G.3.7.1.2 FEC & TDC of Transmission Header.

The Transmission Header has FEC & TDC encoding applied. Below is the Transmission Header in the different stages of FEC & TDC:

MIL-STD-188-220D w/ Change 1

APPENDIX G

- a. Transmission header/with TWC after FEC (Golay 24,12) (168 bits plus 8 padding bits)
Golay (24,12) is derived form Golay (23,12): See F 4.1 for details.

0xca0f 0x587e 0xe806 0x0000 0x001c 0x20c8 0x1191 0xfe70 0x75a4 0xe005 0x2600

- b. Transmission header with TWC after TDC (7,24) (168 bits plus 8 padding bits)

0x838d 0x1aed 0x0a30 0x0448 0x8950 0x6c10 0xe047 0x1d30 0x3c49 0x89d2 0x8000

G.3.7.1.3 The Physical Layer PDU.

Complete message including 64-bit frame synchronization, TWC, transmission header, and Data Link frame. (Total: 1392 bits including 8 padded trailer bits):

0x64f2 0xf296 0x905e 0xadd9 0x838d 0x1aed 0x0a30 0x0448 0x8950 0x6c10 0xe047
0x1d30 0x3c49 0x89d2 0x8087 0xa109 0x412f 0x4b19 0x3cef 0xe691 0x94bf 0x2485
0xb9a5 0x9944 0x7f67 0xe756 0xfae9 0x8533 0xbeae 0x320f 0xc26f 0x768e 0xf20c
0x33ca 0x36d4 0x4122 0x01b3 0xe500 0x0081 0xf5f0 0x3346 0x8bf1 0x8590
0xff8c 0xe7b0 0x2b7c 0x753a 0xc7f4 0x4c3b 0xcfed 0xd853 0x05c0 0xc3ef 0xd0d6
0x6b7e 0xe54c 0xc06c 0xaa53 0xd8cc 0x9c49 0x6a04 0x2500 0x005e 0x8a45 0x2a01
0xcabe 0xeabb 0x6ad9 0x6aa7 0xca6b 0x6a8d 0x0a9c 0x0a90 0xcaaf 0xcaa8 0x2a57
0x2a11 0xcaab 0x8ac5 0xea0a 0x4af0 0xeacb 0x8abe 0x2aad 0x0abb 0x2a00 0x0000

MIL-STD-188-220D w/ Change 1

APPENDIX H

INTRANET TOPOLOGY UPDATE

H.1 General.

H.1.1 Scope.

This appendix describes a procedure for active intranet topology updates. The intranet is defined as all processors and CNRs within a single transmission channel.

H.1.2 Application.

This appendix is a mandatory part of MIL-STD-188-220 for systems implementing Intranet message type 2, Topology Update. The information contained herein is intended for compliance.

H.2 Applicable documents.

This section is not applicable to this appendix.

H.3 Problem overview.

FIGURE H-1 shows a sample extended CNR network. Each node labeled A through H is considered to be a radio with an associated communication processor. The dotted ovals indicate subsets of connectivity. FIGURE H-2 is a link diagram of the sample network. Assuming the nodes know nothing about neighbor nodes that are more than 1 hop away, they need to exchange connectivity information. The topology update packet is used to exchange topology information to build up a more complete view of the intranet's topology at every node.

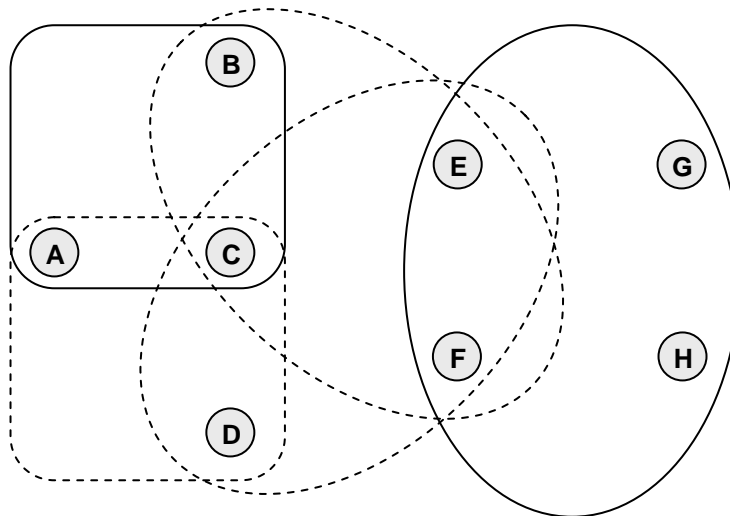


FIGURE H-1. Sample intranet.

MIL-STD-188-220D w/ Change 1

APPENDIX H

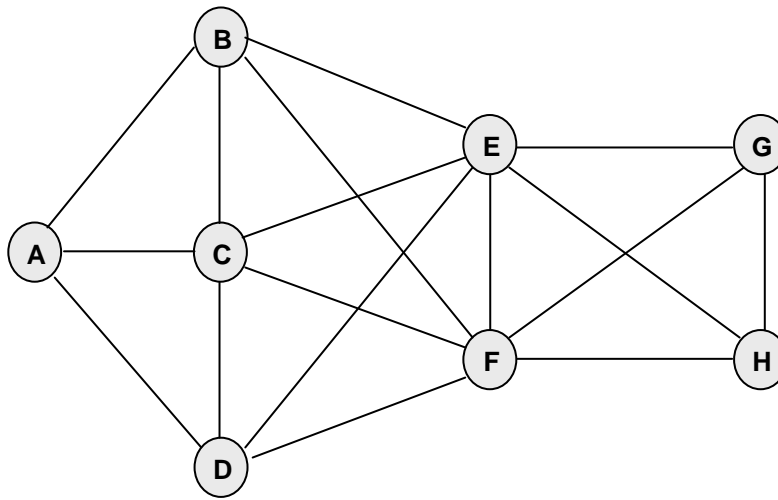


FIGURE H-2. Link diagram of sample network.

H.3.1 Routing trees.

Each node should store topology information as a routing tree graph. Considering the network in FIGURE H-3, FIGURE H-4 shows the routing tree for nodes A and C prior to the exchange of any topology information. The routing trees for A and C contain only their nearest neighbors - those nodes which they can talk to directly. Similar graphs would exist for all other nodes.

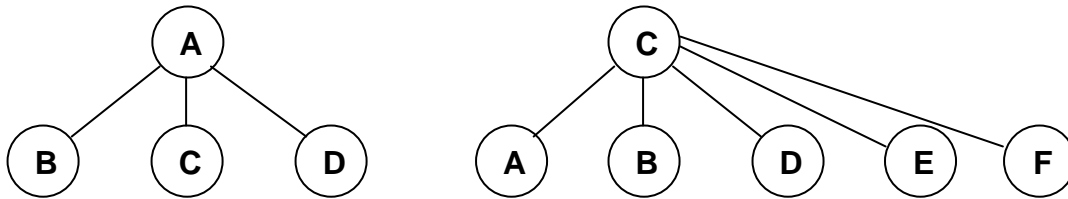


FIGURE H-3. Routing tree for nodes A and C.

H.4 Topology Updates.

H.4.1 Exchanging routing trees.

Nodes in the network gain more topology information by One-hop multicasting their individual routing trees to their nearest neighbor nodes. This exchange of routing trees will percolate more complete topology information through the network. For example, assume the routing trees for all nodes in FIGURE H-4 initially contain only nearest neighbors (nodes who are in direct communication with the given node). If node C multicasts its topology information to all nodes

MIL-STD-188-220D w/ Change 1

APPENDIX H

one hop away (those which are nearest neighbors), all neighbor nodes integrate C's routing tree into their own. Node A would integrate the graph for Node C into its routing tree as shown in FIGURE H-4.

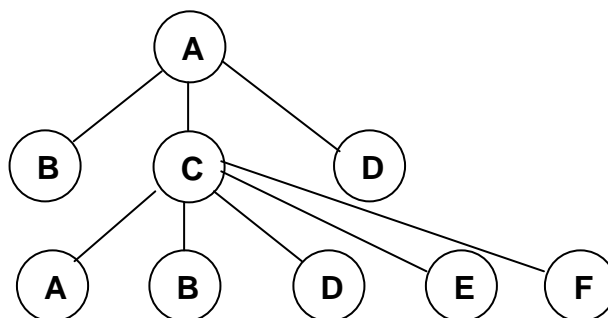


FIGURE H-4. Concatenated routing tree for node A.

Before the routing tree is saved, Node A prunes any successive instances of itself. For instance, in FIGURE H-4, the link from A to C is the same as the link from C to A; therefore, the link from C to A is removed. All redundant identical links are also pruned. These are links with the order of the end points reversed.

H.4.2 Topology tables.

The topology table for A is shown in TABLE H-I. It assumes no nodes are in quiet mode, all nodes can participate in relay, and all links have a cost of 1. The actual link layer addresses for the nodes would be placed into the table in place of the symbols A, B, C, etc. The extension bit in the address octet would always be set to 0 for topology updates.

TABLE H-I. Topology table for node A.

Node Address	Node Predecessor	Hops	Cost	NR	Quiet
B	A	1	1	0	0
C	A	1	1	0	0
D	A	1	1	0	0
B	C	2	1	0	0
D	C	2	1	0	0
E	C	2	1	0	0
F	C	2	1	0	0

There are two entries for node B indicating that there are two paths from A to B. This table could be immediately copied to the respective fields of a topology update packet. The

MIL-STD-188-220D w/ Change 1

APPENDIX H

predecessor address is not included in the topology update packet for nearest neighbor nodes because the predecessor is, by definition, the originator node.

H.4.3 Sparse routing trees.

Exchanging full routing tree tables provides full topology information; however, the amount of data in the routing tree gets very large, especially for fully connected nets. The number of links in a fully connected net with n nodes is $n(n-1)/2$. Although full routing trees should be stored by a node, exchanging these routing trees may consume too much bandwidth. A smaller copy of the full routing tree (called a sparse routing tree) should be prepared for transmission to neighbor nodes. To reduce the number of branches in the routing tree, some of the paths to duplicate nodes on the tree are pruned according to following rules:

- a. Only the shortest paths from the root node to another node are retained.
- b. For redundant paths from a root node to another node which are the same length (same number of links in the routing tree), at most 2 are retained. Some redundancy in paths is necessary for volatile networks.

For the previous example, the path from C to B and C to D would be pruned, since there are already shorter paths from A to C and A to D. The pruning yields the sparse routing tree in FIGURE H-5 and TABLE H-II.

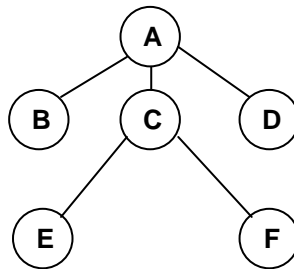


FIGURE H-5. Sparse routing tree for node A.

TABLE H-II. Sparse routing tree for node A.

Node Address	Node Predecessor	Hops	Cost	NR	Quiet
B	A	1	1	0	0
C	A	1	1	0	0
D	A	1	1	0	0
E	C	2	1	0	0
F	C	2	1	0	0

MIL-STD-188-220D w/ Change 1

APPENDIX H

The final routing tree for Node A, after all the nodes exchange their sparse routing trees, is shown in FIGURE H-6 and TABLE H-III. Note that FIGURE H-6 shows more than 2 paths between nodes G and A and H and A; however, the sparse routing tree table, which is the information actually transmitted, shows only two entries for nodes G and H. The pruning rules stated above have not been violated. They have been applied to the entries in the sparse routing table. The sparse routing graph is deduced from the table. Thus, quite a few redundant paths can be derived from the structure of the sparse routing table.

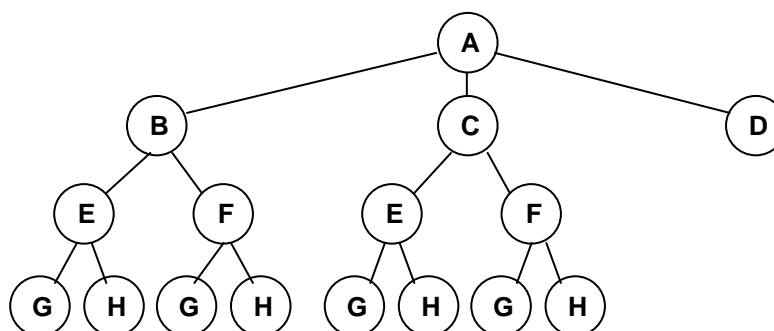


FIGURE H-6. Final routing tree for node A.

TABLE H-III. Final routing tree for node A.

Node Address	Node Predecessor	Hops	Cost	NR	Quiet
B	A	1	1	0	0
C	A	1	1	0	0
D	A	1	1	0	0
E	B	2	1	0	0
F	B	2	1	0	0
E	C	2	1	0	0
F	C	2	1	0	0
G	E	3	1	0	0
H	E	3	1	0	0
G	F	3	1	0	0
H	F	3	1	0	0

H.4.4 Rules for exchanging Topology Updates.

Topology update packets are transmitted exclusively using a One-hop multicast address. The Topology Update ID is a number from 1 to 255. Together with the originator's link layer

MIL-STD-188-220D w/ Change 1

APPENDIX H

address, the Topology Update ID uniquely identifies each topology update generated by an originating node. This number is incremented by 1 every time a topology update is generated. Thus, each topology update contains a Unique Topology Identifier (Topology Update ID and Source Intranet address) which enables the receiving node to distinguish old and new information. New information is forward via the following algorithm:

- a. Compare the Unique Topology Identifier of the received topology update message with the one stored in the topology table.
- b. If the record is not present, add it to the database, prune the database (see H.4.3 Sparse routing trees). If the change is included in the sparse routing tree, forward the Topology Update Message to all one hop neighbors via One-hop multicast address.
- c. Else if the topology information contained topology database is lower than the Topology ID in the Topology Update message, replace the record in the topology database (modulo rollover from 255 in database to 0 in Topology Update is considered a higher value), and recalculate the Sparse routing tree. If the received Topology Update has caused a change in the pruned topology table, forward the topology update via the One-hop Multicast address.
- d. Else if the Topology ID in the database is higher, transmit the database value in a new message addressed to the source link address of the receive Topology update.
- e. Else if the topology ID matches the topology ID in the database do nothing.

H.4.4.1 Topology Update triggers.

Topology updates are triggered for node I by the following:

- a. Node I detects a failed link and the link is to a node that is not a static node (link quality = 7)
- b. Node I detects a new or recovered link and the link is to a node that is not a static node (link quality = 7)
- c. Node I detects a change in the quality of a link - applicable only if link costs are used.
- d. Node I receives a topology update from another node which modifies its sparse routing tree.
- e. Node I changes its Quiet Mode status and wishes to announce this change.
- f. Node I changes its relay capability status.
- g. Node I receives a topology update request.

MIL-STD-188-220D w/ Change 1

APPENDIX H

H.4.4.2 Sending Topology Update messages.

Optimally, topology updates should be concatenated with other traffic for queuing by the link layer. Topology Update Messages are sent to the One-hop multicast address using Type 1 Unnumbered Information Frames which are not acknowledged. The precedence of the Topology Update Message is user configurable.

The updates should be transmitted no more often than once every MIN_UPDATE_PER. MIN_UPDATE_PER is measured in minutes and is set by the network administrator when the nodes are configured. The network administrator can disable topology update transmission by setting MIN_UPDATE_PER to zero (e.g. via XNP [see TABLE E-XXXIV. Intranet parameters]), or the MIN_UPDATE_PER may be set manually (e.g., CNRWG parameter tables). Update packets are superseded by newer packets if they have not been queued at the link layer

H.4.4.3 Sending Topology Update ID indication PDUs.

If a network is using Topology Updates (e.g., MIN_UPDATE_PER is not equal to zero), the station shall transmit a Topology Update ID indication PDU indicating the most recent Topology Update ID once every MIN_UPDATE_PER/2 minutes. Optimally the Topology Update ID indication PDU should be concatenated with other traffic for queuing by the Data Link layer and should not initiate a transmission. However, if there are no other transmissions awaiting transmission, the Topology Update ID indication PDU may be transmitted as a single unconcatenated PDU.

H.4.5 Non-relayers.

In the Topology Update broadcast by non-relayers, the non-relayer indicates its status by setting the NR bit to one in its entry of the Topology Update message. Additionally, the non-relayer includes all One-hop, and only One-hop, neighbors (because relaying by this node is not permitted). Non-relayer nodes remain in the sparse routing trees; however, they shall not have any subsequent branches. Their entries in the routing table shall have the NR bit set to 1.

H.4.6 Quiet nodes.

Nodes in the quiet state may appear in the sparse routing tables and in update packets with the QUIET bit set to 1; however, they shall not have any subsequent branches in the routing tree. Nodes wishing to announce that they are entering quiet mode shall add a separate entry into the sparse routing table and update packets with NODE ADDRESS and NODE PREDECESSOR set to their own address and the QUIET bit set to 1.

H.4.7 Topology Update Request messages.

The Topology Update Request Message is triggered whenever there is a mismatch between the topology update ID received from a station and the value that had been stored previously. The Topology Update Request message shall be sent whenever a data link transmission is detected from a previously unknown neighbor. The Topology Update Request message uses a Type 1 Unnumbered Information frame which is not acknowledged and is addressed according to 5.4.1.1.7, 5.4.1.1.9 and 5.4.1.3. The Topology Update Request message is addressed to specific stations at the Intranet layer and may be sent to the One-hop multicast address at the data link

MIL-STD-188-220D w/ Change 1

APPENDIX H

layer. The precedence of the Topology Update Request Message is user-configurable. The Topology Update Request Message may be sent no more often than MIN_UPDATE_PER/2. This constant allows up to two requests to be sent to a node while the node is waiting for the MIN_UPDATE_PER timer to expire.

MIL-STD-188-220D w/ Change 1

APPENDIX I

SOURCE DIRECTED RELAY

I.1 General.

I.1.1 Scope.

This appendix describes a procedure for relaying packets across a CNR intranet using source directed routes. The intranet is defined as all processors and CNRs within a single transmission channel.

I.1.2 Application.

This appendix is a mandatory part of MIL-STD-188-220. The information contained herein is intended for compliance.

I.1.3 Clarification of examples

Throughout this standard, many examples are provided as guidance only. In the event that an example is inconsistent with the text and DSPICS of the standard, the text description/DSPICS takes precedence over the example. Should a user detect any inconsistent examples, they should notify the CNRWG so that the example can be updated for a future release of the standard. It should also be noted that while all examples should be accurate in relation to the feature they are explaining, some of the examples provided may not reflect changes made to unrelated sections of the standard (e.g. examples to illustrate the use of XNP reflect the current version of XNP, but may not reflect the current version of the Intranet Header).

I.2 Applicable documents.

None.

I.3 Problem overview.

Intranet relaying is required when nodes in an intranet need to communicate, but are not nearest neighbors capable of hearing one another's radio transmissions.

I.4 Procedure.

I.4.1 Forward routing.

Source Directed Relay provides a simple non-dynamic procedure for relaying a packet from an originator to one or more destinations. The source shall calculate the optimal path through the intranet network to one or more destinations. The resulting set of source directed routes to reach every desired destination shall be optimally pruned during encoding into the intranet header such that they define an associated routing "tree". If the routes for two or more destinations, as they are to be encoded into the intranet header, share common links along their paths, those routes shall be merged together. As a result of this merging process, the resulting subset of paths shall be encoded into the intranet header such that any common nodes along shared links do not appear redundantly in the final routing tree encoded in the intranet header (as described in the following paragraphs).

MIL-STD-188-220D w/ Change 1

APPENDIX I

The address of successive relayers, destinations and their associated status bytes are placed in the intranet header in order of progressing through the routing tree. Nodes which are one hop away and destinations only are placed into the Intranet Header first with their DES bit set to 1. The next entries into the Intranet Header are the relay paths which may include nodes which are relayers and destinations. Each relay path starting at the source is completed before another relay path with its origin at the source is begun. Within the status byte for each relayer the REL bit is set to 1 and S/D is set to 0. If the relayer is also a destination in addition to being a relayer, the DES bit is set to 1. If there are multiple destinations that are not relayers following a relayer, each of these destination addresses and their status bytes should be listed in the header after the relay node sequentially in the order of their appearance in the path. Within this group the extension bit within the destination/relay address field is not used. The last address can be determined from the Intranet header length. The last address in a group can be determined from the DIS field of the Destination/Relay Status Byte defined in 5.4.1.1.7

All destinations in the relay path that are required to provide end-to-end intranet acknowledgments have set the ACK bit in their status bytes to 1. For all destinations, the DISTANCE field is set to the number of hops between the originator and the ultimate destination host for the relay.

I.4.2 End-to-End intranet acknowledgments.

End-to-End intranet acknowledgments are formed by the i th final destination nodes upon receipt of an intranet header with ACK bit set in DESTINATION STATUS BYTE for the i th destination. The MESSAGE ID for the packet to be acknowledged is retained. The message type is set to 1. The path between the originator node and the i th destination is reversed exactly. Each intermediate node in the reverse path between the originator node and the i th destination shall be designated as a "relayer only", regardless of its possible disposition as a destination in the original intranet header received. The DES bit in the status bytes for all such relayers is set to 0, indicating they perform relay only. The resulting reverse path for the intranet acknowledgment shall contain one originator, one destination, and all of the relayers. No data is carried with an end-to-end acknowledgement packet, just the intranet header.

I.5 Examples.

To illustrate Source Directed Relay procedures consider the sample network link diagram in FIGURE I-1 and final routing tree in FIGURE I-2. TABLE I-I gives specific addresses for the nodes labeled A, B, C, D, E, F, G and H. To maintain consistency with other sections of MIL-STD-188-220, the most significant bit (MSB) is presented to the left of the figures in this appendix.

MIL-STD-188-220D w/ Change 1

APPENDIX I

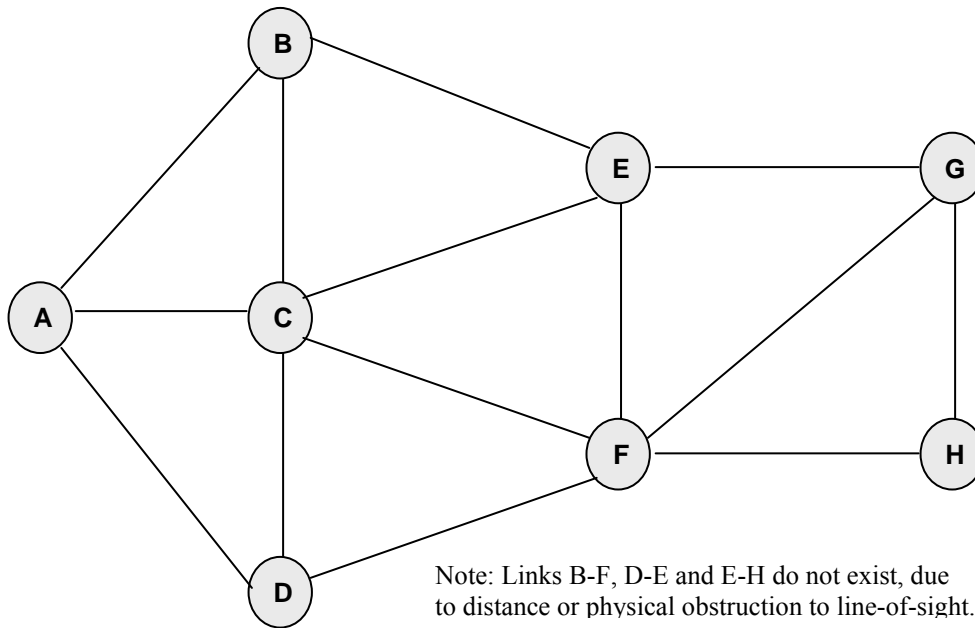


FIGURE I-1. Link diagram of a sample network.

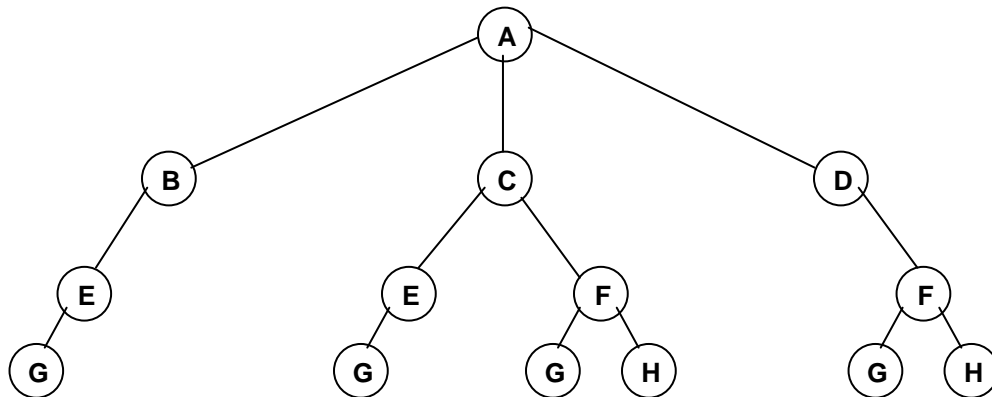


FIGURE I-2. Final routing tree for node A.

MIL-STD-188-220D w/ Change 1

APPENDIX I

TABLE I-I. Sample node addresses.

Node	MSB								LSB	Address
A	0	0	0	1	1	1	1	x		15
B	0	0	0	0	1	0	0	x		4
C	0	0	0	0	1	0	1	x		5
D	0	0	0	0	1	1	0	x		6
E	0	0	0	0	1	1	1	x		7
F	0	0	0	1	0	0	0	x		8
G	0	0	0	1	0	0	1	x		9
H	0	0	0	1	0	1	0	x		10

I.5.1 Example 1.

Assume that node A has a packet bound for node G alone. Node A's Sparse Routing Tree provides the following potential paths to Node G: A-B-E-G, A-C-E-G, A-C-F-G and A-D-F-G. Assuming that all paths have the same quality and cost, any path may be selected by Node A. In this example, path A-B-E-G is selected.

The following values are assigned to the Intranet Header in example 1:

MESSAGE TYPE = 4 (IPv4 Packet)
 TYPE_OF_SERVICE = 00000000
 MESSAGE ID = 1
 MAX_HOP_COUNT = 3 (Distance from node A to node G)
 ORIGINATOR ADDRESS = 15 (node A)
 STATUS BYTE 1 = 00001001 (ACK=No, DES=No, REL=Yes, DIS=1)
 DESTINATION 1 = 4 (node B)
 STATUS BYTE 2 = 00001010 (ACK=No, DES=No, REL=Yes, DIS=2)
 DESTINATION 2 = 7 (node E)
 STATUS BYTE 3 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
 DESTINATION 3 = 9 (node G)
 HEADER LENGTH = 12 octets

FIGURE I-3 shows the complete Intranet Header for example 1. Note that the LSB in all destination addresses is 0 except for the last destination address (node G).

MIL-STD-188-220D w/ Change 1

APPENDIX I

7 MSB	6	5	4	3	2	1	0 LSB
MESSAGE TYPE				VERSION NUMBER			
0	1	0	0	0	0	0	0
INTRANET HEADER LENGTH							
0	0	0	0	1	1	0	0
TYPE OF SERVICE							
0	0	0	0	0	0	0	0
MESSAGE IDENTIFICATION NUMBER							
0	0	0	0	0	0	0	1
SPARE				MAX HOP COUNT			
0	0	0	0	0	0	1	1
ORIGINATOR ADDRESS							
0	0	0	1	1	1	1	0
DESTINATION/RELAY STATUS BYTE 1							
0	0	0	0	1	0	0	1
DESTINATION/RELAY ADDRESS 1							
0	0	0	0	1	0	0	0
DESTINATION/RELAY STATUS BYTE 2							
0	0	0	0	1	0	1	0
DESTINATION/RELAY ADDRESS 2							
0	0	0	0	1	1	1	0
DESTINATION/RELAY STATUS BYTE 3							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 3							
0	0	0	1	0	0	1	1

FIGURE I-3. Example 1 Intranet Header.

I.5.2 Example 2.

Assume that node A has a packet bound for nodes G and H. Node A's Sparse Routing Tree provides the following potential paths to nodes G and H: A-B-E-G, A-C-E-G, A-C-F-G, A-C-F-H, A-D-F-G and A-D-F-H. Of these potential paths, the most economical choices are those that use node F for relaying: A-C-F-G, A-D-F-G, A-C-F-H and A-D-F-H. Although paths A-B-E-G and A-C-E-G are viable paths to node G, they would unnecessarily increase processing at nodes B and E, and would increase the size of the Intranet Header in this example. In this example the selected paths are A-C-F-G and A-C-F-H.

The following values are assigned to the Intranet Header in example 2:

MESSAGE TYPE = 4 (IPv4 Packet)

TYPE_OF_SERVICE = 00000000

MESSAGE ID = 2

MAX_HOP_COUNT = 3 (Distance from node A to nodes G and H)

ORIGINATOR ADDRESS = 15 (node A)

STATUS BYTE 1 = 00001001 (ACK=No, DES=No, REL=Yes, DIS=1)

MIL-STD-188-220D w/ Change 1

APPENDIX I

DESTINATION 1 = 4 (node C)
 STATUS BYTE 2 = 00001010 (ACK=No, DES=No, REL=Yes, DIS=2)
 DESTINATION 2 = 8 (node F)
 STATUS BYTE 3 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
 DESTINATION 3 = 9 (node G)
 STATUS BYTE 4 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
 DESTINATION 4 = 10 (node H)
 HEADER LENGTH = 14 octets

FIGURE I-4 shows the complete Intranet Header for example 2. Note that the LSB in all destination addresses is 0 except for the last destination address (node H).

7 MSB	6	5	4	3	2	1	0 LSB
MESSAGE TYPE				VERSION NUMBER			
0	1	0	0	0	0	0	0
INTRANET HEADER LENGTH							
0	0	0	0	1	1	1	0
TYPE OF SERVICE							
0	0	0	0	0	0	0	0
MESSAGE IDENTIFICATION NUMBER							
0	0	0	0	0	0	1	0
SPARE				MAX HOP COUNT			
0	0	0	0	0	0	1	1
ORIGINATOR ADDRESS							
0	0	0	1	1	1	1	0
DESTINATION/RELAY STATUS BYTE 1							
0	0	0	0	1	0	0	1
DESTINATION/RELAY ADDRESS 1							
0	0	0	0	1	0	0	0
DESTINATION/RELAY STATUS BYTE 2							
0	0	0	0	1	0	1	0
DESTINATION/RELAY ADDRESS 2							
0	0	0	1	0	0	0	0
DESTINATION/RELAY STATUS BYTE 3							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 3							
0	0	0	1	0	0	1	0
DESTINATION/RELAY STATUS BYTE 4							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 4							
0	0	0	1	0	1	0	1

FIGURE I-4. Example 2 Intranet Header.

MIL-STD-188-220D w/ Change 1

APPENDIX I

I.5.3 Example 3.

In the third example, node A wishes to deliver a packet to nodes D, E, F, G and H. In this case node A again would select the most economical path to each destination, taking into consideration the impacts on network traffic and Intranet header size. TABLE I-II lists the potential and selected paths from node A to each of the intended destinations.

A similar process would be used to select economical paths to relay nodes, such as node C. The shortest path to the most distant nodes G and H are reviewed to determine whether the relay nodes C and F are also destinations. Note that node F is both a destination and a relay while node C is a relay node only.

TABLE I-II. Paths used in example 3.

Destination Node	Potential Paths	Selected Path
D	A-D	A-D
E	A-B-E A-C-E	A-C-E
F	A-C-F A-D-F	A-C-F
G	A-B-E-G A-C-E-G A-C-F-G A-D-F-G	A-C-F-G
H	A-C-F-H A-D-F-H	A-C-F-H

The following values are assigned to the Intranet Header in example 3:

MESSAGE TYPE = 4 (IPv4 Packet)
 TYPE_OF_SERVICE = 00000000
 MESSAGE ID = 3
 MAX_HOP_COUNT = 3 (Distance from node A to nodes G and H)
 ORIGINATOR ADDRESS = 15 (node A)
 STATUS BYTE 1 = 01000001 (ACK=No, DES=Yes, REL=No, DIS=1)
 DESTINATION 1 = 6 (node D)
 STATUS BYTE 2 = 00001001 (ACK=No, DES=No, REL=Yes, DIS=1)
 DESTINATION 2 = 5 (node C)
 STATUS BYTE 3 = 01000010 (ACK=No, DES=Yes, REL=No, DIS=2)
 DESTINATION 3 = 7 (node E)
 STATUS BYTE 4 = 01001010 (ACK=No, DES=Yes, REL=Yes, DIS=2)

MIL-STD-188-220D w/ Change 1

APPENDIX I

DESTINATION 4 = 8 (node F)
STATUS BYTE 5 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
DESTINATION 5 = 9 (node G)
STATUS BYTE 6 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
DESTINATION 6 = 10 (node H)
HEADER LENGTH = 18 octets

FIGURE I-5 shows the complete Intranet Header for example 3. Note that the LSB in all destination addresses is 0 except for the last destination address (node H).

I.5.4 Relay processing.

Although the separate examples 1, 2, 3 all have diverse paths, they would all require the same number data link information frames for delivery (one). The UI, I or DIA frame would be transmitted to each destination simultaneously. Addressed destinations would perform the required data link layer processing described in 5.3 and pass the information field of the frame to the Intranet layer for further processing.

The Intranet header is scanned for the node's data link layer address. When found, the previous octet - the Destination/Relay Status byte - is inspected. If the Relay bit is not set and the destination bit is set, the data portion following the Intranet header is passed to the next higher protocol layer for further processing. If the Relay bit is set, Relay processing is required. If both the Relay bit and the Destination bit are set, Relay processing is performed before the passing data portion of the frame to the next higher protocol layer for further processing. Relay processing shall use the following steps:

- a. Scan forward until the relay node sees its own address. If found continue relay processing otherwise stop relay processing.
- b. Scan toward the end of the header looking for all nodes whose DES bit is set and whose Distance is one hop greater than your own. Terminate the scan when a distance less than or equal to your own or the end of the header is found. Save the addresses.
- c. While scanning forward until a hop distance less than or equal to your own is found, find all relay addresses that are one hop away from your address and save these addresses.
- d. Remove all duplicate saved addresses and pass the remaining addresses to the data link layer to form a multi-addressed information frame containing the Intranet header and data.

MIL-STD-188-220D w/ Change 1

APPENDIX I

7 MSB	6	5	4	3	2	1	0 LSB
MESSAGE TYPE				VERSION NUMBER			
0	1	0	0	0	0	0	0
INTRANET HEADER LENGTH							
0	0	0	1	0	0	1	0
TYPE OF SERVICE							
0	0	0	0	0	0	0	0
MESSAGE IDENTIFICATION NUMBER							
0	0	0	0	0	0	1	1
SPARE				MAX HOP COUNT			
0	0	0	0	0	0	1	1
ORIGINATOR ADDRESS							
0	0	0	1	1	1	1	0
DESTINATION/RELAY STATUS BYTE 1							
0	1	0	0	0	0	0	1
DESTINATION/RELAY ADDRESS 1							
0	0	0	0	1	1	0	0
DESTINATION/RELAY STATUS BYTE 2							
0	0	0	0	1	0	0	1
DESTINATION/RELAY ADDRESS 2							
0	0	0	0	1	0	1	0
DESTINATION/RELAY STATUS BYTE 3							
0	1	0	0	0	0	1	0
DESTINATION/RELAY ADDRESS 3							
0	0	0	0	1	1	1	0
DESTINATION/RELAY STATUS BYTE 4							
0	1	0	0	1	0	1	0
DESTINATION/RELAY ADDRESS 4							
0	0	0	1	0	0	0	0
DESTINATION/RELAY STATUS BYTE 5							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 5							
0	0	0	1	0	0	1	0
DESTINATION/RELAY STATUS BYTE 6							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 6							
0	0	0	1	0	1	0	1

FIGURE I-5. Example 3 Intranet Header created by node A (originator).

The following sections discuss the relay processing at each of the downstream relayers in Example 3. There are two options when filling out the Intranet Header Address Field at the relay nodes. The relay nodes may copy the Address Field and place it into the relay packet intact or they may delete the addresses which have no impact on forwarding or return of a network layer acknowledgment. If the implementer chooses to leave the address field intact, the address field in FIGURE I-2 is used at every relayer. If the implementer chooses to compress the address

MIL-STD-188-220D w/ Change 1

APPENDIX I

field to save transmitted bytes, the following paragraphs dictate the method for compression. There is no interoperability problem regardless of which of these two methods are implemented.

I.5.4.1 Relay processing at node C.

Node C is a relay node, but not a destination node. Node C is responsible for relaying the information to nodes E, F, G and H. Node C assigns the following values to the Intranet Header in example 3:

```
MESSAGE TYPE = 4 (IPv4 Packet)
TYPE_OF_SERVICE = 00000000
MESSAGE ID = 3
MAX_HOP_COUNT = 2 (Original MAX_HOP_COUNT - 1)
ORIGINATOR ADDRESS = 15 (node A)
STATUS BYTE 1 = 00001001 (ACK=No, DES=No, REL=Yes, DIS=1)
DESTINATION 1 = 5 (node C)
STATUS BYTE 2 = 01000010 (ACK=No, DES=Yes, REL=No, DIS=2)
DESTINATION 2 = 7 (node E)
STATUS BYTE 3 = 01001010 (ACK=No, DES=Yes, REL=Yes, DIS=2)
DESTINATION 3 = 8 (node F)
STATUS BYTE 4 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
DESTINATION 4 = 9 (node G)
STATUS BYTE 5 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
DESTINATION 5 = 10 (node H)
HEADER LENGTH = 16 octets
```

FIGURE I-6 shows the complete Intranet Header created by Node C.

I.5.4.2 Relay processing at node F.

Node F is both a destination and a relayer with relay responsibilities to nodes G and H. Node F assigns the following values to the Intranet Header in example 3:

```
MESSAGE TYPE = 4 (IPv4 Packet)
TYPE_OF_SERVICE = 00000000
MESSAGE ID = 3
MAX_HOP_COUNT = 1 (Received MAX_HOP_COUNT - 1)
ORIGINATOR ADDRESS = 15 (node A)
STATUS BYTE 1 = 00001001 (ACK=No, DES=No, REL=Yes, DIS=1)
DESTINATION 1 = 5 (node C)
STATUS BYTE 2 = 01001010 (ACK=No, DES=Yes, REL=Yes, DIS=2)
DESTINATION 2 = 8 (node F)
STATUS BYTE 3 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
DESTINATION 3 = 9 (node G)
STATUS BYTE 4 = 01000011 (ACK=No, DES=Yes, REL=No, DIS=3)
DESTINATION 4 = 10 (node H)
```

MIL-STD-188-220D w/ Change 1

APPENDIX I

HEADER LENGTH = 14 octets

FIGURE I-7 shows the complete Intranet Header created by Node F.

7 MSB	6	5	4	3	2	1	0 LSB
MESSAGE TYPE				VERSION NUMBER			
0	1	0	0	0	0	0	0
INTRANET HEADER LENGTH							
0	0	0	1	0	0	0	0
TYPE OF SERVICE							
0	0	0	0	0	0	0	0
MESSAGE IDENTIFICATION NUMBER							
0	0	0	0	0	0	1	1
SPARE				MAX HOP COUNT			
0	0	0	0	0	0	1	0
ORIGINATOR ADDRESS							
0	0	0	1	1	1	1	0
DESTINATION/RELAY STATUS BYTE 1							
0	0	0	0	1	0	0	1
DESTINATION/RELAY ADDRESS 1							
0	0	0	0	1	0	1	0
DESTINATION/RELAY STATUS BYTE 2							
0	1	0	0	0	0	1	0
DESTINATION/RELAY ADDRESS 2							
0	0	0	0	1	1	1	0
DESTINATION/RELAY STATUS BYTE 3							
0	1	0	0	1	0	1	0
DESTINATION/RELAY ADDRESS 3							
0	0	0	1	0	0	0	0
DESTINATION/RELAY STATUS BYTE 4							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 4							
0	0	0	1	0	0	1	0
DESTINATION/RELAY STATUS BYTE 5							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 5							
0	0	0	1	0	1	0	1

FIGURE I-6. Example 3 Intranet Header for node C (relay node).

MIL-STD-188-220D w/ Change 1

APPENDIX I

7 MSB	6	5	4	3	2	1	0 LSB
MESSAGE TYPE				VERSION NUMBER			
0	1	0	0	0	0	0	0
INTRANET HEADER LENGTH							
0	0	0	0	1	0	1	0
TYPE OF SERVICE							
0	0	0	0	0	0	0	0
MESSAGE IDENTIFICATION NUMBER							
0	0	0	0	0	0	1	1
SPARE				MAX HOP COUNT			
0	0	0	0	0	0	0	1
ORIGINATOR ADDRESS							
0	0	0	1	1	1	1	0
DESTINATION/RELAY STATUS BYTE 1							
0	0	0	0	1	0	0	1
DESTINATION/RELAY ADDRESS 1							
0	0	0	0	1	0	1	0
DESTINATION/RELAY STATUS BYTE 2							
0	1	0	0	1	0	1	0
DESTINATION/RELAY ADDRESS 2							
0	0	0	1	0	0	0	0
DESTINATION/RELAY STATUS BYTE 3							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 3							
0	0	0	1	0	0	1	0
DESTINATION/RELAY STATUS BYTE 4							
0	1	0	0	0	0	1	1
DESTINATION/RELAY ADDRESS 4							
0	0	0	1	0	1	0	1

FIGURE I-7. Example 3 Intranet Header created by node F (relay and destination nodes).

MIL-STD-188-220D w/ Change 1

APPENDIX J

ROBUST COMMUNICATIONS PROTOCOL

J.1 General.

J.1.1 Scope.

This appendix describes the interoperability and technical requirements for the Robust Communications Protocol (RCP) for DMTD and interfacing C⁴I systems (DTEs). This appendix applies only to HAVEQUICK II compatible systems that require interoperability with radios that do not have data buffering or synchronization capability.

J.1.2 Application.

This appendix is a mandatory part of MIL-STD-188-220. The information contained herein is intended for compliance.

J.2 Applicable documents.

JIEO Specification 9120A.

J.3 Introduction.

This physical layer protocol provides the additional processing to aid the transfer of secure and non-secure digital data when concatenated with the link processing of the MIL-STD-188-220 protocol. The additional processing of this protocol allows for a higher level protocol with an error correcting capability equal to rate 1/2 Golay to transfer a burst of data containing up to 67,200 data symbols with better than 90% probability of success in a single transmission, this being over an active HAVEQUICK II compatible link with a random bit error rate of 0.1 or less.

The second goal of this physical protocol is for the required performance to be achieved entirely in software using current systems with modest processing capability.

J.3.1 Physical protocol components.

Three individually selectable processes are used to meet the performance requirement. The first is the application of rate 1/3 convolutional coding to combat high random bit error rates. The second is a provision for data scrambling. Scrambling at the physical layer is implemented simply as the multiplication of the transmit data with a pseudorandom bit pattern. The third is a packetizing scheme that allows for the re-transmission of the data that was lost due to an HAVEQUICK II compatible frequency hop. The re-transmission is performed, and data recovered within the data burst and the data interruption is transparent to the higher-level protocol. This packetizing scheme has been dubbed the multi-dwell protocol because it was formulated to allow a message to be transmitted over multiple HAVEQUICK II compatible hop dwells.

MIL-STD-188-220D w/ Change 1

APPENDIX J

J.3.2 Optional rate 1/3 convolutional coding.

The transmitting convolutional encoder generates three output bits for each input information bit. FIGURE J-1 shows an example of the encoding process for a constraint length (K) of 3. The encoder consists of a shift register equal in length to the constraint length. The data to encode is shifted from left to right one bit at a time. After each shift, three output bits are generated using the G1, G2, and G3 polynomials. The three encoded output bits are generated in the G1, G2, and G3 order. The G2 output shall be inverted to provide some data scrambling capability. The convolutional encoding shift register is initialized to a state of zero when a transmission is requested. The first output bits are generated when the shift register contains the first upper layer bit to transmit, followed by all zeros. Upon detection of the robust synchronization pattern, the Viterbi decoder is initialized to make use of the knowledge of the initial encoder shift register state.

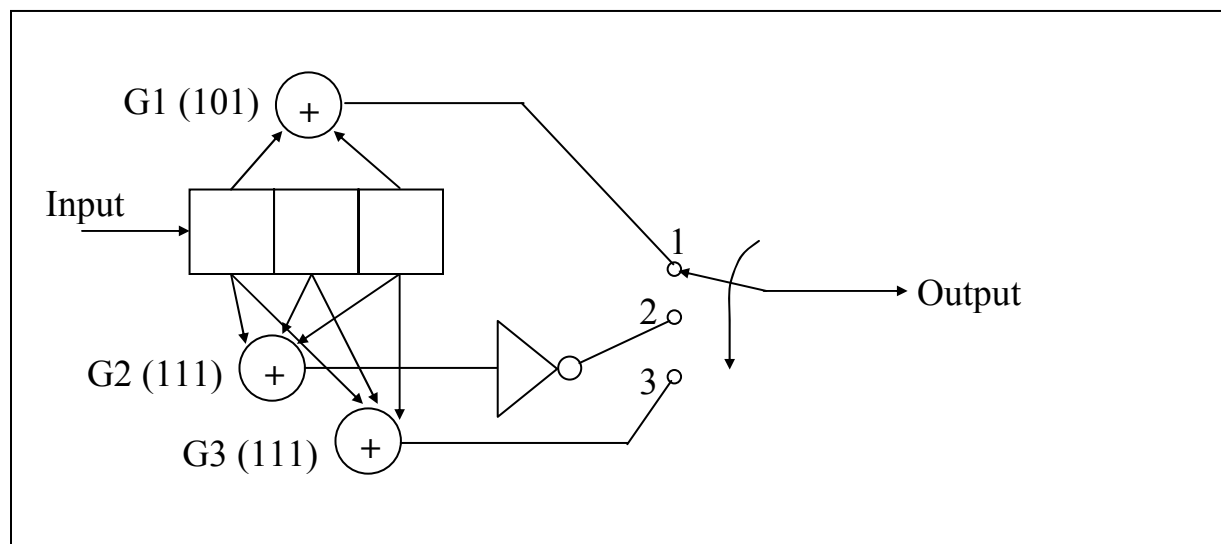


FIGURE J-1. Convolutional encoder with inverted G2 K=3.

TABLE J-I lists the generator polynomials used for the three specified constraint lengths. The MSBs of the octal representation of each polynomial are used for each polynomial.

TABLE J-I. Convolutional coding generator polynomials (octal).

Constraint Length	G1	G2	G3
3	5	7	7
5	52	66	76
7	554	624	764

MIL-STD-188-220D w/ Change 1

APPENDIX J

FIGURE J-2 shows the relative error correcting capability of rate 1/3 convolutional coding in a random error environment using the Viterbi decoding algorithm with hard decisions. The performance was achieved using a trace back buffer length of 16, 32, and 64 for constraint lengths 3, 5, and 7 respectively. If the demodulator and decoder are components of the same subsystem, soft decision information from the demodulator can be used to further enhance the performance.

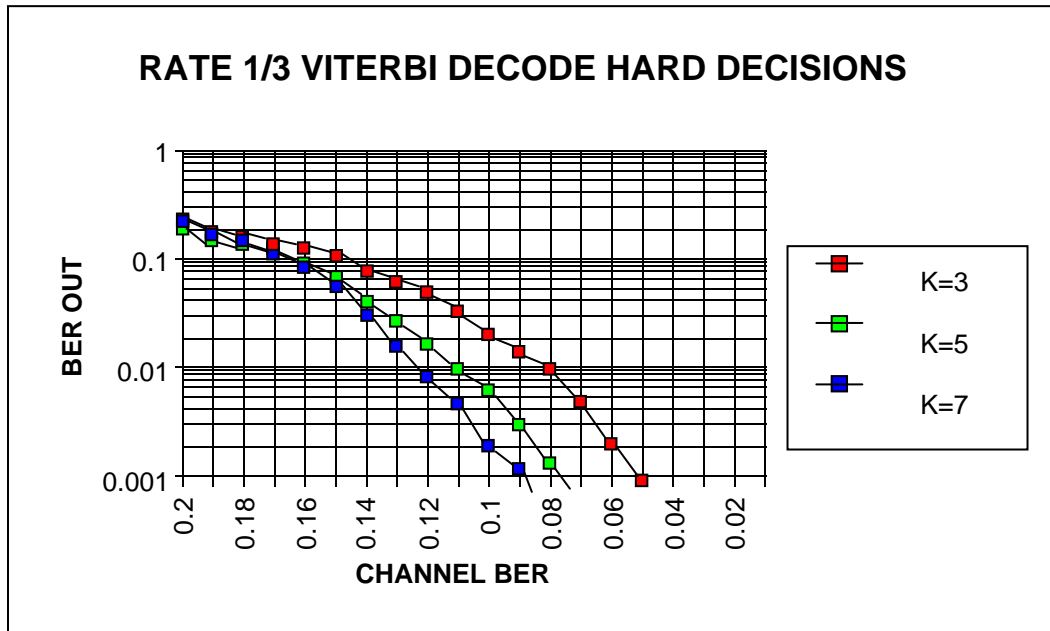


FIGURE J-2. Rate 1/3 convolutional coding performance for constraint lengths 3, 5, and 7.

J.3.3 Optional data scrambling.

Physical layer data scrambling shall use the scrambler and descrambler described in FIGURE J-3. Physical layer data scrambling shall use the pseudo-noise (PN) generator specified in CCITT V.33 Annex A. Although the generating polynomial used is as specified in CCITT V.33 Annex A, the process is different. The generating polynomial is $1 + X^{-18} + X^{-23}$. FIGURE J-3 shows the structure of the data scrambler and descrambler.

MIL-STD-188-220D w/ Change 1

APPENDIX J

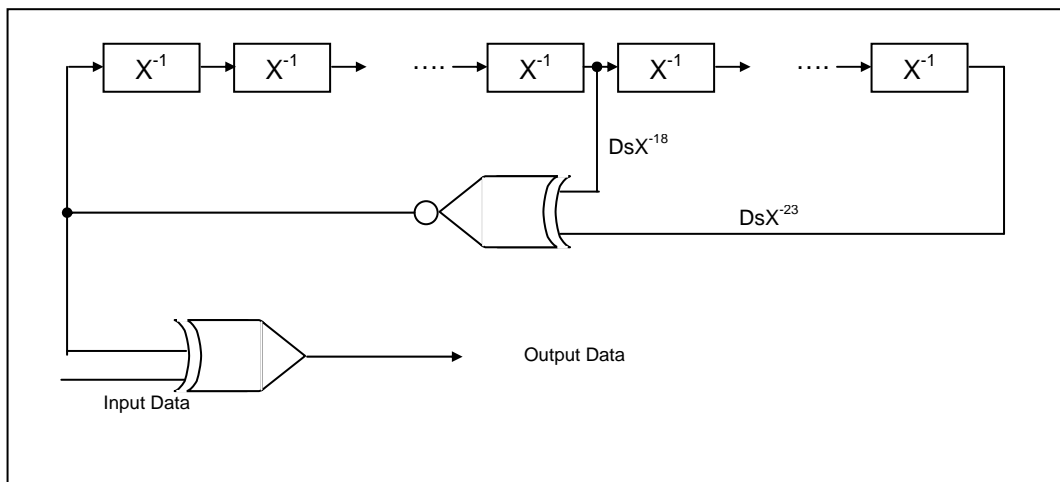


FIGURE J-3. Data scrambler structure.

The data sequence to be transmitted, D_{out} is formed as follows:

$$D_{out} = (D_{in}) \oplus ((D_s X^{-18}) \oplus (D_s X^{-23}))$$

|<---- pseudo noise (PN)----->|

Where D_{in} is the input data. The shift register D_s shall be initialized to zero before the first bit of data is scrambled on transmission. On data reception, the descrambler shift register D_s shall be initialized to zero before the first received data bit is descrambled.

Note: symbol \oplus is XOR operand.

$A \oplus B$ is A **XOR** B.

$\overline{A \oplus B}$ is A **XNOR** B.

J.3.4 Optional robust multi-dwell.

J.3.4.1 Multi-dwell packet format.

When the HAVEQUICK II compatible radio is in active mode, multi-dwell packetizing shall be enabled. The multi-dwell packetizing described in this appendix assumes a physical level bit rate of 16 kbps. The format of each multi-dwell packet is shown in FIGURE J-4. Each packet consists of a start of packet (SOP) pattern and a segment counter followed by 6, 11 or 13 64-bit data segments.

MIL-STD-188-220D w/ Change 1

APPENDIX J

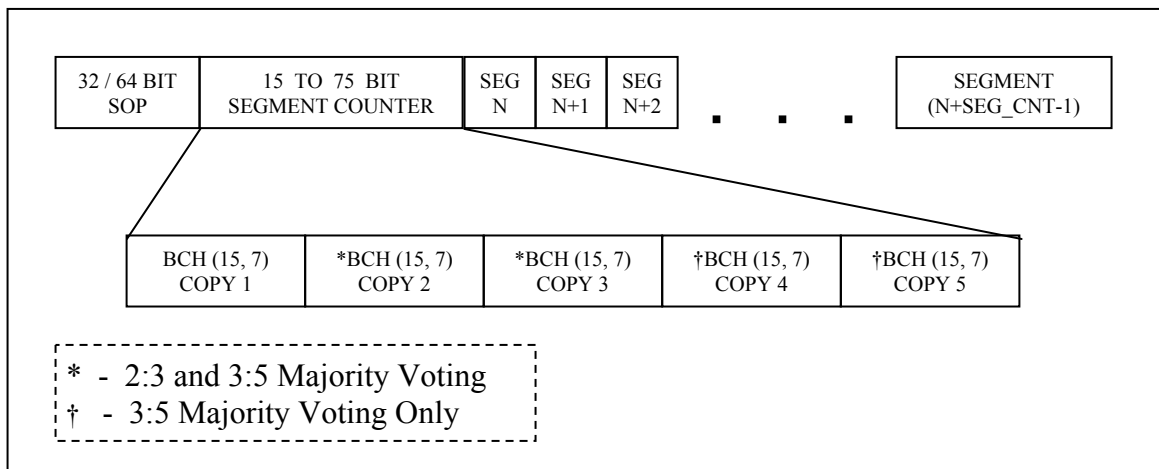


FIGURE J-4 Multi-dwell packet.

J.3.4.2 Multi-dwell SOP field.

The SOP pattern is a 64-bit (FIGURE J-5) or 32-bit (FIGURE J-6) pattern used for multi-dwell packet detection. The maximum number of bits in error should be set to match the bit error rate environment. For normal operation, it is recommended that the maximum number of bits in error be set to 13 for a 64-bit pattern, and to 3 for a 32-bit pattern. The length of the SOP pattern shall be determined by bits 2, 3 and 4 of the robust frame format.

MSB	LSB
1011101100110101011111100000100101100001010011110100011100100101	

FIGURE J-5. Multi-dwell 64-bit SOP pattern.

MSB	LSB
01110101110010010000100111000000	

FIGURE J-6. Multi-dwell 32-bit SOP pattern.

J.3.4.3 Multi-dwell segment count field.

The segment counter is a modulo 64 count of the first segment in the packet. The six required bits shall be encoded as 1, 3, or 5 BCH (15,7) codewords depending on bits 2, 3 and 4 of the robust frame format. The six-bit segment counter shall occupy the 6 LSBs of the seven-bit BCH data field. The MSB of the data field shall be used as an end-of-frame flag which, when set, indicates that data transmission is complete. A multi-dwell packet marked with an end-of-frame flag shall contain only the SOP pattern and the segment count field used to make the segment

MIL-STD-188-220D w/ Change 1

APPENDIX J

number of the first fill data segment transmitted in the previous packet. If no fill data is included in the previous segment, the segment count field shall point to the last data segment plus one.

J.3.4.4 Multi-dwell data segments.

Each multi-dwell packet shall contain 6, 11 or 13 consecutive 64-bit data segments. Unless a channel interruption is detected during the transmission of the packet, each data segment shall contain the next 64 bits supplied by the data link layer for transmission. The last multi-dwell packet shall contain pad bits and segments as necessary to complete the packet. The transmitted pad data shall be an alternating one/zeros sequence.

J.3.4.5 Multi-dwell hop detection.

The physical layer shall have the means of detecting or predicting communications link outages.

J.3.4.6 Multi-dwell transmit processing.

Data received from the data link layer for transmission shall be broken into 64 bit segments for transmission. The data shall be packetized as stated in J.3.4.1. Packets shall be transmitted consecutively with the segment count field containing the count, modulo 64, of the first segment in the packet until a communications link outage is detected, at which time, the remainder of the data segments in the currently transmitted packet shall be filled with an alternating one/zeros pattern. The alternating one/zeros pattern shall start soon enough to prevent a receiver from detecting a SOP header and segment count that would prematurely release segments that have been corrupted by a frequency hop. If the configurable hop recovery time (HRT), is greater than the time remaining to complete the transmission of the current packet, the alternating one/zeros sequence shall be extended to the end of the HRT period. If a hop is detected during the multi-dwell SOP field, multi-dwell segment count field, or during the transmission of the first two segments, the entire multi-dwell packet shall be retransmitted. The first multi-dwell packet transmitted in a frame shall not contain the multi-dwell SOP field or multi-dwell segment count field. It is assumed that the segment count of the first packet is zero. The SOP and the segment count field shall not be transmitted during a possible frequency hop. The implementation shall develop an algorithm to establish when possible frequency hops may occur and adjust the timing of the data transmission to avoid transmitting a header during any possible hop. Refer to 3.3.4.6 (Code Generator) of J1540 Specification 9120A for guidance on developing a frequency hopping prediction algorithm.

J.3.4.6.1 Hop data recovery time period.

A configurable variable called the HRT shall be used to determine if the fill data transmitted following a hop shall be extended to ensure that the following multi-dwell synchronization field can be received. The HRT is defined as the time period from the beginning of the transmitting radio frequency (RF) synthesizer frequency hop to the time that the bit synchronizer connected to the receiving radio can reliably demodulate data. Because different hop detection/prediction methods flag the hop at different times relative to the beginning of the transmitting RF synthesizer frequency slew, the configured HRT shall be internally adjusted to insure that different DTEs in a network can all use the same configurable HRT.

MIL-STD-188-220D w/ Change 1

APPENDIX J

J.3.4.6.2 Data transmitted after a hop.

The multi-dwell packet transmitted directly following a communications link outage shall retransmit data starting with the 64-bit segment preceding the segment that was being transmitted when the hop was detected plus sufficient segments to account for the transmitter pipeline delay if appropriate. If the radios are allowed to drift without being resynchronized by Time of Day (TOD) transfer or GPS reference it may also be necessary to repeat additional segments assuming that the transmitter is running slower than the receiver(s). Assuming a worst-case drift of 1 ppm in opposite directions, the transmitter may have to repeat an additional segment for each additional 30 minutes (3.6 msec) of drift.

J.3.4.6.3 Termination of transmission.

After the final packet of the frame is transmitted, without a hop detected during a data segment containing actual data (not fill data), data transmission shall be terminated. To prevent receive delays caused by the receiver not being able to determine that the last data segment has been received, a truncated multi-dwell packet shall be sent with the end-of-frame flag set. The segment count associated with the end-of-frame flag shall mark the first fill data segment transmitted. If no fill data is included in the previous segment, the segment count field shall point to the last segment data plus one. FIGURE J-7 depicts two examples of the last packet transmitted. In the first case, only three segments are included in the last frame of data (segments 100, 101, and 102) with the first segment being segment number 100. In this scenario, the segment header following the last frame to contain data will have the “last frame flag” bit set, and the segment counter will point to segment 103. In the second example, all the segments in the frame contain data (segment 100 through 105). The segment header following the last frame containing data will have the “last frame flag” bit set and the segment counter will point to segment 106. Note: In both examples, the TP timer shall be recalculated based upon reception of the last bit of the segment counter of the truncated multi-dwell packet.

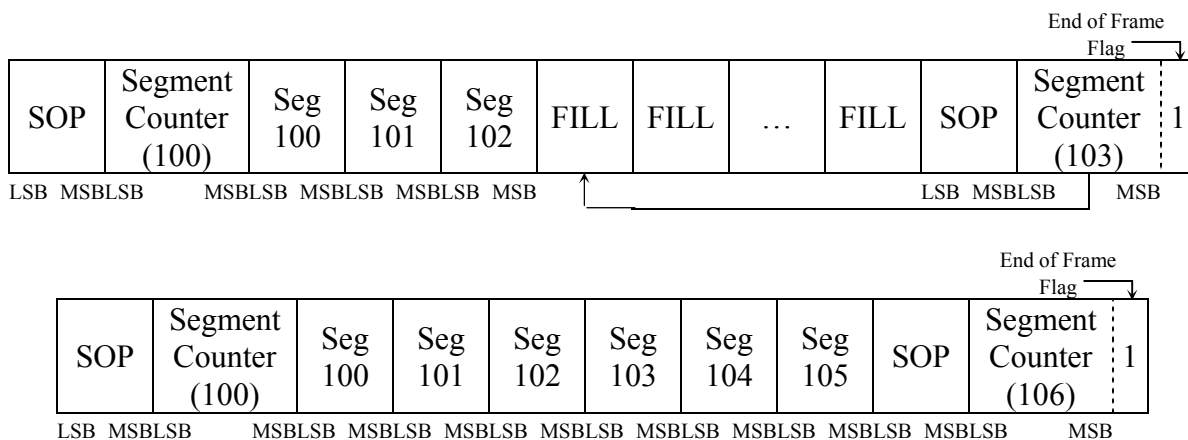


FIGURE J-7. Two transmission examples.

MIL-STD-188-220D w/ Change 1

APPENDIX J

J.3.4.7 Multi-dwell receive processing.

If the multi-dwell flag was set in the robust synchronization field, the receiver shall buffer the multi-dwell data packet. The segment count for the first multi-dwell packet in a frame shall be assumed to be zero. After the last packet bit is received, the receiver shall open the SOP correlation window. When the SOP pattern is recognized, the segment count shall be decoded using the combination of majority and BCH decoding specified in the robust synchronization field. After each new segment count is decoded, the buffered data for data segments lower in count than the new segment count are passed on to the next higher layer as received bits. The segments of the newly received packet are then buffered and held until it is verified that the buffered segments will not be re-transmitted.

J.3.4.7.1 Receive end-of-frame detection.

The data remaining in the multi-dwell receive data buffer shall be provided to the higher-level protocol when an end-of-frame condition is detected. The end-of-frame condition shall be determined by the multi-dwell end-of-frame flag. If the end-of-frame flag is not detected before bit synchronization is lost then all buffered packets shall be released to the upper level protocol for receive processing.

J.3.4.7.2 Optional soft decision information.

When there is a very high link BER, a SOP pattern may not be recognized or the segment count may not be correctable. If fewer than three consecutive segment counts cannot be corrected the correct number of bits shall be supplied to the upper level protocol as to not cause a bit slip, and consequently, the loss of the remaining data in the frame. If additional forward error correction is used with multi-dwell, it is suggested that soft decision information is supplied indicating the low quality of the received data resulting from a missed SOP pattern or an unrecoverable segment count.

J.3.4.8 Multi-dwell majority logic overhead choice.

The choice of the amount of multi-dwell majority voting (MV) overhead is dependent on the expected link BER. TABLE J-II gives an estimate of the maximum random BER supported for a 90% probability of passing a single frame of length 1536 bits, 7680 bits, and 67,200 bits with no errors introduced due to multi-dwell processing.

TABLE J-II. Maximum supported BER.

Segment Count MV	1536	7680	67,200
1 out of 1	0.055	0.03	0.016
2 out of 3	0.14	0.11	0.07
3 out of 5	0.2	0.14	0.12

MIL-STD-188-220D w/ Change 1

APPENDIX J

J.3.4.9 Multi-dwell overhead.

The multi-dwell protocol introduces an overhead that shall be considered in the network timing calculations. The overhead is a function of the radio hop rate, the multi-dwell segment count majority voting choice, and the message length. TABLE J-III gives the equation to calculate the actual worst-case realized data rate for each hop rate and majority logic combination. The numbers in TABLE J-III were run with a HRT of 15.625 msec, a maximum radio timing drift over a 1/2 hour period, an instantaneous data rate of 16000 bits/second. The actual efficiency will depend upon the exact implementation, therefore the numbers in TABLE J-III should be used as a guide only. The six-segment multi-dwell packet shall be used for protocol acknowledgments and other single TDC block messages. The calculated realized data rate shall be used for the bit rate of all data encapsulated by the multi-dwell protocol.

HOP RATE	TABLE-J-III. Multi-dwell overhead			
	MV 1:1, 11 segments	MV 2:3, 13 segments	MV 3:5, 13 segments	MV 3:5, 6 segments
0	$R/((0.3 \cdot 10^{(-L \cdot 0.00003)}) + 1.06)$	$R/((0.3 \cdot 10^{(-L \cdot 0.00003)}) + 1.16)$	$R/((0.2 \cdot 10^{(-L \cdot 0.00003)}) + 1.17)$	$R/((0.1 \cdot 10^{(-L \cdot 0.00003)}) + 1.36)$
1	$R/((0.6 \cdot 10^{(-L \cdot 0.00003)}) + 1.10)$	$R/((0.6 \cdot 10^{(-L \cdot 0.00003)}) + 1.21)$	$R/((.55 \cdot 10^{(-L \cdot 0.00003)}) + 1.23)$	$R/((0.3 \cdot 10^{(-L \cdot 0.00003)}) + 1.40)$
2	$R/((0.5 \cdot 10^{(-L \cdot 0.00003)}) + 1.15)$	$R/((0.5 \cdot 10^{(-L \cdot 0.00003)}) + 1.27)$	$R/((0.7 \cdot 10^{(-L \cdot 0.00003)}) + 1.30)$	$R/((0.4 \cdot 10^{(-L \cdot 0.00005)}) + 1.48)$
3	$R/((0.5 \cdot 10^{(-L \cdot 0.00003)}) + 1.20)$	$R/((0.4 \cdot 10^{(-L \cdot 0.00002)}) + 1.36)$	$R/((0.8 \cdot 10^{(-L \cdot 0.00003)}) + 1.29)$	$R/((0.2 \cdot 10^{(-L \cdot 0.00003)}) + 1.56)$
4	$R/(1.45)$	$R/(1.51)$	$R/((0.7 \cdot 10^{(-L \cdot 0.00002)}) + 1.46)$	$R/((.07 \cdot 10^{(-L \cdot 0.00002)}) + 1.85)$
ALL	$R/(1.72)$	$R/(1.72)$	$R/(1.96)$	$R/(2.27)$

R = the instantaneous data rate

L = the number of bits to be transmitted

J.3.4.9.1 Terminals lacking hop detection.

The ALL case in TABLE J-III is to show the efficiency of the multi-dwell protocol in systems where the hop cannot be detected due to hardware or software limitations. Since there is no hop timing information available, the DTE shall assume that the radio will hop at every possible time slot. In these systems, it is assumed that timing synchronization with the radio will be made by the detection of the falling edge of the radio delayed push to talk (DPTT) signal provided by the HAVEQUICK II compatible radio. However, the efficiency of systems that cannot detect and predict hops in HAVEQUICK II networks will severely limit the data throughput of those networks. Therefore, all DMTDs shall implement the capabilities to detect radio hops by monitoring the hop synch output signal from the HAVEQUICK II radio.

J.3.5 Robust Communications Protocol network timing.

The use of the Robust Communications Protocol requires modification to some of the APPENDIX C Type 3 network timing equations. The bit rate, transmit delays, and receive processing delays are modified by the robust protocol. For purposes of robust network timing,

MIL-STD-188-220D w/ Change 1

APPENDIX J

two system bit rates are defined. The first is the channel bit rate which is represented as n_c . The second is the data link bit rate which is represented as n_l . As an example, if rate 1/3 convolutional coding is applied at the physical layer and the channel bit rate is 16 kbps, the link bit rate would be 5.33 kbps. In this example, an external cryptographic device would transmit the MI field at n_c Hz and an internal cryptographic device would transmit the MI field at n_l Hz. The multi-dwell reduction of n_l is not deterministic but is bounded. The average multi-dwell n_l is a function of the multi-dwell packet format, the timing of the DTE transmit request in relation to the radio transmission security (TRANSEC) timing, and the number of bits to be transmitted. The following Type 3 network access control subfunctions are specified in APPENDIX C:

- a. Network busy sensing
- b. Response Hold Delay (RHD)
- c. Timeout Period (TP)
- d. Network Access Delay (NAD)

The following subparagraphs address required modifications to network timing equations associated with these subfunctions as a result of using the robust communications protocol.

J.3.5.1 Net Busy Sensing.

Because net busy sensing is performed at the physical level, there are no modifications to the net busy sensing timing or methods when using the robust communications protocol. However, users should be aware that equipment preamble times (EPRE) are much longer for COMSEC operation to account for the COMSEC delays when using HAVEQUICK II. The longer equipment preamble time will result in a significantly longer net busy detect time for COMSEC operation with HAVEQUICK II than for plain text operation with HAVEQUICK II.

J.3.5.2 Response hold delay.

The additional transmission time required for the Type 3 coupled acknowledgment due to the robust protocol and the TRANSEC delays are accounted for by inflating the response transmission time parameter (S) and the EPRE delay, contained in the RHD timing equation for RHD_0 . Normally, a receiver is able to determine the length of a received message by decoding the robust frame format and message headers to determine the robust frame format and whether the message is using FEC or TDC and adjusting the transmit word count accordingly. For coupled responses, this information will be known ahead of time in order to reserve sufficient time for each response. Therefore, if it cannot be guaranteed that the entire acknowledgment can be transmitted on a single hop dwell all robust Type 3 coupled acknowledgments shall use the robust frame format 3 (MV 3:5, 6 segments). It should be noted that a multi-dwell format shall be used unless it is known that the current dwell is "long" because it cannot be assumed that network ELAG and HRT will allow a non multi-dwell acknowledgment on the shortest HAVEQUICK II dwell. All other characteristics of the response that will affect its length (e.g. FEC, TDC) are determined by the network configuration and shall be the same for all users. In

MIL-STD-188-220D w/ Change 1

APPENDIX J

cases where the dwell length is not know, additional TRANSEC delays shall be accounted for by assuming the worst-case frequency hopping (Hop_All). In this case, each hop incurs a HRT delay plus a penalty for backing up and retransmitting two segments of data. From APPENDIX C, the RHD_0 is calculated as follows:

$$RHD_0 = EPRE + PHASING + S + ELAG + TURN + TOL$$

The actual value of S for acknowledgments is heavily dependent on the network HRT and the ability of the transmitting node to detect or predict hops. Worst-case S times for HRT values up to 25 msec for the six acknowledgment cases assuming the Hop_All case are given in TABLE J-IV. These approximate times, rounded to the nearest 5 msec, can be made much shorter in more optimum implementations.

TABLE J-IV. Multi-dwell acknowledgment times for Hop_All assumption.

ACK TYPE	S Value
80 bit no convolutional coding	100 msec
168 bit no convolutional coding	100 msec
384 bit no convolutional coding	160 msec
80 bit convolutional coding	225 msec
168 bit convolutional coding	225 msec
384 bit convolutional coding	350 msec

The maximum wait time before beginning any transmission is the maximum initial wait (one Hop_All interval) plus one hop recovery time for a final S time of:

$$S = S + (\text{Hop_All period}) + \text{HRT}$$

J.3.5.2.1 Multi-dwell response.

Where multi-dwell is used to send the original message at a channel bit rate, n_c , of 16 Kbps, all responses (Type 3 acknowledgments) will be forced to use the robust frame format 3 (MV 3:5, 6 segments) as noted above unless the DTE knows that a single hop dwell will hold the entire acknowledgment. All nodes in a network shall use the configured EPRE value to determine if there will be a “long” dwell in which to transmit acknowledgments to determine which acknowledgment method to use for that network. A multi-dwell acknowledgment is always required when using an external crypto device.

MIL-STD-188-220D w/ Change 1

APPENDIX J

J.3.5.2.2 Response transmission example.

FIGURE J-8 shows an example of the timing of an acknowledgment when an external cryptographic device is used with the HAVEQUICK II radio. The falling edge of the DPTT signal marks the beginning of a long hop dwell that is long enough to contain the crypto preamble time.

After the crypto has finished transmitting the MI field, the transmitting DTE begins to supply data for transmission. Typically, the COMSEC bit synchronization time is not very accurate and may be long enough to push the MI field to the end of the guaranteed “long” dwell time. For this reason, the DTE shall wait to start data transmission on the first hop dwell following the long guaranteed dwell. The end of the guaranteed hop dwell is marked by the first possible hop following the DPTT. The first bit of the robust start of message (SOM) pattern is transmitted after the configured HRT. During the transmission of the response, one or more hops may occur.

When the response transmission is complete, the DTE de-asserts the transmit request signal. The radio will de-assert DPTT after a variable delay (ET_1) at a time synchronized with the hop sequence. After DPTT is de-asserted, the radio RF output remains active and a radio hop will not occur. This allows for the transmission of the crypto postamble. The radio RF output remains active for longer than is required for the transmission of the crypto postamble, which is shown as the ET_2 time period in FIGURE J-8. For HAVEQUICK II radios, ET_1 , crypto postamble PLUS ET_2 equals the transmitter turnaround time, ($TTURN = ET_1 + ET_2$), as defined in APPENDIX C.

MIL-STD-188-220D w/ Change 1

APPENDIX J

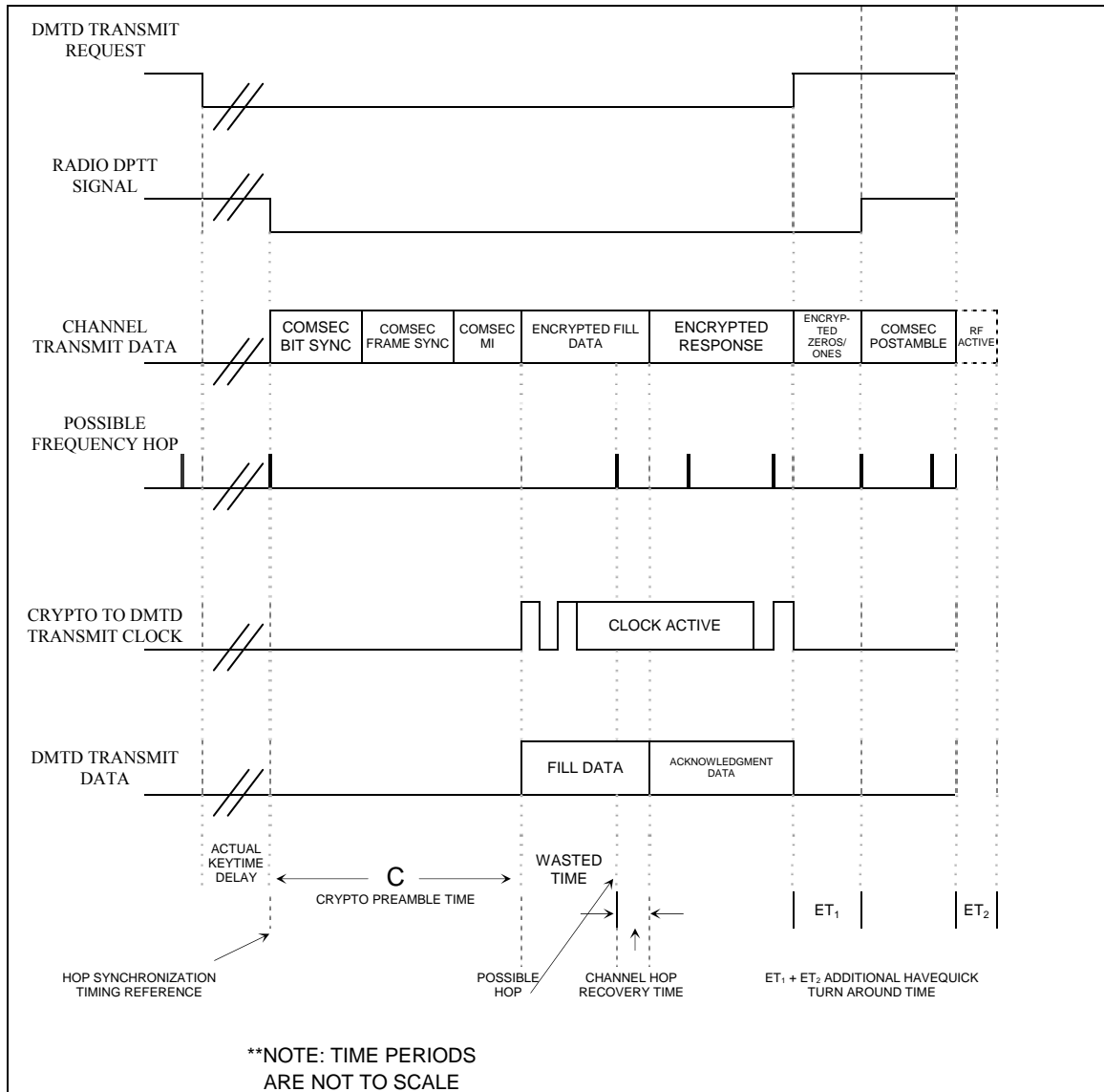


FIGURE J-8. HAVEQUICK II external crypto acknowledgment transmission.

J.3.5.2.3 Estimation of multi-dwell n_l

FIGURE J-9 shows an example of the n_l data rate for a multi-dwell transmission with a channel data rate of 16 kbps. This is the worst case data rate reduction which would be experienced with rate 1/3 convolutional coding, a 64 bit SOP pattern length, and 3 out of 5 majority logic decoding of the segment count field for the specified HRT. The data rate shown FIGURE J-9 is the number of link bits to transmit divided by the number of channel bits transmitted times the n_c . Since rate 1/3 convolutional encoding is used in this example, the maximum link data rate achievable would be 5.33 kbps. For short messages, the radio hop timing at the beginning of the

MIL-STD-188-220D w/ Change 1

APPENDIX J

transmission has a significant impact on the transmission efficiency. This example uses 13 segments per packet which is the recommended segment per packet count for long transmissions using 3 out of 5 majority logic. This figure and the equations given in TABLE J-III are given as an aid for network throughput estimation and should not be used for network timing. The bit rate estimating equation used in FIGURE J-3 is:

$$\text{link rate} = n_c / (0.5 * 10^{-(\text{link bits} * .00003)} + 1.301)$$

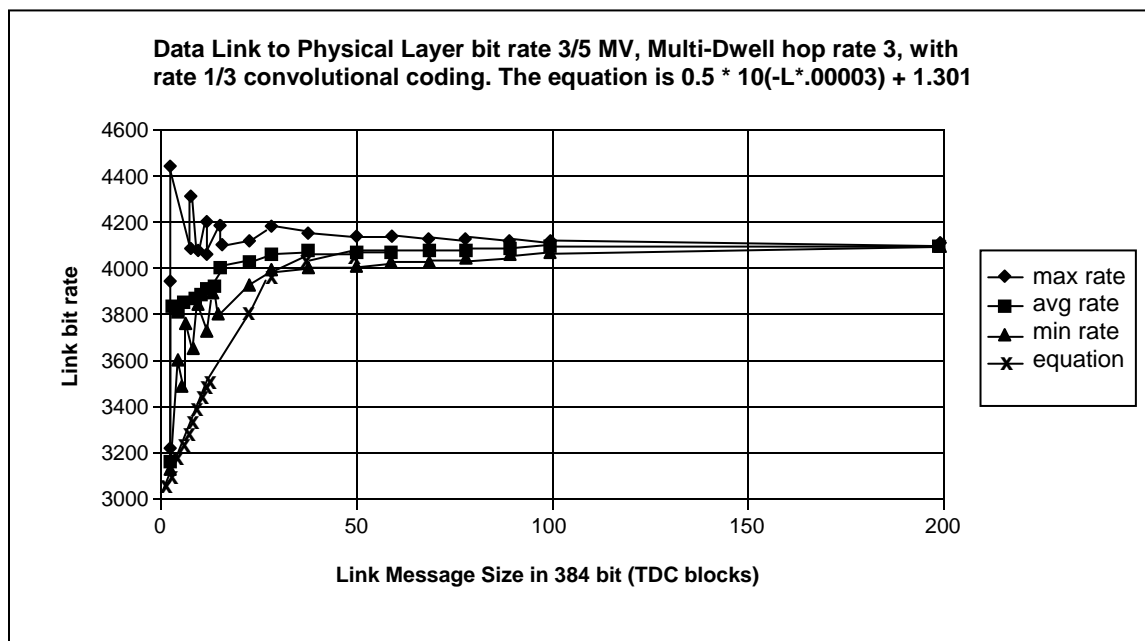


FIGURE J-9. Link data rate as a function of message size.

J.3.5.2.4 Receive processing delays.

In order to calculate the reference point for the RHD and TP timers, the receiving DTE shall know the time of arrival of the last bit of the transmission. In order to do this, the data link layer normally determines the last bit of the transmission after decoding the word count and tags the arrival of the last data bit from the physical layer. The physical layer receive delays are dependent on the DTE hardware and software implementation. The two delay components are processing delays and data pipeline delays. The processing delays are independent of the received data rate and the pipeline delays are dependent on the data rate. The data rate of all non-multi-dwell transmissions is known to be either n_c or $n_c/3$ dependent on the use of rate 1/3 convolutional coding. The received data rate of a multi-dwell transmission is not known. For this reason, when a multi-dwell transmission is received, the physical layer shall tag the time of arrival of the final multi-dwell bit. The physical layer can determine the time of arrival of the last bit by using the end-of-frame flag which is the MSB in the final multi-dwell segment count field. A logical signal from the physical layer to the data link layer indicating the message

MIL-STD-188-220D w/ Change 1

APPENDIX J

completion time is required to insure that the transmitter and receiver(s) use the same reference point for the calculation of RHD and TP.

The trace back buffer length of the Viterbi decoder introduces a known pipeline delay in the received data that will be accounted for in the network ELAG. The length of the trace back buffer is an implementation choice which is dependent on the Viterbi decoder architecture. Pipeline delay is the time needed to flush the trace back buffer.

J.3.5.3 Timeout Period (TP).

The timeout period is derived from the same equations as described in APPENDIX C. Modifications to the timeout period are the result of changes to RHD_0 and DTE receive processing delays, which have been addressed in J.3.5.2 and its subparagraphs.

J.3.5.4 NAD.

There are no modifications to the network timing equations associated network access delay. The network access delay is always an integer number times the Net_Busy_Detect_Time which, as previously discussed, has not been modified but could be significantly longer due to extended equipment preamble times, especially for COMSEC operation with HAVEQUICK II.

J.3.6 Application guidance for the HAVEQUICK II link.

J.3.6.1 Frequency hop synchronization.

The HAVEQUICK II TRANSEC timing and the DTE network timing are not synchronized. To avoid the loss of critical data, such as the cryptographic synchronization and/or the protocol SOM patterns, the DTE transmission timing shall be synchronized to the frequency hops through use of hop detection and prediction.

J.3.7 Summary.

The physical layer robust protocol introduces additional transmit and receive delays due to the robust header and the convolutional decoding pipeline delays. Multi-dwell packetizing introduces a data rate reduction which varies widely for short transmissions. The HAVEQUICK II radio introduces variable delays in the keytime delay and the equipment turn-around time. To maintain network timing using the Type 3 timing equations, the RHD shall be extended by inflating the S time for a fixed Type 3 acknowledgment transmit frame format for multi-dwell operation assuming the worst case hop rate (Hop_All). Since the message transmission time is variable, the time-out period (TP) sync point shall be figured from the final frame flag at the end of the transmission.

MIL-STD-188-220D w/ Change 1

APPENDIX J

J.4 PDU construction.

The following examples shall be used to clarify robust PDU transmission order and processing order (i.e. scrambling, convolutional coding, and formation of packets). The robust protocol consists of three parts: (1) robust PDU header – robust frame synchronization and setting of the robust frame format, (2) the PL scrambled or unscrambled and/or convolutional coded user data and (3) SOPs and segment counters to form packets in accordance with the setting of the multi-dwell transmission format when the multi-dwell protocol is implemented. In this example, the MSB (2^n bit) of each octet of user data and the MSB of each field is represented with an italicized font. FIGURE J-10 shows the processing order with convolutional code disabled, no multi-dwell hop detection and no link outage. The main figure is shown as FIGURE J-10. For clarity purpose FIGURE J-10 is broken in two parts at the dotted line and shown as FIGURE J-11 and FIGURE J-12. The connection points are shown as A, B, C and D in FIGURE J-11 and FIGURE J-12 at the broken section in FIGURE J-10.

J.4.1 Robust PDU header.

The robust PDU header consists of two parts: (1) robust frame synchronization pattern (see FIGURE 7) and (2) setting of the robust frame format (RFF) (see TABLE I, TABLE II and TABLE III.). The robust PDU header shall be inserted first when implementing Robust Communications Protocol. The robust frame format shall be formatted with multi-dwell majority vote 3 out of 5 BCH [15, 7] coding. The examples show the differences based on the multi-dwell flag settings to append the rest of the data.

J.4.2 User Data.

The input to the robust protocol is a MIL-STD-188-220 DL PDU. The DL PDU is user data to the N-1 layer (i.e. robust protocol). PL scrambling and convolutional coding shall be applied to the user data if selected in the robust frame format. When the robust frame format selects both scrambling and convolutional coding, the user data is scrambled before the user data is convolutional coded. The LSB of each octet passed from the data shall be transmitted first. However, in the following examples, PL scrambling and convolutional coding are not selected, the user data is not a real DL PDU which reduces coupling between changes in the MIL-STD-188-220 frame and this example. The example user data is an array of octets counting down 49 – 0.

J.4.3 Multi-dwell flag set.

The multi-dwell protocol (MDP) is the main component of the Robust Communication Protocol (RCP). The multi-dwell flag shall be set in the robust frame format (RFF) if MDP is implemented. Either PL scrambled or unscrambled, and/or convolutional coded user data shall be divided into 64-bit segments. Based on the Multi-dwell Transmission Format (MDTF) setting, these segments shall be packed into 6, 11, or 13 segment groups. Then, a packet shall be formed by appending the SOP and the segment counter to the end of the group. BCH [15,7] shall be applied to the segment counter prior to appending. The number of BCH [15, 7] copies, 32-bit or 64-bit SOP pattern, and the number of segments per packet are determined by the MDTF setting. An example of the robust transmission with MDTF=3 (64-bit SOP, MV 3:5, 6 segments), no PL scrambling, no convolutional coding and without a hop occurring is shown in TABLE J-V.

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2^n	LSB 2^0	MSB 2^7	LSB 2^0	
Robust Frame Syn	64		00011100 01111010 10110110 01000000 11111101 10110111 00110011 10010010		10010010 00110011 10110111 11111101 01000000 10110110 01111010 00011100	0x92 0x33 0xB7 0xFD 0x40 0xB6 0x7A 0x1C	0 1 2 3 4 5 6 7
1 of 5							
Multi-dwell Flag	1	1	<i>1</i>	xxxxxxx <i>1</i>			
Scrambling	1	0 (no scramble)	<i>0</i>	xxxxxxx <i>0</i> x			
Multi-dwell Tx Format	3	3	<i>011</i>	xxx <i>011</i> xx			
Convolution Coding Constraint length	2	3 (disabled)	<i>11</i>	x <i>11</i> xxxxx			
BCH(15,7)	8		<i>10110110</i>	0xxxxxxx x <i>1011011</i>	<i>01101101</i>	0x6D	8
2 of 5							
Multi-dwell Flag	1	1	<i>1</i>	<i>1</i> xxxxxxx	<i>11011011</i>	0xDB	9
Scrambling	1	0	<i>0</i>	xxxxxxx <i>0</i>			
Multi-dwell Tx Format	3	3	<i>011</i>	xxxx <i>011</i> x			
Convolution Coding Constraint length	2	3	<i>11</i>	xx <i>11</i> xxxx			
BCH(15,7)	8		<i>10110110</i>	10xxxxxxx xx <i>101101</i>	<i>10110110</i>	0xB6	10
3 of 5							
Multi-dwell Flag	1	1	<i>1</i>	x <i>1</i> xxxxxxx			

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)		Field Fragments		Octet Value (Binary)		Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰		
Scrambling	1	0	0		0xxxxxxx		01101101		0x6D	11
Multi-dwell Tx Format	3	3	011		xxxxx011					
Convolution Coding Constraint length	2	3	11		xxx1xxx					
BCH(15,7)	8		10110110		110xxxxx xxx10110		11011011		0xDB	12
4 of 5										
Multi-dwell Flag	1	1	1		xx1xxxxx					
Scrambling	1	0	0		x0xxxxxx					
Multi-dwell Tx Format	3	3	011		1xxxxxxx xxxxxx01		10110110		0xB6	13
Convolution Coding Constraint length	2	3	11		xxxx11xx					
BCH(15,7)	8		10110110		0110xxxx xxxx1011		01101101		0x6D	14
5 of 5										
Multi-dwell Flag	1	1	1		xxx1xxxx					
Scrambling	1	0	0		xx0xxxxx					
Multi-dwell Tx Format	3	3	011		11xxxxxx xxxxxxx0		11011011		0xDB	15
Convolution Coding Constraint length	2	3	11		xxxxx1x					
BCH(15,7)	8		10110110		10110xxx xxxxx101		10110110		0xB6	16
User data octet 1 (seg 0)	8	49	00110001		10001xxx xxxxx001		10001101		0x8D	17
User data octet 2 (seg 0)	8	48	00110000		10000xxx xxxxx001		10000001		0x81	18
User data octet 3 (seg 0)	8	47	00101111		01111xxx xxxxx001		01111001		0x79	19
User data octet 4 (seg 0)	8	46	00101110		01110xxx xxxxx001		01110001		0x71	20

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
User data octet 5 (seg 0)	8	45	00101101	01101xxx xxxxxx001	01101001	0x69	21
User data octet 6 (seg 0)	8	44	00101100	01100xxx xxxxxx001	01100001	0x61	22
User data octet 7 (seg 0)	8	43	00101011	01011xxx xxxxxx001	01011001	0x59	23
User data octet 8 (seg 0)	8	42	00101010	01010xxx xxxxxx001	01010001	0x51	24
User data octet 9 (seg 1)	8	41	00101001	01001xxx xxxxxx001	01001001	0x49	25
User data octet 10 (seg 1)	8	40	00101000	01000xxx xxxxxx001	01000001	0x41	26
User data octet 11 (seg 1)	8	39	00100111	00111xxx xxxxxx001	00111001	0x39	27
User data octet 12 (seg 1)	8	38	00100110	00110xxx xxxxxx001	00110001	0x31	28
User data octet 13 (seg 1)	8	37	00100101	00101xxx xxxxxx001	00101001	0x29	29
User data octet 14 (seg 1)	8	36	00100100	00100xxx xxxxxx001	00100001	0x21	30
User data octet 15 (seg 1)	8	35	00100011	00011xxx xxxxxx001	00011001	0x19	31
User data octet 16 (seg 1)	8	34	00100010	00010xxx xxxxxx001	00010001	0x11	32
User data octet 17 (seg 2)	8	33	00100001	00001xxx xxxxxx001	00001001	0x09	33
User data octet 18 (seg 2)	8	32	00100000	00000xxx xxxxxx001	00000001	0x01	34
User data octet 19 (seg 2)	8	31	00011111	11111xxx xxxxxx000	11111001	0xF9	35
User data octet 20 (seg 2)	8	30	00011110	11110xxx xxxxxx000	11110000	0xF0	36
User data octet 21 (seg 2)	8	29	00011101	11101xxx xxxxxx000	11101000	0xE8	37
User data octet 22 (seg 2)	8	28	00011100	11100xxx xxxxxx000	11100000	0xE0	38

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
User data octet 23 (seg 2)	8	27	00011011	11011xxx xxxxxx000	11011000	0xD8	39
User data octet 24 (seg 2)	8	26	00011010	11010xxx xxxxxx000	11010000	0xD0	40
User data octet 25 (seg 3)	8	25	00011001	11001xxx xxxxxx000	11001000	0xC8	41
User data octet 26 (seg 3)	8	24	00011000	11000xxx xxxxxx000	11000000	0xC0	42
User data octet 27 (seg 3)	8	23	00010111	10111xxx xxxxxx000	10111000	0xB8	43
User data octet 28 (seg 3)	8	22	00010110	10110xxx xxxxxx000	10110000	0xB0	44
User data octet 29 (seg 3)	8	21	00010101	10101xxx xxxxxx000	10101000	0xA8	45
User data octet 30 (seg 3)	8	20	00010100	10100xxx xxxxxx000	10100000	0xA0	46
User data octet 31 (seg 3)	8	19	00010011	10011xxx xxxxxx000	10011000	0x98	47
User data octet 32 (seg 3)	8	18	00010010	10010xxx xxxxxx000	10010000	0x90	48
User data octet 33 (seg 4)	8	17	00010001	xxx10001 xxxxxx000	10001000	0x88	49
User data octet 34 (seg 4)	8	16	00010000	10000xxx xxxxxx000	10000000	0x80	50
User data octet 35 (seg 4)	8	15	00001111	01111xxx xxxxxx000	01111000	0x78	51
User data octet 36 (seg 4)	8	14	00001110	xxx01110 xxxxxx000	01110000	0x70	52
User data octet 37 (seg 4)	8	13	00001101	01101xxx xxxxxx000	01101000	0x68	53
User data octet 38 (seg 4)	8	12	00001100	01100xxx xxxxxx000	01100000	0x60	54
User data octet 39 (seg 4)	8	11	00001011	01011xxx xxxxxx000	01011000	0x58	55
User data octet 40 (seg 4)	8	10	00001010	01010xxx xxxxxx000	01010000	0x50	56

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
User data octet 41 (seg 5)	8	9	00001001	01001xxx xxxxxx000	01001000	0x48	57
User data octet 42 (seg 5)	8	8	00001000	01000xxx xxxxxx000	01000000	0x40	58
User data octet 43 (seg 5)	8	7	00000111	00111xxx xxxxxx000	00111000	0x38	59
User data octet 44 (seg 5)	8	6	00000110	00110xxx xxxxxx000	00110000	0x30	60
User data octet 45 (seg 5)	8	5	00000101	00101xxx xxxxxx000	00101000	0x28	61
User data octet 46 (seg 5)	8	4	00000100	00100xxx xxxxxx000	00100000	0x20	62
User data octet 47 (seg 5)	8	3	00000011	00011xxx xxxxxx000	00011000	0x18	63
User data octet 48 (seg 5)	8	2	00000010	00010xxx xxxxxx000	00010000	0x10	64
SOP	64		10111011	00101xxx	00101000	0x28	65
			00110101	00111001	00111001	0x39	66
			01111110	01111010	01111010	0x7A	67
			00001001	00001010	00001010	0x0A	68
			01100001	01001011	01001011	0x4B	69
			01001111	11110000	11110000	0xF0	70
			01000111	10101011	10101011	0xAB	71
			00100101	11011001	11011001	0xD9	72
				xxxxxx101			
Segment Counter BCH 1 of 5							
Segment Counter	6	6	000110	00110xxx xxxxxxx0	00110101	0x35	73
Segment Counter Final Seg Flag	1	0	0	xxxxxxx0x			
Segment Counter BCH	8		01110010	110010xx xxxxxxx01	11001000	0xC8	74
Segment Counter BCH 2 of 5							
Segment Counter	6	6	000110	000110xx	00011001	0x19	75

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
Segment Counter Final Seg Flag	1	0	0	xxxxxxxx0			
Segment Counter BCH	8		01110010	1110010x xxxxxxxxx0	11100100	0xE4	76
Segment Counter BCH 3 of 5							
Segment Counter	6	6	000110	x000110x			
Segment Counter Final Seg Flag	1	0	0	0xxxxxxx	00001100	0x0C	77
Segment Counter BCH	8		01110010	01110010	01110010	0x72	78
Segment Counter BCH 4 of 5							
Segment Counter	6	6	000110	xx000110			
Segment Counter Final Seg Flag	1	0	0	x0xxxxxxx			
Segment Counter BCH	8		01110010	0xxxxxxx x0111001	00000110	0x06	79
Segment Counter BCH 5 of 5							
Segment Counter	6	6	000110	0xxxxxxx xxx00011	00111001	0x39	80
Segment Counter Final Seg Flag	1	0	0	xx0xxxxxx			
Segment Counter BCH	8		01110010	10xxxxxxx xx011100	10000011	0x83	81
User data octet 49 (seg 6)	8	1	00000001	01xxxxxxx xx000000	01011100	0x5C	82
User data octet 50 (seg 6)	8	0	00000000	00xxxxxxx xx000000	00000000	0x00	83
Fill (seg 6)	8		01010101	01xxxxxxx xx010101	01000000	0x40	84
Fill (seg 6)	8		01010101	01xxxxxxx xx010101	01010101	0x55	85
Fill (seg 6)	8		01010101	01xxxxxxx xx010101	01010101	0x55	86

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
Fill (seg 6)	8		01010101	01xxxxxx xx010101	01010101	0x55	87
Fill (seg 6)	8		01010101	01xxxxxx xx010101	01010101	0x55	88
Fill (seg 6)	8		01010101	01xxxxxx xx010101	01010101	0x55	89
Fill (seg 7)	8		01010101	01xxxxxx xx010101	01010101	0x55	90
Fill (seg 7)	8		01010101	01xxxxxx xx010101	01010101	0x55	91
Fill (seg 7)	8		01010101	01xxxxxx xx010101	01010101	0x55	92
Fill (seg 7)	8		01010101	01xxxxxx xx010101	01010101	0x55	93
Fill (seg 7)	8		01010101	01xxxxxx xx010101	01010101	0x55	94
Fill (seg 7)	8		01010101	01xxxxxx xx010101	01010101	0x55	95
Fill (seg 7)	8		01010101	01xxxxxx xx010101	01010101	0x55	96
Fill (seg 7)	8		01010101	01xxxxxx xx010101	01010101	0x55	97
Fill (seg 8)	8		01010101	01xxxxxx xx010101	01010101	0x55	98
Fill (seg 8)	8		01010101	01xxxxxx xx010101	01010101	0x55	99
Fill (seg 8)	8		01010101	01xxxxxx xx010101	01010101	0x55	100
Fill (seg 8)	8		01010101	01xxxxxx xx010101	01010101	0x55	101
Fill (seg 8)	8		01010101	01xxxxxx xx010101	01010101	0x55	102
Fill (seg 8)	8		01010101	01xxxxxx xx010101	01010101	0x55	103
Fill (seg 8)	8		01010101	01xxxxxx xx010101	01010101	0x55	104

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
Fill (seg 8)	8		01010101	01xxxxxx xx010101	01010101	0x55	105
Fill (seg 9)	8		01010101	01xxxxxx xx010101	01010101	0x55	106
Fill (seg 9)	8		01010101	01xxxxxx xx010101	01010101	0x55	107
Fill (seg 9)	8		01010101	01xxxxxx xx010101	01010101	0x55	108
Fill (seg 9)	8		01010101	01xxxxxx xx010101	01010101	0x55	109
Fill (seg 9)	8		01010101	01xxxxxx xx010101	01010101	0x55	110
Fill (seg 9)	8		01010101	01xxxxxx xx010101	01010101	0x55	111
Fill (seg 9)	8		01010101	01xxxxxx xx010101	01010101	0x55	112
Fill (seg 9)	8		01010101	01xxxxxx xx010101	01010101	0x55	113
Fill (seg 10)	8		01010101	01xxxxxx xx010101	01010101	0x55	114
Fill (seg 10)	8		01010101	01xxxxxx xx010101	01010101	0x55	115
Fill (seg 10)	8		01010101	01xxxxxx xx010101	01010101	0x55	116
Fill (seg 10)	8		01010101	01xxxxxx xx010101	01010101	0x55	117
Fill (seg 10)	8		01010101	01xxxxxx xx010101	01010101	0x55	118
Fill (seg 10)	8		01010101	01xxxxxx xx010101	01010101	0x55	119
Fill (seg 10)	8		01010101	01xxxxxx xx010101	01010101	0x55	120
Fill (seg 10)	8		01010101	01xxxxxx xx010101	01010101	0x55	121
Fill (seg 11)	8		01010101	01xxxxxx xx010101	01010101	0x55	122

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
Fill (seg 11)	8		01010101	01xxxxxx xx010101	01010101	0x55	123
Fill (seg 11)	8		01010101	01xxxxxx xx010101	01010101	0x55	124
Fill (seg 11)	8		01010101	01xxxxxx xx010101	01010101	0x55	125
Fill (seg 11)	8		01010101	01xxxxxx xx010101	01010101	0x55	126
Fill (seg 11)	8		01010101	01xxxxxx xx010101	01010101	0x55	127
Fill (seg 11)	8		01010101	01xxxxxx xx010101	01010101	0x55	128
Fill (seg 11)	8		01010101	01xxxxxx xx010101	01010101	0x55	129
SOP	64		10111011	01xxxxxx	01010101	0x55	130
			00110101	11001001	11001001	0xC9	131
			01111110	11010001	11010001	0xD1	132
			00001001	01010011	01010011	0x53	133
			01100001	01011000	01011000	0x58	134
			01001111	10000010	10000010	0x82	135
			01000111	01011111	01011111	0x5F	136
			00100101	11001101	11001101	0xCD	137
Segment Counter BCH 1 of 5				xx101110			
Segment Counter	6	7	000111	11xxxxxx xxxx0001	11101110	0xEE	138
Segment Counter Final Seg Flag	1	1	1	xxx/xxxx			
Segment Counter BCH	8		11101110	110xxxxx xxx11101	11010001	0xD1	139
Segment Counter BCH 2 of 5							
Segment Counter	6	7	000111	111xxxxx xxxxxx000	11111101	0xFD	140

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-V. Robust Protocol example with multi-dwell flag set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2^n	LSB 2^0	MSB 2^7	LSB 2^0	
Segment Counter Final Seg Flag	1	1	1	xxxx/xxx			
Segment Counter BCH	8		11101110	1110xxxx xxxx/110	11101000	0xE8	141
Segment Counter BCH 3 of 5							
Segment Counter	6	7	000111	0111xxxx xxxxxxx00	01111110	0x7E	142
Segment Counter Final Seg Flag	1	1	1	xxxxxx/xx			
Segment Counter BCH	8		11101110	01110xxx xxxxxx/11	01110100	0x74	143
Segment Counter BCH 4 of 5							
Segment Counter	6	7	000111	00111xxx xxxxxxx0	00111111	0x3F	144
Segment Counter Final Seg Flag	1	1	1	xxxxxx/x			
Segment Counter BCH	8		11101110	101110xx xxxxxx/1	10111010	0xBA	145
Segment Counter BCH 5 of 5							
Segment Counter	6	7	000111	000111xx	00011111	0x1F	146
Segment Counter Final Seg Flag	1	1	1	xxxxxxx/			
Segment Counter BCH	8		11101110	1101110x xxxxxxx/	11011101 xxxxxxx/	0xDD	147 148

J.4.4 Multi-dwell flag not set.

When the multi-dwell flag is zero the data shall not be put into packets. Only the robust frame synchronization field and robust frame format shall be inserted and PL scrambling, and/or convolutional coding can be applied to the user data. An example of the robust transmission without MDP, no PL scrambling, no convolutional coding is shown in TABLE J-VI.

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-VI. Robust Protocol example with multi-dwell flag not set.

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
Robust Frame Syn	64		00011100 01111010 10110110 01000000 11111101 10110111 00110011 10010010		10010010 00110011 10110111 11111101 01000000 10110110 01111010 00011100	0x92 0x33 0xB7 0xFD 0x40 0xB6 0x7A 0x1C	0 1 2 3 4 5 6 7
1 of 5							
Multi-dwell Flag	1	0	0	xxxxxxx0			
Scrambling	1	1 (scramble)	1	xxxxxxx1x			
Multi-dwell Tx Format	3	0 (N/A)	000	xxx000xx			
Convolution Coding Constraint length	2	3 (disabled)	11	x11xxxxx			
BCH(15,7)	8		01101011	1xxxxxxx x0110101	11100010	0xE2	8
2 of 5							
Multi-dwell Flag	1	0	0	0xxxxxxx	00110101	0x35	9
Scrambling	1	1	1	xxxxxxx1			
Multi-dwell Tx Format	3	0	000	xxxx000x			
Convolution Coding Constraint length	2	3	11	xx11xxxx			
BCH(15,7)	8		01101011	11xxxxxx xx011010	11110001	0xF1	10
3 of 5							
Multi-dwell Flag	1	0	0	x0xxxxxx			
Scrambling	1	1	1	1xxxxxxx	10011010	0x9A	11
Multi-dwell Tx Format	3	0	000	xxxxx000			

MIL-STD-188-220D w/ Change 1

APPENDIX J

TABLE J-VI. Robust Protocol example with multi-dwell flag not set-Continued

Field Name	Length (bits)	Value (Dec)	Value (Binary)	Field Fragments	Octet Value (Binary)	Octet Value (Hex)	Octet Number
			MSB 2 ⁿ	LSB 2 ⁰	MSB 2 ⁷	LSB 2 ⁰	
Convolution Coding Constraint length	2	3		/1	xxx/1xxx		
BCH(15,7)	8		01101011	011xxxxx xxx01101	01111000	0x78	12
4 of 5							
Multi-dwell Flag	1	0	0	xx0xxxxx			
Scrambling	1	1	1	x/xxxxxxxx			
Multi-dwell Tx Format	3	0	000	0xxxxxxx xxxxxx00	01001101	0x4D	13
Convolution Coding Constraint length	2	3		/1	xxxx/1xx		
BCH(15,7)	8		01101011	1011xxxx xxxx0110	10111100	0xBC	14
5 of 5							
Multi-dwell Flag	1	0	0	xxx0xxxx			
Scrambling	1	1	1	xx/xxxxxx			
Multi-dwell Tx Format	3	0	000	00xxxxxx xxxxxxx0	00100110	0x26	15
Convolution Coding Constraint length	2	3		/1	xxxxx/1x		
BCH(15,7)	8		01101011	01011xxx xxxxx011	01011110	0x5E	16
User data octet 1	8	49	00110001 *	10001xxx xxxxx001	10001011	0x8B	17
....							
User data octet 50	8	0	00000000 *	00000xxx xxxxx000			66 67

*Note: User data not scrambled for clarity

MIL-STD-188-220D w/ Change 1

APPENDIX J

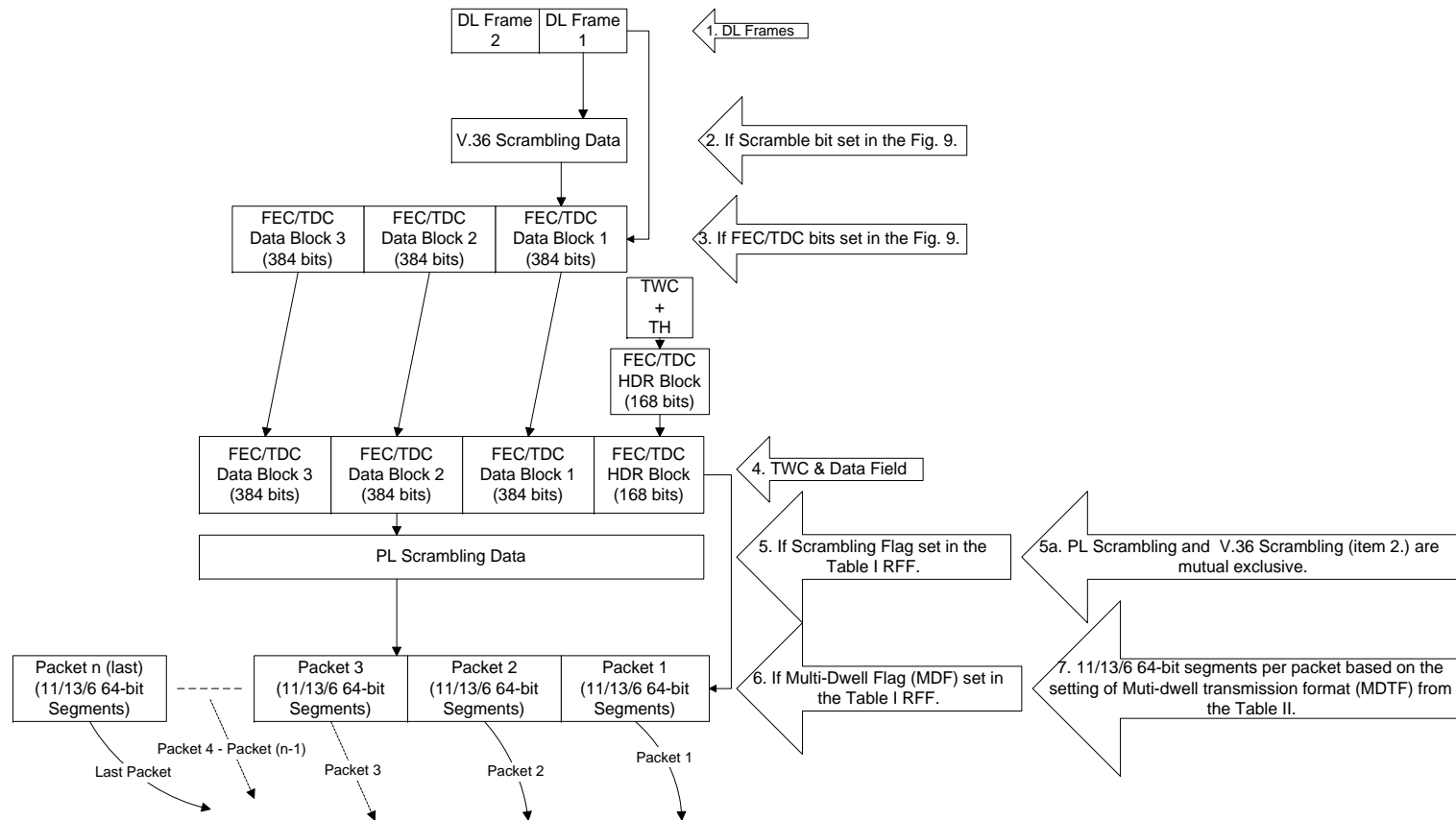


FIGURE J-11. Robust PDU Construction (Top Part).

MIL-STD-188-220D w/ Change 1

APPENDIX J

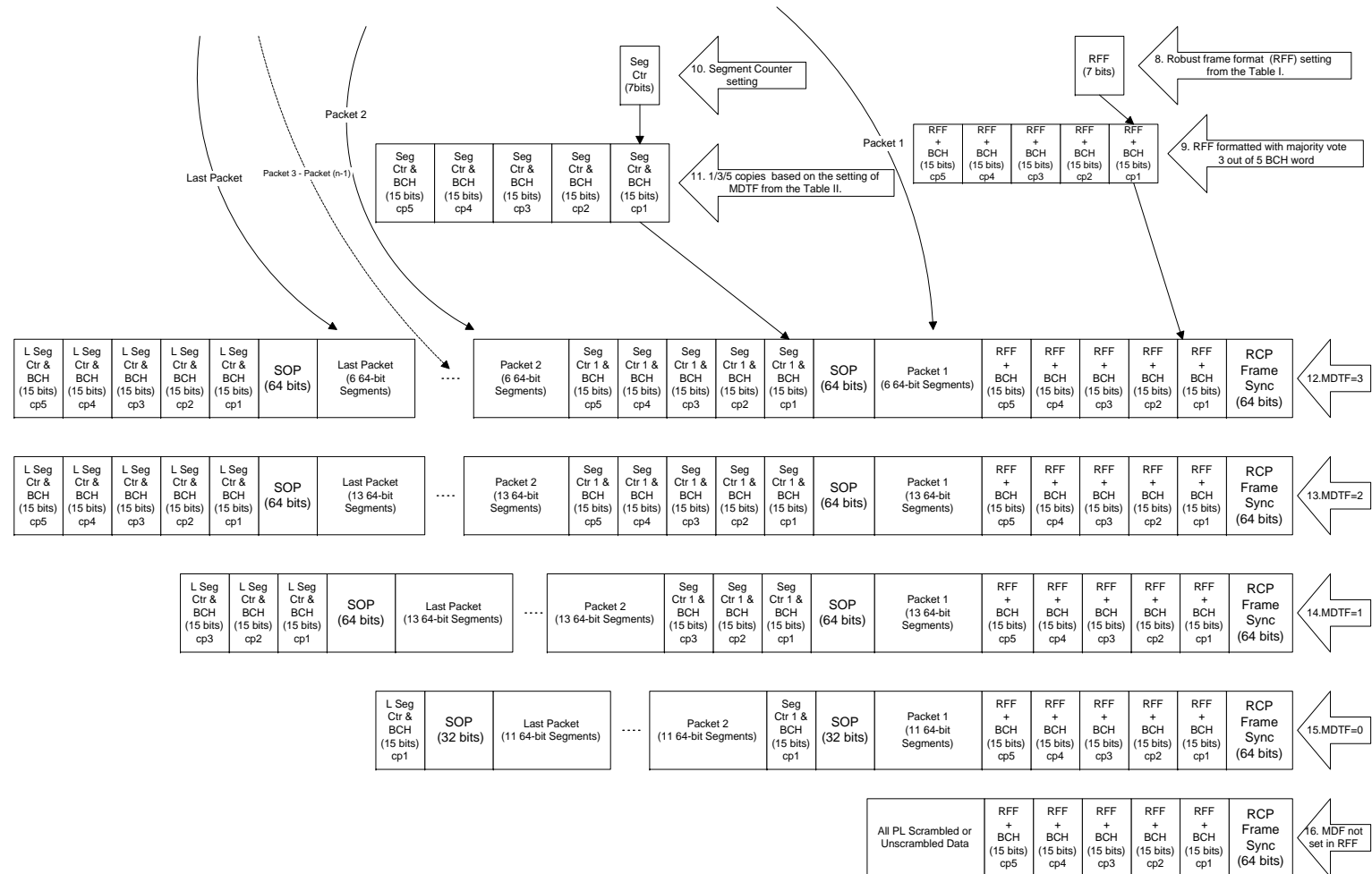


FIGURE J-12. Robust PDU Construction (Bottom Part).

MIL-STD-188-220D w/ Change 1

APPENDIX K

BOSE - CHAUDHURI - HOCQUENGHEM (15,7) CODING ALGORITHM

K.1 General.

K.1.1 Scope.

This appendix describes a linear block cyclic code capable of correcting any combination of two or fewer errors in a block of 15 bits.

K.1.2 Application.

This appendix is a conditionally mandatory part of MIL-STD-188-220. It is mandatory for implementing the Robust Communications Protocol described in APPENDIX J.

K.2 Applicable documents.

This section is not applicable to this appendix.

K.3 BCH (15,7) code.

The BCH (15,7) code is a linear, block, cyclic, BCH code capable of correcting any combination of two or fewer errors in a block of 15 bits. The generator polynomial for this code is

$$g(x) = 1 + X^4 + X^6 + X^7 + X^8$$

where $g(x)$ is a factor of $X^{15} + 1$

K.3.1 Hardware encoding.

BCH (15, 7) encoding can be performed with an 8 stage feedback shift register with feedback connections selected according to the coefficients of $g(x)$. A shift register corresponding to the coefficients of $g(x)$ and containing the shifted information digits is shown in FIGURE K-1.

Suppose that a 7-bit message is to be encoded:

$$\text{Information vector } \mathbf{m} = (m_0 \ m_1 \ m_2 \ m_3 \ m_4 \ m_5 \ m_6)$$

$$\text{Information polynomial } m(x) = m_0 + m_1 x + m_2 x^2 + m_3 x^3 + m_4 x^4 + m_5 x^5 + m_6 x^6$$

m_6 is the first digit to be shifted into the register. The horizontal right arrow illustrates its shifting direction to the right. And the vertical down arrows illustrate their positions of the feedback connections. The m_6 near the horizontal right arrow on the right illustrates the shifted out digit and feedback digit. The eight (8) parity check digits:

$$r(x) = r_0 + r_1 x + r_2 x^2 + r_3 x^3 + r_4 x^4 + r_5 x^5 + r_6 x^6 + r_7 x^7$$

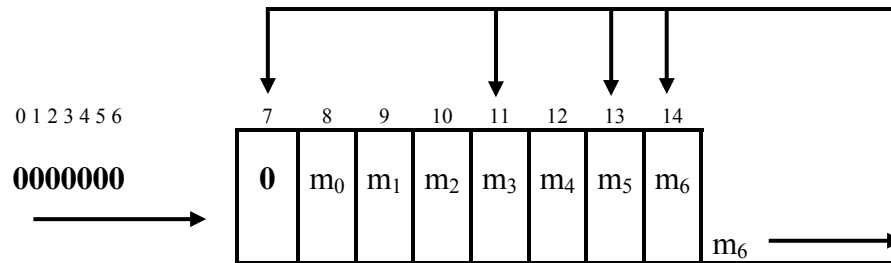
With the seven (7) information digits, $x^8 m(x)$ makes a complete code word:

$$v(x) = r(x) + x^8 m(x)$$

Therefore, the m_6 bit is used as LSB and the first bit to be transmitted.

MIL-STD-188-220D w/ Change 1

APPENDIX K



Notes:

1. The label 0 to 14 are intentionally set from the left in order to match the order of the polynomial.

FIGURE K-1. Shift register encoder for the BCH (15,7) code.

FIGURE K-2 illustrates its operation by showing the encoding of the information vector (1000010) to form the code vector (10100101 | 1000010), where the parity check sequence is shown before the partition and the information sequence after. The information sequence, bits 8 to 14, with eight zeros, bits 0 to 7, after it (place holders for the parity bits to be calculated) is shifted into the register initially (it is really a 15-bit shift register but only the last eight positions, bits 7 to 14, correspond to the coefficients of $g(x)$ and contain feedback connections). The operation of the shift register consists of seven rounds of shift, feedback, and sum operations. The parity portion of the code vector, bits 7 to 14, can then be read out of the shift register as shown.

MIL-STD-188-220D w/ Change 1

APPENDIX K

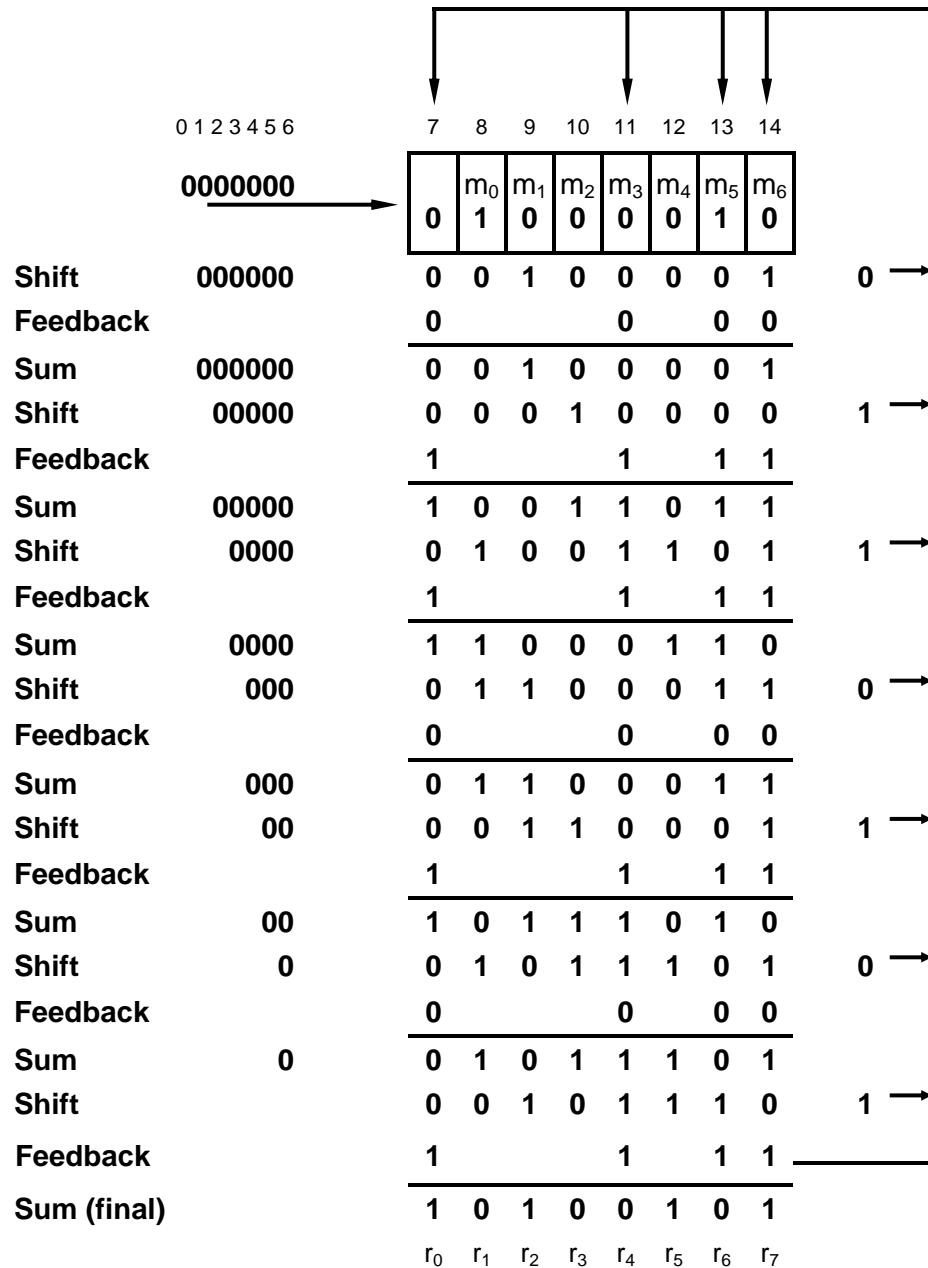


FIGURE K-2. Encoding example.

MIL-STD-188-220D w/ Change 1

APPENDIX K

Thus, the code polynomial is:

$$\begin{aligned} v(x) &= r_0 + r_1x + r_2x^2 + r_3x^3 + r_4x^4 + r_5x^5 + r_6x^6 + r_7x^7 \\ &\quad + x^8 (m_0 + m_1x + m_2x^2 + m_3x^3 + m_4x^4 + m_5x^5 + m_6x^6) \\ &= 1 + x^2 + x^5 + x^7 + x^8 + x^{13} \end{aligned}$$

And the complete code word is:

$$(r_0 \ r_1 \ r_2 \ r_3 \ r_4 \ r_5 \ r_6 \ r_7 \ m_0 \ m_1 \ m_2 \ m_3 \ m_4 \ m_5 \ m_6)$$

$$\text{i.e. } (101001011000010)$$

↑ the first bit transmitted

Again, FIGURE K-3 illustrates its operation by showing the BCH (15,7) encoding of the robust frame format subfield. The setting of robust frame format for the example is with multi-dwell majority vote 3 out of 5 BCH (15,7) encoding (6 64-bit segments per packet) and no scrambling or convolutional encoding. The robust frame format information vector is (1101101) to form the robust frame format code vector (10110110 | 1101101), where the parity check sequence is shown before the partition and the information sequence after.

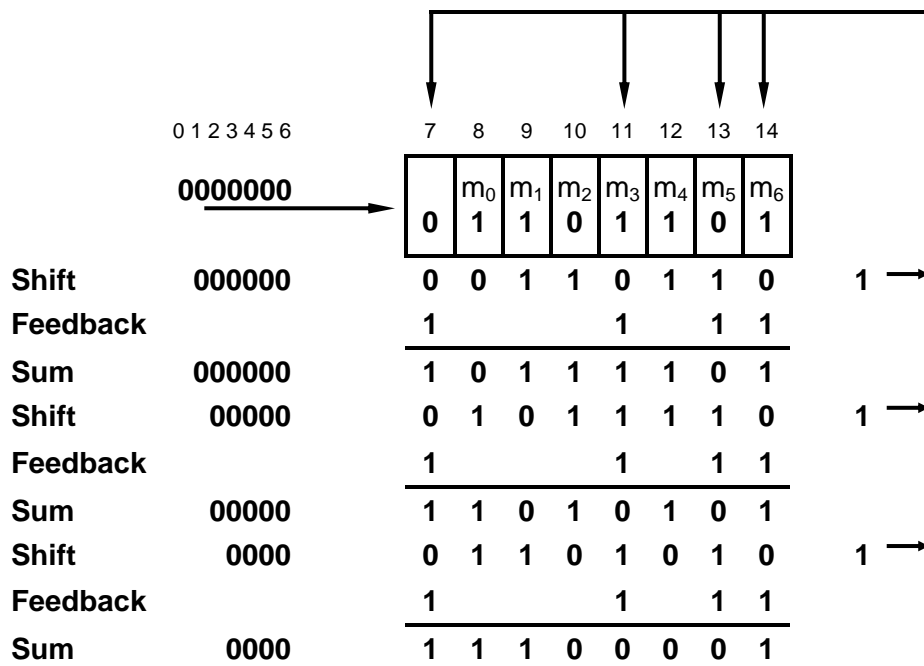


FIGURE K-3. Robust Frame format encoding example.

MIL-STD-188-220D w/ Change 1

APPENDIX K

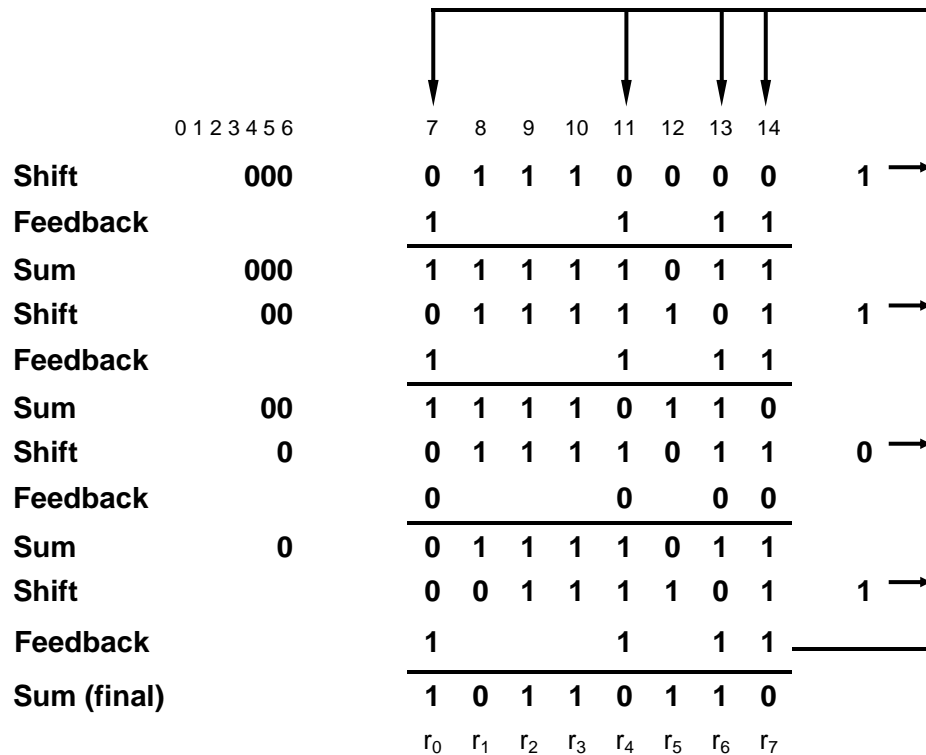


FIGURE K-3. Robust Frame format encoding example-continued

Thus, the code polynomial is:

$$\begin{aligned}
 v(x) &= r_0 + r_1x + r_2x^2 + r_3x^3 + r_4x^4 + r_5x^5 + r_6x^6 + r_7x^7 \\
 &\quad + x^8 (m_0 + m_1 x + m_2 x^2 + m_3 x^3 + m_4 x^4 + m_5 x^5 + m_6 x^6) \\
 &= 1 + x^2 + x^3 + x^5 + x^6 + x^8 + x^9 + x^{11} + x^{12} + x^{14}
 \end{aligned}$$

And the complete code word is:

$$(r_0 \ r_1 \ r_2 \ r_3 \ r_4 \ r_5 \ r_6 \ r_7 \ m_0 \ m_1 \ m_2 \ m_3 \ m_4 \ m_5 \ m_6)$$

$$\text{i.e. } (101101101101101)$$

↑ the first bit transmitted

MIL-STD-188-220D w/ Change 1

APPENDIX K

K.3.2 Hardware/Software decoding.

Because of its special structure (it is completely orthogonalizable in one step), the BCH (15,7) code can be decoded very efficiently with a majority logic scheme which can be directly implemented in software or hardware. It is most easily described in terms of the shift register implementation shown in FIGURE K-4. With gate 2 open and gate 1 closed, the received block is read into the shift register. The output of the four modulo 2 summers is sampled by the majority gate and processed as follows: if a clear majority of the inputs are ones (three or more) then the output is one, otherwise (if two or fewer inputs are ones) the output is zero. This output is used to correct the last bit of the shift register. The corrected bit is output to the receiver and feedback through gate 2 as the register is right shifted. The process is now repeated thirteen times until the last bit is corrected.

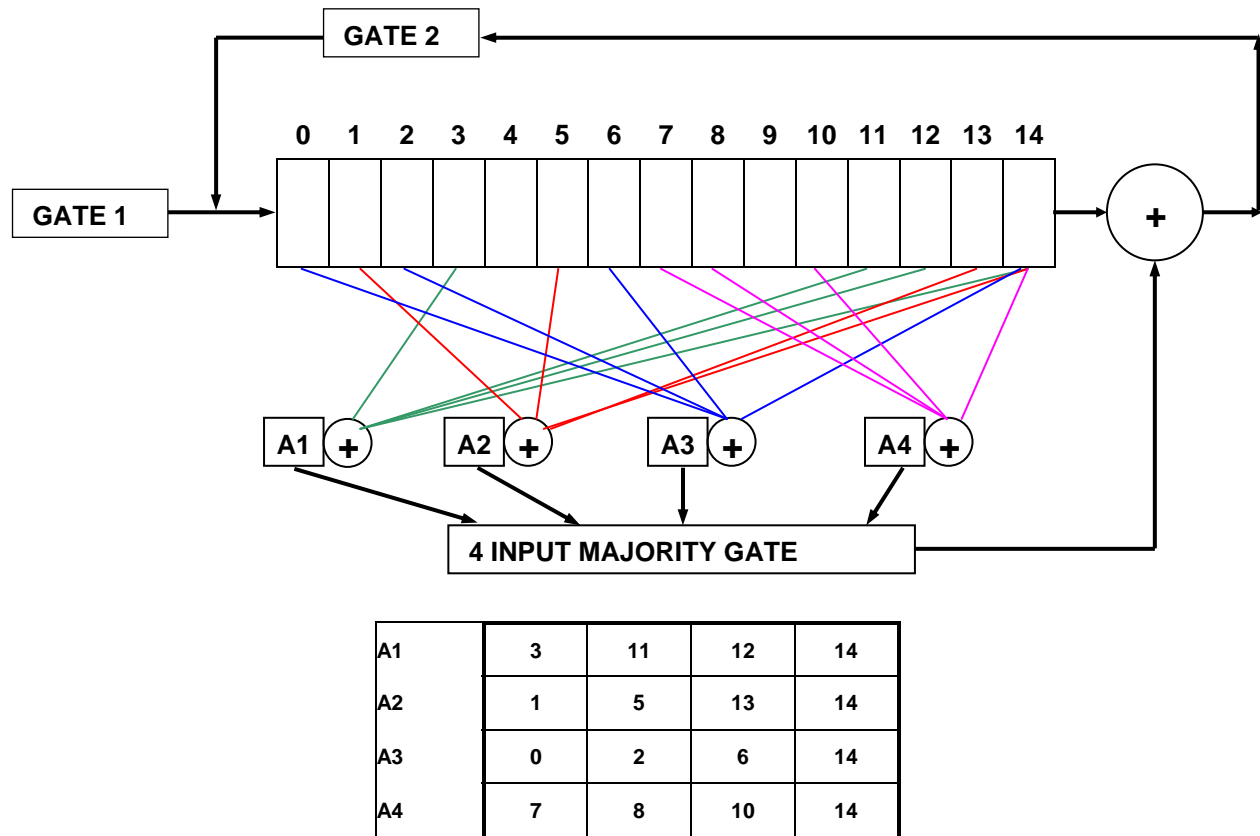


FIGURE K-4. BCH (15,7) majority logic decoding.

The parity check matrix H of the BCH (15,7) code as shown in FIGURE K-2 can also be obtained in systematic form from the generator matrix as shown in FIGURE K-3. The BCH (15,7) majority logic decoding is derived from the matrix H , FIGURE K-5.

MIL-STD-188-220D w/ Change 1

APPENDIX K

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
g^1	1	0	0	0	1	0	1	1	1	0	0	0	0	0	0
g^2	1	1	0	0	1	1	1	0	0	1	0	0	0	0	0
g^3	0	1	1	0	0	1	1	1	0	0	1	0	0	0	0
g^4	1	0	1	1	1	0	0	0	0	0	0	1	0	0	0
g^5	0	1	0	1	1	1	0	0	0	0	0	0	1	0	0
g^6	0	0	1	0	1	1	1	0	0	0	0	0	0	1	0
g^7	0	0	0	1	0	1	1	1	0	0	0	0	0	0	1

The BCH(15,7) code vector:

$$\mathbf{v} = \mathbf{m} \text{ (dot product) } \mathbf{G}$$

$$= (m_0 \ m_1 \ m_2 \ m_3 \ m_4 \ m_5 \ m_6) \text{ (dot product)}$$

$$\begin{bmatrix} g_1 \\ g_2 \\ g_3 \\ g_4 \\ g_5 \\ g_6 \\ g_7 \end{bmatrix}$$

Thus, the robust frame format code vector for robust frame format subfield m (1101101) is:

$$\begin{aligned} & 1 \text{ (dot product) } (1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0) \\ + & 1 \text{ (dot product) } (1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ 0 \ 0 \ 0 \ 0) \\ + & 0 \text{ (dot product) } (0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ 0 \ 0 \ 0) \\ \mathbf{v} = & + 1 \text{ (dot product) } (1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0) \\ + & 1 \text{ (dot product) } (0 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 1 \ 0) \\ + & 0 \text{ (dot product) } (0 \ 0 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 1) \\ + & 1 \text{ (dot product) } (0 \ 0 \ 0 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 1) \end{aligned}$$

$$\text{i.e. } \mathbf{v} = (1 \ 0 \ 1 \ 1 \ 0 \ 1 \ 1 \ 0 \ 1 \ 1 \ 0 \ 1 \ 1 \ 0 \ 1)$$

MIL-STD-188-220D w/ Change 1

APPENDIX K

Then, the complete robust frame format BCH(15,7) code word is:

(101101101101101)
↑ the first bit transmitted

This is the same code vector obtained in the robust frame format encoding example, FIGURE K-2.

MIL-STD-188-220D w/ Change 1

APPENDIX L

TRANSMISSION CHANNEL INTERFACES

L.1 General.

L.1.1 Scope.

This appendix describes transmission channel interfaces for DMTD and interfacing C⁴I systems.

L.1.2 Application.

This appendix is a mandatory part of MIL-STD-188-220. The information contained herein is intended for compliance.

L.2 Applicable documents.

- | | | |
|----|------------------|---|
| a. | MIL-STD-188-110 | Equipment Technical Design Standards for Common Long Haul/Tactical Data Modems |
| b. | MIL-STD-188-114A | Electrical Characteristics of Digital Interface Circuits |
| c. | MIL-STD-188-200 | System Design and Engineering Standards for Tactical Communications |
| d. | CCITT V.10 | Electrical Characteristics for Unbalanced Double-Current Interchange Circuits for General Use with Integrated Circuit Equipment in the Field of Data Communications |
| e. | CCITT X.21 | Interface Between Data Terminal Equipment (DTE) and Data Circuit-Terminating Equipment (DCE) for Synchronous Operation on Public Data Networks |

L.3 Definitions.

Refer to Section 3 of the main document.

L.4 Detailed requirements.

L.4.1 Transmission Channel Interfaces.

The transmission channel interfaces specified below define the transmission envelope characteristics (signal waveform, transmission rates, and operating mode) authorized at the standard interface between a DMTD and the transmission channel. The transmission channel may consist of wireline, satellite, or radio links.

MIL-STD-188-220D w/ Change 1

APPENDIX L

L.4.1.1 Non-Return-to-Zero (NRZ) interface.

A NRZ signal waveform shall be used for this interface. This interface is used primarily with digital transmission equipment.

L.4.1.1.1 Waveform.

The NRZ unbalanced and balanced waveforms shall conform to 5.1.1.7 and 5.2.1.7, respectively, of MIL-STD-188-114A.

L.4.1.1.2 Transmission rates.

The output transmission rates of the NRZ interface shall be the following bit rates: 75, 150, 300, 600, 1200, 2400, 4800, 9600, and 16000 bits per second (bps).

L.4.1.1.3 Operating mode.

The NRZ interface shall support half-duplex transmission.

L.4.1.2 Frequency-Shift Keying (FSK) interface for voice frequency channels.

This interface may be used. It is primarily associated with analog single-channel [3-kilohertz (KHz)] radio equipment. The FSK data modem characteristics shall conform to 5.2.2 of MIL-STD-188-110.

L.4.1.2.1 Waveform.

The FSK modulation waveform shall conform to 5.2.2.1 of MIL-STD-188-110. The characteristic frequencies, in hertz (Hz), for transmission rates of 600 bps or less, and 1200 bps, shall be as shown in TABLE L-I.

TABLE L-I. Characteristic frequencies of FSK interface for voice frequency channels.

PARAMETER	CHARACTERISTIC FREQUENCY (Hz)	
	600 bps or less	1200 bps
Mark Frequency	1300	1300
Space Frequency	1700	2100

L.4.1.2.2 Transmission rates.

Output transmission rates of the FSK interface shall be the following bit rates: 75, 150, 300, 600, and 1200 bps.

L.4.1.2.3 Operating mode.

The FSK interface shall support half-duplex transmission.

MIL-STD-188-220D w/ Change 1

APPENDIX L

L.4.1.3 Frequency-Shift Keying (FSK) interface for single-channel radio.

This interface, used within DoD, may also be used for North Atlantic Treaty Organization (NATO) single-channel radio applications. The FSK interface data modem characteristics shall conform to 5.1 of MIL-STD-188-110.

L.4.1.3.1 Waveform.

The FSK modulation waveform shall conform to 5.1.1 and 5.1.2 of MIL-STD-188-110. The characteristic frequencies shall be as specified in TABLE L-II.

TABLE L-II. Characteristic frequencies of FSK interface for single-channel radio.

PARAMETER	CHARACTERISTIC FREQUENCY (Hz)
Mark Frequency	1575
Space Frequency	2425

L.4.1.3.2 Transmission rates.

Output transmission rates of the single-channel FSK interface shall be the following bit rates: 75, 150, 300, 600, and 1200 bps.

L.4.1.3.3 Operating mode.

The single-channel FSK interface shall support half-duplex transmission.

L.4.1.4 Conditioned Diphas (CDP) interface.

This interface may be used. It is primarily associated with wideband wireline equipment.

L.4.1.4.1 Waveform.

The CDP modulation waveform shall conform to 5.4.1.4 of MIL-STD-188-200. The unbalanced and balanced signal waveform shall conform to 5.1.1.7 and 5.2.1.7, respectively, of MIL-STD-188-114A.

L.4.1.4.2 Transmission rates.

The output transmission rate of the CDP interface shall be 16 and 32 kilobits per second (kbps).

L.4.1.4.3 Operating mode.

The CDP interface shall support half-duplex transmission.

L.4.1.5 Differential Phase-Shift Keying (DPSK) interface for voice frequency channels.

This interface may be used. It is primarily associated with analog (nominal 4-KHz voice frequency) wireline and radio equipment. DPSK modulation data modem (2400 bps) and phase-shift keying (PSK) modulation data modem (1200 bps) characteristics shall conform to the applicable requirements of MIL-STD-188-110.

MIL-STD-188-220D w/ Change 1

APPENDIX L

L.4.1.5.1 Waveform.

The DPSK modulation waveform shall conform to APPENDIX A of MIL-STD-188-110. The PSK modulation waveform shall conform to 5.3 of MIL-STD-188-110.

L.4.1.5.2 Transmission rates.

The output transmission rate of the DPSK and PSK interfaces shall be 2400 and 1200 bps, respectively.

L.4.1.5.3 Operating mode.

The DPSK and PSK interfaces shall support half-duplex transmission.

L.4.1.6 Packet mode interface.

This interface may be used. If present, this interface shall use a modified CCITT X.21 half-duplex synchronous interface, with a CCITT V.10 electrical circuit, for transferring data across the interface between data terminal equipment (DTE) (i.e. the DMTD or C⁴I system) and data circuit-terminating equipment (DCE).

L.4.1.6.1 Waveform.

The electrical characteristics of the packet mode interface shall be identical to CCITT V.10 for interfaces to voice band modems.

L.4.1.6.2 Transmission rates.

The DTE device shall be required to accept signal timing from the DCE (radio) at 16 kbps. The DTE shall be required to synchronize to the DCE signal timing and accept data at the supplied signaling timing rate. In the packet mode, the radio provides signal timing to support 16 kbps data transfers between the radio and the DTE.

L.4.1.6.3 Operating mode.

The packet mode interface shall support half-duplex transmission.

L.4.1.7 Amplitude Shift Keying (ASK) interface.

This interface is used primarily with analog voice grade radios to transmit digital data.

L.4.1.7.1 Waveform.

The ASK waveform is a band limited NRZ waveform with average white Gaussian noise added to it. The ASK signal shall be a bipolar signal nominally centered around ground. However due to the radio automatic gain control performance, the ASK signal may have a direct current (DC) component. The ASK signal-to-noise ratio (S/N) shall be in the range of 0 to 12 decibels (dB). The ASK signal shall be demodulated using an optimal bit synchronizer with a bit error rate (BER) performance of 1.5 dB from theoretical.

MIL-STD-188-220D w/ Change 1

APPENDIX L

L.4.1.7.2 Transmission rates.

The output transmission rates of the ASK interface shall be the following bit rates: 2400, 4800, 9600 and 16000 bps.

L.4.1.7.3 Operating mode.

The ASK interfaces shall support half-duplex transmission.

MIL-STD-188-220D w/ Change 1

CONCLUDING MATERIAL

a. Preparing activity:

US Army CECOM Life Cycle Management Command (USA CECOM LCMC):
CR1

b. Custodians:

Army: CR1
Navy: OM
Air Force: 02
DISA: DC1

c. Review activities:

OSD: IR, SE
Army: AC, CR, MI, PT
Navy: CG, EC, MC, NC
Air Force: 11, 13, 93, 99
DCMA: CM
DISA: DC5
NIMA: MP
DIA: DI
NSA: NS
NORAD &
USSPACECOM: US

d. Project number:

TCSS-2007-006

e. NOTE:

The activities listed above were interested in this document as of the date of this document. Since organizations and responsibilities can change, you should verify the currency of the information above using the ASSIST Online database at <http://assist.daps.dla.mil>.