

Generic example for a message table:

TABLE 17

Parameter	Symbol	Number of bits	Description
P1	T	6	Parameter 1
P2	D	1	Parameter 2
P3	I	1	Parameter 3
P4	M	27	Parameter 4
P5	N	2	Parameter 5
Unused	0	3	Unused bits

Logical view of data as described in § 3.3.7:

Bit order	M----L--	M-----	-----	-----	--LML000
Symbol	TTTTTTDI	MMMMMMMM	MMMMMMMM	MMMMMMMM	MMMNNO00
Byte order	1	2	3	4	5

Output order to VHF data link (bit-stuffing is disregarded in the example):

Bit order	--L----M	-----M	-----	-----	000LML--
Symbol	IDTTTTTTT	MMMMMMMM	MMMMMMMM	MMMMMMMM	000NNMMM
Byte order	1	2	3	4	5

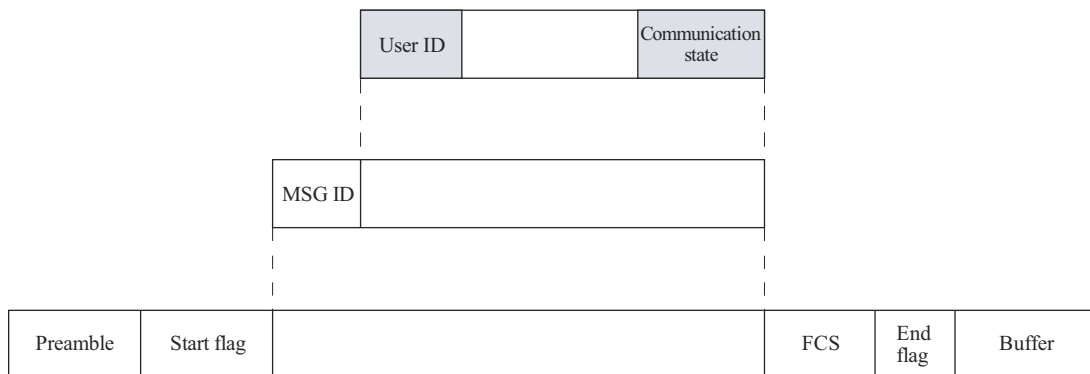
3.3.7.1 Message ID (MSG ID)

The message ID should be 6 bits long and should range between 0 and 63. The message ID should identify the message type.

3.3.7.2 SOTDMA message structure

The SOTDMA message structure should supply the necessary information in order to operate in accordance with § 3.3.4.4. The message structure is shown in Fig. 17.

FIGURE 17



3.3.7.2.1 User ID

The user ID should be the MMSI (see § 3, Annex 1). The MMSI is 30 bits long. The first 9 digits (most significant digits) should be used only.

3.3.7.2.2 SOTDMA communication state

The communication state provides the following functions:

- it contains information used by the slot allocation algorithm in the SOTDMA concept;
- it also indicates the synchronization state.

The SOTDMA communication state is structured as shown in Table 18:

TABLE 18

Parameter	Number of bits	Description
Sync state	2	0 UTC direct (see § 3.1.1.1) 1 UTC indirect (see § 3.1.1.2) 2 Station is synchronized to a base station (base direct) (see § 3.1.1.3) 3 Station is synchronized to another station based on the highest number of received stations or to another mobile station, which is directly synchronized to a base station (see § 3.1.1.3 and § 3.1.1.4)
Slot time-out	3	Specifies frames remaining until a new slot is selected 0 means that this was the last transmission in this slot 1-7 means that 1 to 7 frames respectively are left until slot change
Sub message	14	The sub message depends on the current value in slot time-out as described in Table 19

The SOTDMA communication state should apply only to the slot in the channel where the relevant transmission occurs.

3.3.7.2.3 Sub messages

TABLE 19

Slot time-out	Sub message	Description
3, 5, 7	Received stations	Number of other stations (not own station) which the station currently is receiving (between 0 and 16383).
2, 4, 6	Slot number	Slot number used for this transmission (between 0 and 2249).
1	UTC hour and minute	If the station has access to UTC, the hour and minute should be indicated in this sub message. Hour (0-23) should be coded in bits 13 to 9 of the sub message (bit 13 is MSB). Minute (0-59) should be coded in bit 8 to 2 (bit 8 is MSB). Bit 1 and bit 0 are not used.
0	Slot offset	If the slot time-out value is 0 (zero) then the slot offset should indicate the offset to the slot in which transmission will occur during the next frame. If the slot offset is zero, the slot should be de-allocated after transmission.