# Memory channel protocol TEF ESP32

Communication protocol to receive and submit memory channels to/from TEF ESP32 based radios. This guide can be used to generate a channel editor for PC.

Read data from radio

Send a lowercase letter 's' to the radio, followed by  $n \circ r$ .

You will receive a return for example:

```
r:0
v:v2.00.11
m:99
s:0
0:0
a:144,27000
f:65000,108000
1,106600,0,1
2,94000,0,1
3,1440,4,0
4,0,0,1
5,0,0,1
6,0,0,1
7,0,0,1
97,0,0,1
98,0,0,1
99,0,0,1
```

#### Explanation:

| r:0            | Radio 0. Can be used in future for different radio models.     |  |  |  |
|----------------|--|--|--|--|
| v:v2.00.11     | V2.00.11. Software version on radio.                           |  |  |  |
| m:99           | 99. Total of 99 memory positions.                              |  |  |  |
| s:0            | 0. Frequency value used when memory channel should be skipped. |  |  |  |
| 0:0            | 0. Frequency offset in MHz for FM use.                         |  |  |  |
| a:144,27000    | 144,27000. AM range in kHz (144-27000kHz)                      |  |  |  |
| f:65000,108000 | 65000-108000. FM range in kHz (65-108MHz)                      |  |  |  |

### Examples:

| 1,106600,0,1 | Memorychannel 1. Frequency 106600kHz, auto bandwidth, auto stereo |
|--------------|---|
| 3,1440,4,0   | Memorychannel 3, Frequency 1440kHz, 4kHz bandwidth, mono          |

#### Possible bandwidths:

**FM:** 0=auto, 1=56kHz, 2=64kHz, 3=72kHz, 4=84kHz, 5=97kHz, 6=114kHz, 7=133kHz, 8=151kHz, 9=168kHz, 10=184kHz, 11=200kHz, 12=217kHz, 13=236kHz, 14=254kHz, 15=287kHz, 16=311kHz. **AM:** 1=3kHz, 2=4kHz, 3=6kHz, 4=8kHz.

#### Send data to radio

Send a uppercase 'S', followed by parameters and end with \n or \r.

For example:

\$1,106600,0,1

This will set Memory channel 1 to 106600kHz (106.6MHz), auto bandwidth and auto stereo.

Full command is:

S<chnumber>,<freq\_in\_khz>,<bandwidth>,<mono(0)/auto\_stereo(1)

#### S returns:

After sending the command you will get a S code return. Convert the value to binary format.

| 7       | 6 | 5 | 4         | 3      | 2         | 1       | 0         |
|---------|---|---|-----------|--------|-----------|---------|-----------|
| All ok, | Χ | Χ | Memory    | Mono/  | Bandwidth | Memory  | Frequency |
| channel |   |   | channel   | auto   | out of    | channel | out of    |
| stored. |   |   | 1 can't   | stereo | range.    | out of  | range.    |
|         |   |   | be set to | out of |           | range.  |           |
|         |   |   | skip.     | range. |           |         |           |

- To set a channel to skip, send an empty frequency. For example, S2,0,0,1. This will skip memory channel 2.
- Make sure you send ALL the values, otherwise no return will be shown and nothing will be processed.
- When sending FM frequencies when using a converter offset, send only the IF frequency! For example, when converter offset is set to 340MHz and frequency to store is 433.0MHz. Send Sx,93000,x,x (where 93000 = 433000 – 340000)

Example:

\$1,106600,0,1

Return: S:128 (128 = BIN 10000000 = All ok, channel stored.

\$1,106600,20,3

Return: S:12 (12 = BIN 00001100 = Mono/auto stereo out of range and bandwidth out of range.

## Revision history

1.0 2-4-2024 Initial version