DigiByte Transaction Signaling Protocol (DTSP)

ALPHABET TABLE (A–Z)

Base = 0.000226[XX]

A = 0.00022659
B = 0.00022660
C = 0.00022661
D = 0.00022662
E = 0.00022663
F = 0.00022664
G = 0.00022665
H = 0.00022666
I = 0.00022667
J = 0.00022668
K = 0.00022669
L = 0.00022670
M = 0.00022671
N = 0.00022672
O = 0.00022673
P = 0.00022674
Q = 0.00022675
R = 0.00022676
S = 0.00022677
T = 0.00022678
U = 0.00022679
V = 0.00022680
W = 0.00022681
X = 0.00022682
Y = 0.00022683
Z = 0.00022684

DIGITS (0–9)

0 = 0.00022648
1 = 0.00022649
2 = 0.00022650
3 = 0.00022651
4 = 0.00022652
5 = 0.00022653
6 = 0.00022654
7 = 0.00022655
8 = 0.00022656
9 = 0.00022657

SPECIAL CHARACTERS

(space) = 0.00022688
(.) = 0.00022689
(,) = 0.00022690
(!) = 0.00022691
(?) = 0.00022692
(:) = 0.00022693
(=) = 0.00022694
(+) = 0.00022695
(-) = 0.00022696
(*) = 0.00022697
(/) = 0.00022698
(_) = 0.00022699

Example: "Hello World"

H = 0.00022666
e = 0.00022663
l = 0.00022670
l = 0.00022670
o = 0.00022673
(space) = 0.00022688
W = 0.00022681
o = 0.00022673
r = 0.00022676
l = 0.00022670
d = 0.00022662

Example: 1+1=2

1 = 0.00022649
+ = 0.00022695
1 = 0.00022649
= = 0.00022694
2 = 0.00022650

DTSP Handshake Procedure (v1.0)

The DTSP handshake establishes synchronization between sender and receiver before a message is transmitted.
This handshake is optional for lightweight messaging but recommended for structured communication.

DTSP v1.0 uses three system codes:

(start) = 0.00022611
(accept) = 0.00022631 (Receiver Accepts)
(end)   = 0.00022621

A “deny” code does not exist; silence = rejection/no response

Example Scenario

Sender --> sends a DTSP encoded message:
0.00022611 (start)

* Waits for accept sequence from receiver

Receiver --> replies with:
0.00022631 (accept)

Sender --> sends transmission message

0.00022666 (H)
0.00022663 (e)
0.00022670 (l)
0.00022670 (l)
0.00022673 (o)
0.00022621 (end)

Receiver --> decodes the message and replies

0.00022666 (H)
0.00022667 (I)
0.00022621 (end)