

## Chapter 7

When the voice frame is used as data the radio should follow this definition. However, if PTT is pressed the data should be replaced to the voice immediately.

### 7.1 Frame Structure for Fast Data

The Fast Data is also following the usual data format for the simple data, the different points are only the handling for voice frame and the location of the Pin header. (Refer to Chapter 6 for Pin header)

The Fast Data frame (D-Star DV format) is constructed with 10 blocks and it has the Sync frame for every 420ms.

And the Sync frame is included in the 1<sup>st</sup> block, thus the 1<sup>st</sup> block is longer than the other block (2 - 10 block). And when the Fast Data frame needs to switch to the voice data the Fast Data frame should be switched to the voice data at the end of the current block by the usual slow data (the block is including the voice data).

Note: The beep tone should be included in the Fast Data frame around 1sec each. (The slow data which is including the beep tone should be inserted between the earlier brock and the later block. Refer to Chapter 7-5.) This method will have around 3,480bps data speed.

### 7.2 The relationship between the Fast Data format and the block number

