```
| 15 | 5 | 0 | 0 | 4 RX channels = Rx4...Rx1 | 2 TX channels = Tx3, Tx1 | no cascading | Baseline_DemoCLIChannelCfg

        <numADCBits>
        <adcOutputFmt>
        <justification>

        2
        1
        0

        16 bits
        Complex 2x (image band visible)
        left justified

        Baseline_DemOCLIADCCfg

        dataFmt,

        Chaniterleave>

        ChirpT

        0
        1
        1
        1

        Baseline_DemoCUDataFormatCfg
        8
        8
        8

                                                                                                                                                                                                                                                                                                 1

        profileCfg

        sprofileIds
        startFreqs
        sidleTimes
        adcStartTimes

        0
        60.75
        30
        25

        0
        1509949440
        3000
        2500

        index 0
        60.756hz in (2.7*1e9/2^226) units
        usec in (10ns) units
        usec in (10ns) units

        Baseline_DemoCLIProfileCfg
        3000
        3000
        3000
        3000
        3000
        3000
        3000
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        3000
        3000

        crampEndTime>
        ctxOutPower>
        ctxPhaseShifter>
        cfreqSlopeConst>
        ctxStartTime>
        cnumAdcSamples>
        cdigoutSampleRate>

        59.1
        0
        0
        54.71
        1
        96
        2950

        5910
        0
        0
        1510.916029
        100
        96
        2950

        in (10ns) units
        0 dB for all antennas
        0 for all
        54.71MHz/usec in (2.7e9*900/2*26) units
        1 usec in (10ns) units
        number of samples
        in ksps

                   <startidx>
                                                                                                                                                                                                                                                                                                       <startFreq>
                                                                                                                            <endIdx>

                                                                                                                                                                                                                              0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             <txEnable>
                  chirpStartIndex chirpStopIndex
                                                                                                                                                                                                                        ProfileId //usec in (2.7e9*900/2^26) u OHz/usec in (2.7e9*900/2^26) units 0 sec in (10ns) units 0 sec in (10ns) units

        <startFreq>

        <adcStartTime>

        0
        0
        0
        0

        0
        0
        0
        0

        0
        0
        0
        0

        Juscin (2.7e9*900/2*26) u
        0Hz/usec in (2.7e9*900/2*26) units
        0 sec in (10ns) units
        0 sec in (10ns) units

                  <startIdx>
                                                                                                                                     <endldx>
                                                                                                                                                                                                                               0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  <txEnable>
  chirpStartIndex
Baseline_DemoCLIChirpCfg
          meCfg <chirpStartIdx>
0
                                                                                                                                                                                                                <numLoops>
                                                                                                                                                                                                                                                                                                0
                                                                                                                                                                                                                                                                                                                                                                                                                    10000000
                                                                                                                                                                                                             chirps in one frame; so 16
                                                                                                                                                                                                             for 2 chirps pattern
                                                                                                                                                                                                                                                                                                                                                                                                           msec in (5ns) units
 Baseline_DemoCLIFrameCfg
 sensorStop
 NULL
  Baseline_DemoCLISensorStop
```

<cfarmethod></cfarmethod>	<cfardiscardleft1></cfardiscardleft1>	<cfardiscardright1></cfardiscardright1>	<cfardiscardleft2></cfardiscardleft2>	<cfardiscardright2></cfardiscardright2>	<refwinsize1></refwinsize1>	<refwinsize2></refwinsize2>	<guardwinsize1></guardwinsize1>	<guardwinsize2></guardwinsize2>
6	4	4	4	4	16	16	3	6
6: 2-pass range-azimuth CFAR	samples discarded on the left (range)	samples discarded on the right(range)	samples discarded on the left(angle)	samples discarded on the right(angle)	range ref win size	Angle ref win size	range ref guard size	Angle ref guard size
mwDemoCfarConfig								
aCfg								
<doasearchrange></doasearchrange>	<doasearchres></doasearchres>	<gamma></gamma>	<clutterremovalon></clutterremovalon>	<doadoppleroversamplingfactor></doadoppleroversamplingfactor>	<doadopplersearchusingcfar></doadopplersearchusingcfar>	<doadopplersearchcfarthr></doadopplersearchcfarthr>	<doadopplersearchcfarguard></doadopplersearchcfarguard>	<doadopplersearchsnrf< td=""></doadopplersearchsnrf<>
600	1875	30	0	1	1	300	4	2
10*searchBound	1000 * searchRes	1000*gamma	ClutterRemovalFlag	integer oversampling factor	flag to indicate using CFAR for Doppler search	10*DopplerCFARThr	DopplerCFARGuardWinSize	0:report rangeDetSNR, 1 scaled DopSNR, 2: report
ckingCfg								ı
<enableflag></enableflag>	<targettype></targettype>	<maxmeaspnt></maxmeaspnt>	<maxtracks></maxtracks>	<maxradialvel></maxradialvel>	<velresolution></velresolution>	<framerate></framerate>	ksensorBoreSigntAnglehorizontal:	
1	2	800	20	67	105	50	101	
							Angle, in degrees, between	
							sensors' boresight and x-axis	
1-enabled: 0-disabled	1-Vehicle;2-People	max num detected points	max num tracks	10*Vr,max	1000 * Vresolution	msec	(horizontal axis)	
essifierCfg <enableflag></enableflag>	<pre></pre>	do	crodehookSize>	ceamma>	cneighhorDistSnrThr>	ceamma1>	<minnontspohi></minnontspohi>	
issifierCfg <enableflag></enableflag>	<classifiertype></classifiertype>	1	<codebooksize></codebooksize>	<gamma></gamma>	<neighbordistsqrthr></neighbordistsqrthr>	<gamma1></gamma1>	<minnpntspobj></minnpntspobj>	
<enableflag></enableflag>		1	500	0.6 resistant factor:current_output =		0.95  Close neighbor resistant factor for results smoothing. If a target has at least one close neighbor, use gamma1 instead of gamma for	10	
<enableflag></enableflag>			500	0.6  resistant factor:current_output = previous_output * gamma +	1	0.95  Close neighbor resistant factor for results smoothing. If a target has at least one close neighbor, use gamma1 instead of gamma for smoothing, gamma1 should be	minimum number of points in the target/track in the current	
<enableflag></enableflag>			500	0.6 resistant factor:current_output =	1	0.95  Close neighbor resistant factor for results smoothing. If a target has at least one close neighbor, use gamma1 instead of gamma for	10	