

# Fsk Encoder Developers Guide

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October 2025

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## **Introduction**

The Fsk Encoder application is a useful tool for SW development in retro computing environment.

It's capable of converting binary code or data files into FSK encoded sound samples which can be played on the computers sound card. With an appropriate interconnection cable, the sound output of the host computer can be connected to the sound input of a retro computer system to upload code or data.

Also it's extendible to support new target systems or different source file formats.

This document gives (hopefully) all information needed to set up the Eclipse project for program maintenance and extension development.

For a better understanding of this document, please refer to the Javadoc of the API classes and interfaces which can be found in the subpackages of the **extension** package.

# 1 Project setup

The project is split into two parts:

1. The FskEncoder-Application, which is only a 'mainframe' and needs at least one input file reader and one target system extension to be ready for work. It can be downloaded from Github  
<https://github.com/kamaso-macha/FskEncoder-Application>.
2. The FskEncoder-Extension, which serves the different file reader and target system extensions. This project can also be downloaded from Github using the URL  
<https://github.com/kamaso-macha/FskEncoder-Extensions>.

## 1.1 3pty Libraries

External (3pty) libraries can be used but it's a good advice not to overdo it. This means, that if there is a low effort to write the code for a functionality, then do it instead of acquiring and installing an external library.

3pty libraries **should** be imported by Maven. Only if there is no Maven repository for the required library, a manual download into the directory `./lib` is permitted and the library must be manually added to the build path. However, this exception **must** be documented in the extension's documentation.

## 1.2 Default configuration

The `./cfg` directory contains a default `Plugin.properties` file which defines the built-in extension modules. It **must** be left unchanged when building and distributing extensions. Instead, provide the extension configuration in a file named `<extension_name>.properties`.

It's also always welcome to add a `readme` file containing the code needed to patch the `Fskencoder.bat` file. That's in particular the extension of the class path for the extension itself and where applicable the class path of the used libraries.

## 1.3 Building

Apache ANT is used for building.

For each extension, a buildfile **must** be provided in the directory `./build`. This buildfile is responsible for the build of only one specific extension and **should** be named after the extension e.g.

`BinReaderExtension.xml` for the BinReaderExtension.

A second level buildfile `BuildExtensions.xml` in the projects root directory builds **all** extensions by iterating over the files in the `./build` directory.

Commonly used properties and macros are put into the file `ExtensionsBuildSupport.xml`.

## 2 Architectural overview

The FskEncoder follows the linear MVC model where only two interaction paths are possible:

1. between View and Control and vice versa,
2. between Control and Model and vice versa.

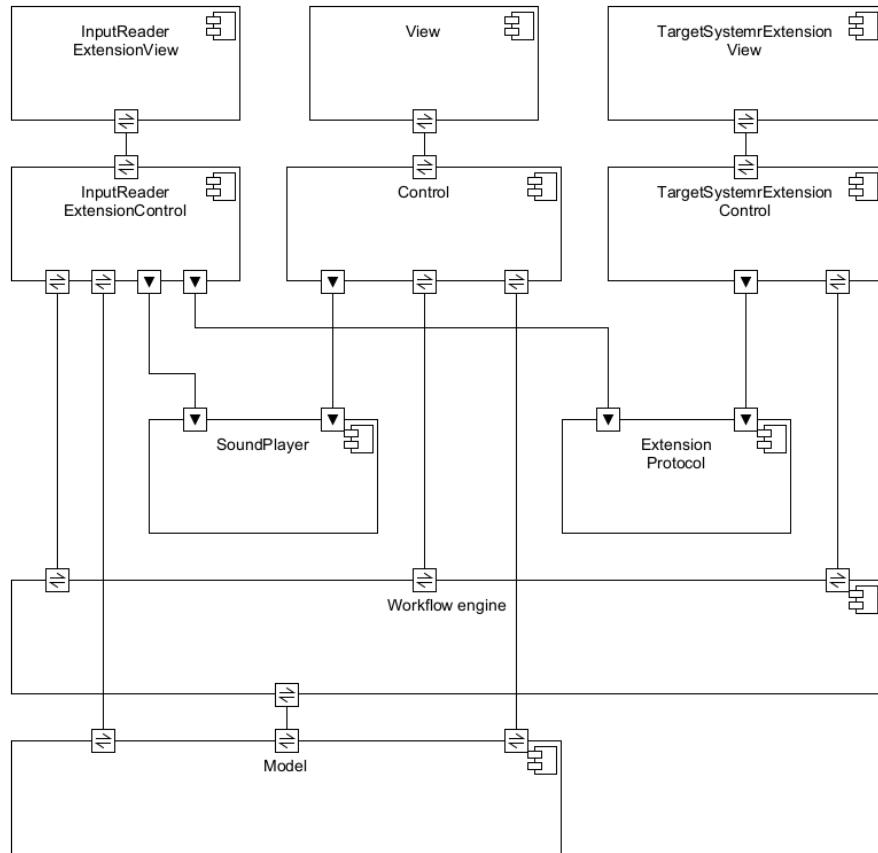


Figure 2.1: Architecture overview

The right-hand side shows the main window with two regions marked with a red frame.

The top-one, with the caption *Region* is the extension GUI of the input reader extension while the lower one (with the field *File Name*) is from target system extension.

These GUI parts are specific to each extension and are part of the extension packages.

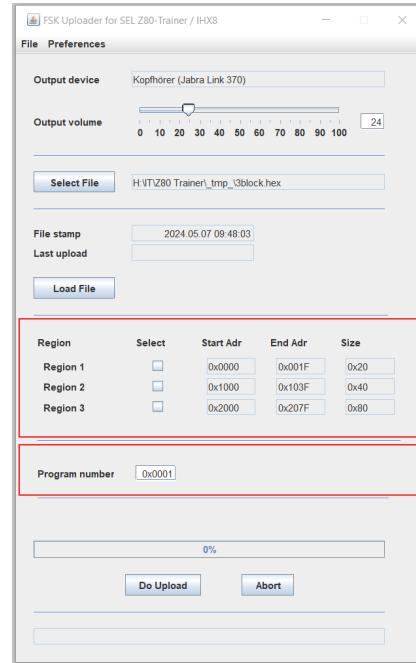


Figure 2.2: Main widow

Figure 2.1 *Architecture overview* depicts the global structure of the application together with the extensions:

- **View** This is the main window with all GUI elements except that of the GUI extensions.
- **Control** This is the control for the main window dealing with every thing except the extension GUIs.
- **Workflow engine** Encapsulates the *business logic* of the FskEncoder application and the extensions.
- **Model** The data model of the application. It holds some run-time data and the properties of the two configuration files *FskEncoder.properties* and *Plugin.properties*.
- **Soundplayer** Plays the sound samples on the selected output device with the desired volume.
- **InputReader Extension view** This is the GUI part of the selected input reader extension and **must** provide all informations needed to deal with the input format.

The example in the figure above shows the GUI of the Ihx8InputReaderExtension which can handle more than one memory section in a single file.

- **InputReader Extension control** Extension specific control which must handle all controls of the extension gui.
- **TargetSystem Extension view** This is the GUI part of the selected target system extension and **must** provide all informations needed to deal with the specific protocol format.
- **TargetSystem Extension control** Extension specific control which must handle all controls of the extension gui.
- **TargetSystem Extension protocol** The protocol used to encode the binary data and to convert them into sound samples.

Each input reader and target system extension must be fully decoupled from the FskEncoder source (except the interface / base classes needed) and **shall** only interact with the application via the provided interfaces.

A deep dive into how to build those extensions is discussed in the section 3.2 *Extension instantiation* on page 13.

By rule, the application itself and each extension lives in it's own .jar file which must contain all the necessary classes but no 3pty libraries (please refer to section 1 *Project setup* on page 4 for library management).

## 2.1 Project structure

This section gives an explanation of the different packages and their purposes. The classes are only discussed if there is a real need for the understanding of building extensions. Most of this information can be found in the JavaDoc of the project.

For each package is specified if its classes and interfaces should not, can or must be used in extensions.

## 2.2 Application part

The following source folder / packages and their contents currently exist:

```
.  
+---src (folder)  
    +---application  
    +---control  
        |   +---gui  
        |   +---validator  
    +---extension  
        |   +---control  
        |   +---encoder  
        |   +---factory  
        |   +---model  
        |   +---protocol  
        |   +---sound  
        |   +---source  
        |   +---target  
        |   +---view  
    +---model  
    +---protocol  
    +---sound  
    +---view  
        +---gui
```

## 2.3 Packages of the 'src' folder

### 2.3.1 application

*Don't use it for extensions.*

Contains the application class together with classes to handle cli parameter, some 'hard coded' properties and for program exit.

### 2.3.2 control

*Don't use it for extensions.*

Contains the controller logic for work-flow and background task execution.

### 2.3.3 control.gui

*Don't use it for extensions.*

Held all controllers for the basic GUI panels.

### **2.3.4 control.validator**

*Don't use it for extensions.*

Contains various validators for the GUI elements.

### **2.3.5 extension**

*Can / must be used for extensions.*

This package provides the logic needed for extending the application. A deeper discussion can be found in section 3 API on page 12.

The content of this package is packed in a separate file *FskEncoderExtension.jar* during build process and **must** be used as library in the extension part.

### **2.3.6 extension.control**

*Can / must be used for extensions.*

Contains classes and interfaces needed for extension controllers.

### **2.3.7 extension.encoder**

*Can / must be used for extensions.*

This is more a library of basic functionality and contains all (currently) necessary classes for sound sample generation.

Protocol specific encoders **must** be placed in the package of the target system extension protocol.

Please refer to the *Mpf1BitEncoder* class in the *Microprocessor 1* extension to learn how to use the basic methods to build a complex protocol.

### **2.3.8 extension.factory**

*Can / must be used for extensions.*

This package is the place for the base classes and interfaces needed to build a extension factory.

### **2.3.9 extension.model**

*Can / must be used for extensions.*

This package contains all classes and interfaces of the data model needed to implement a input reader extension.

### **2.3.10 extension.protocol**

*Can / must be used for extensions.*

This package contains all classes and interfaces needed to implement a target system extension protocol.

### **2.3.11 extension.sound**

*Some classes can / must be used for extensions.*

This package contains the definition of the audio format of the FskEncoder soundplayer and is required in an extension protocol.

### **2.3.12 extension.source**

*Can / must be used for extensions.*

This package contains all classes and interfaces needed to implement a input reader extension.

### **2.3.13 extension.target**

*Can / must be used for extensions.*

This package is currently empty.

### **2.3.14 extension.view.gui**

*Can / must be used for extensions.*

Holds all base classes for extension guis.

### **2.3.15 model**

*Don't use it for extensions.*

This package contains all classes of the internal data model.

### **2.3.16 protocol**

*Can / must be used for extensions.*

This package is currently empty.

### **2.3.17 sound**

*Don't use it for extensions.*

All stuff around the sound player.

### **2.3.18 view**

Currently empty.

### **2.3.19 view.gui**

*Don't use it for extensions.*

Contains all classes needed for the main window and the basic GUI panels.

## **2.4 Extensions part**

In the extension part are all packages located, which are related to extensions.  
They **must** be strictly kept apart of the application part!

The following source folder / packages and their contents currently exist:

```
.  
+---src (folder)  
    +---source  
        |   +---bin  
        |   +---ihx  
        |       +---x8  
    +---target  
        +---microprofessor1  
        +---z80trainer
```

### **2.4.1 source.bin**

*Don't use it for extensions.*

Contains all sources for the binary input file reader.

### **2.4.2 source.ihx**

*Some classes can / must be used for extensions.*

Contains all common used sources for the Intel-Hex input file reader.

#### **2.4.3 source.x8**

*Don't use it for extensions.*

Contains the 8-bit specific implementation of the Ihx-reader extension.

#### **2.4.4 target.microprofessor1**

*Don't use it for extensions.*

Contains the classes of the Microprofessor 1 extension.

#### **2.4.5 target.z80trainer**

*Don't use it for extensions.*

Contains the classes of the Z80 trainer extension.

### **3 API**

A input reader extension is at least based on four classes:

1. a ReaderExtension,
2. a ReaderGui
3. a ReaderControl and
4. a Reader.

By convention, this classes **should** be named like

1. <extension\_name>ReaderExtension,
2. <extension\_name>ReaderGui
3. <extension\_name>ReaderControl and
4. <extension\_name>Reader,

with <extension\_name> as descriptive name which reflects the format of the input file like *Bin* for binary files or *Ihx8* for Intel-Hex format.

A target system extension requires at least the four classes

1. Extension,
2. ExtensionGui
3. ExtensionControl and

#### 4. Protocol.

The naming conventions follow the rules of the input reader and **should** be like

1. <extension\_name>Extension,
2. <extension\_name>ExtensionGui
3. <extension\_name>ExtensionControl and
4. <extension\_name>Protocol,

To build a appropriate memory model for an extension, a input file reader **should** use the classes of the `extension.model` and `extension.source` packages.

### 3.1 Functional interface

The communication between the main application and an extension is and **must** be kept restricted to predefined methods to keep the dependencies between the application and the extension as low as possible. The methods used are discussed later in the deeper explanation of the differen parts of the extensions.

Figure 3.1 *Sequence diagram of user interaction* on page 14 depicts how the application and the different parts of an extension work together.

### 3.2 Extension instantiation

Extensions are created in extension factories which are part of the extension itself. Theese extension factories are instantiated by the `PluginFactory` and the extension factory is responsible for creating the required model, controller and protocol classes.

Page 15 shows the sequence diagram of the creation of an `InputReaderExtension` and `TargetsysteExtension`.

### 3.3 Target system extension

A target system extension provides all logic and functionality needed to translate the (binary) source data from the source buffer into the sound samples which can be played on the sound card of the host computer.

It consists at least of:

1. A extension factory, which is the implementation of the interface `TargetSystemExtensionFactory` and will be discussed in more detail in the section *TargetSystemExtension* below.
2. The extension GUI, which **must** extend the abstract `ExtensionGui` base class and **must** be implemented using Java Swing. It's recommend to use the *miglayout* layout manager as the main window does.

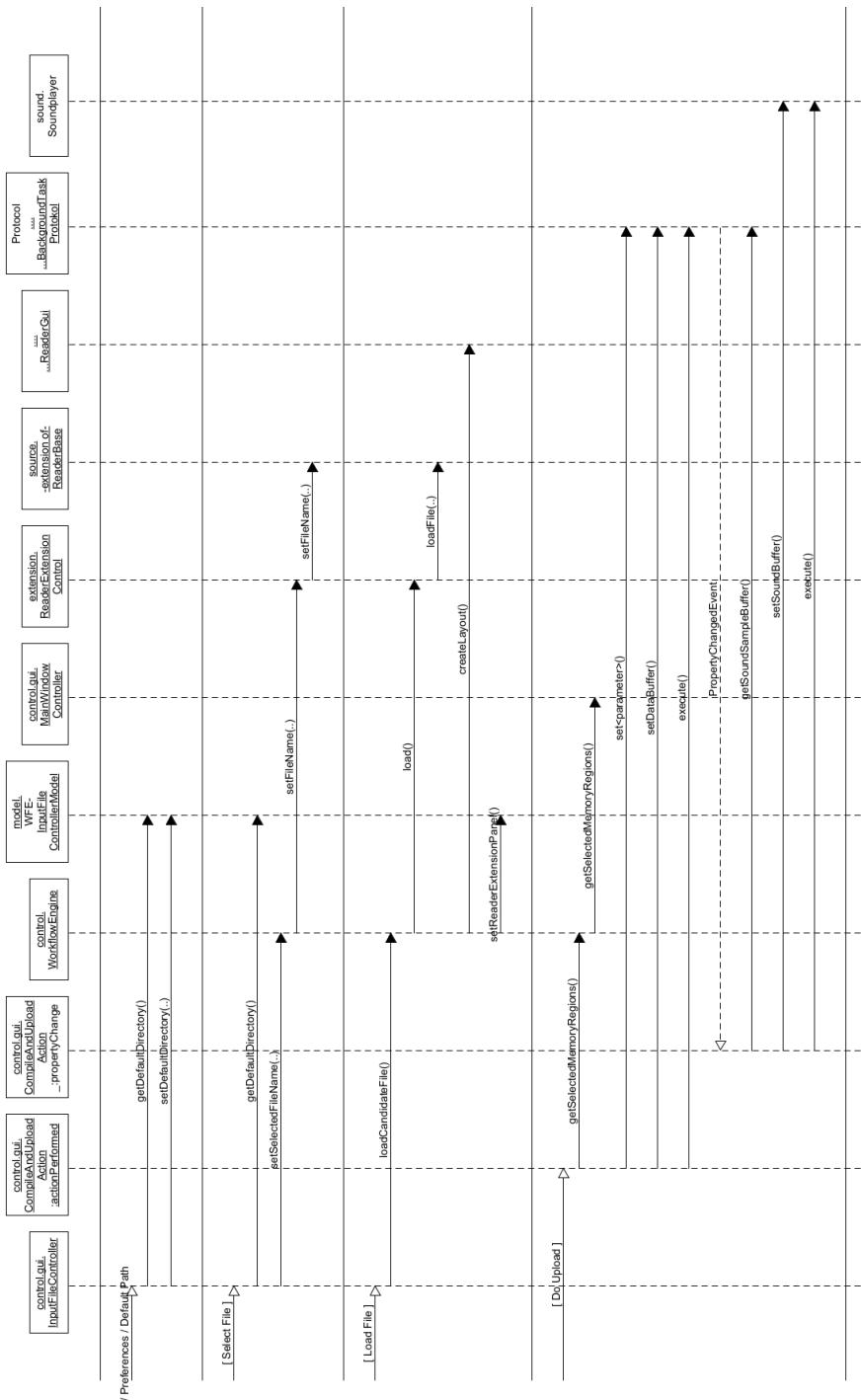


Figure 3.1: Sequence diagram of user interaction

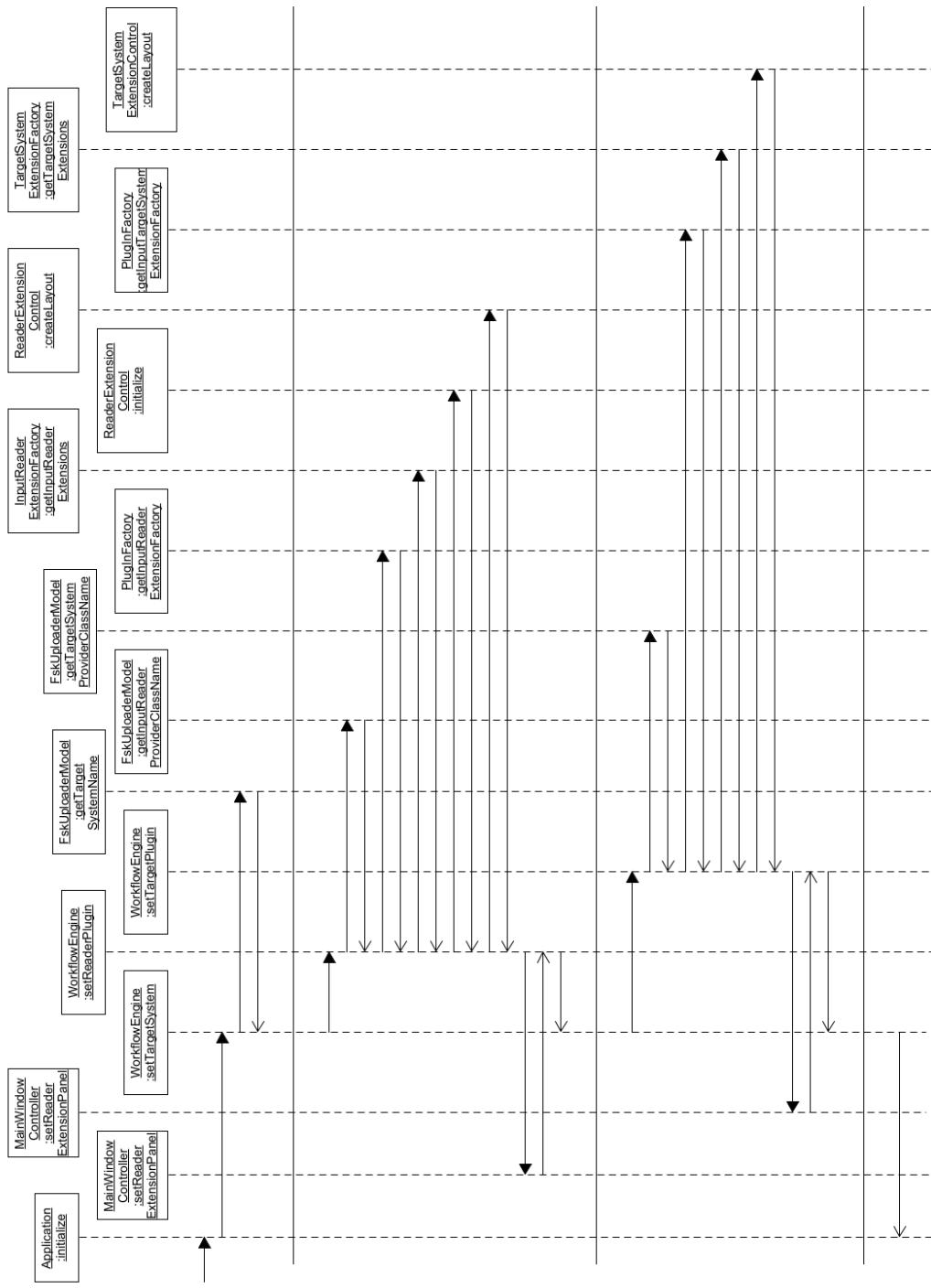


Figure 3.2: Example Sequence diagram of extension load process

3. The controller logic (MVC model), which is derived from the abstract `TargetSystemExtensionControl`.
4. The so called 'protocol', which is capable for the translation process.  
It is an extension of the abstract `BackgroundTaskProtokol` base class and **should** use the various encoder classes of the `extension.encoder` package for encoding sound samples.

Page 17 shows the class diagram of the Z80-Trainer extension as an example of how an target system extension is to build.

### **3.3.1 TargetSystemExtension**

This factory class is responsible for the creation of the extensions MVC pattern and **must** implement the `TargetSystemExtensionFactory` interface. It must create an instance of the `ExtensionControl` and a `TargetSystemExtensionDao` which is later on registered in the application.

Because this class is registered in the `Plugin.properties` it **should** be named like

```
<system_name>Extension what results in a .jar file named  
<system_name>Extension.jar.
```

`<system_name>` is a descriptive name like `Z80Trainer`, `Mpf1` or anything else.

### **3.3.2 TargetSystemExtensionGui**

Some transmission protocols need additional information which can't be obtained from the input file. This is e.g. the *Program Number* of the Z80-Trainer. The `TargetSystemExtensionGui` is the place where to put those input fields. As said before, it **must** be derived from the abstract class `ExtensionGui` and is instantiated later on in the associated controller class.

### **3.3.3 TargetSystemExtensionControl**

The `TargetSystemExtensionControl` must extend the abstract class `TargetSystemExtensionControl`.

It **should** at least

1. create an instance of the protocol implementation,
2. create an instance of the related GUI and pass a reference to itself,
3. initialize the GUI with appropriate default values,
4. implement the methods of the base class (which are inherited from Java Swing ActionListener) and

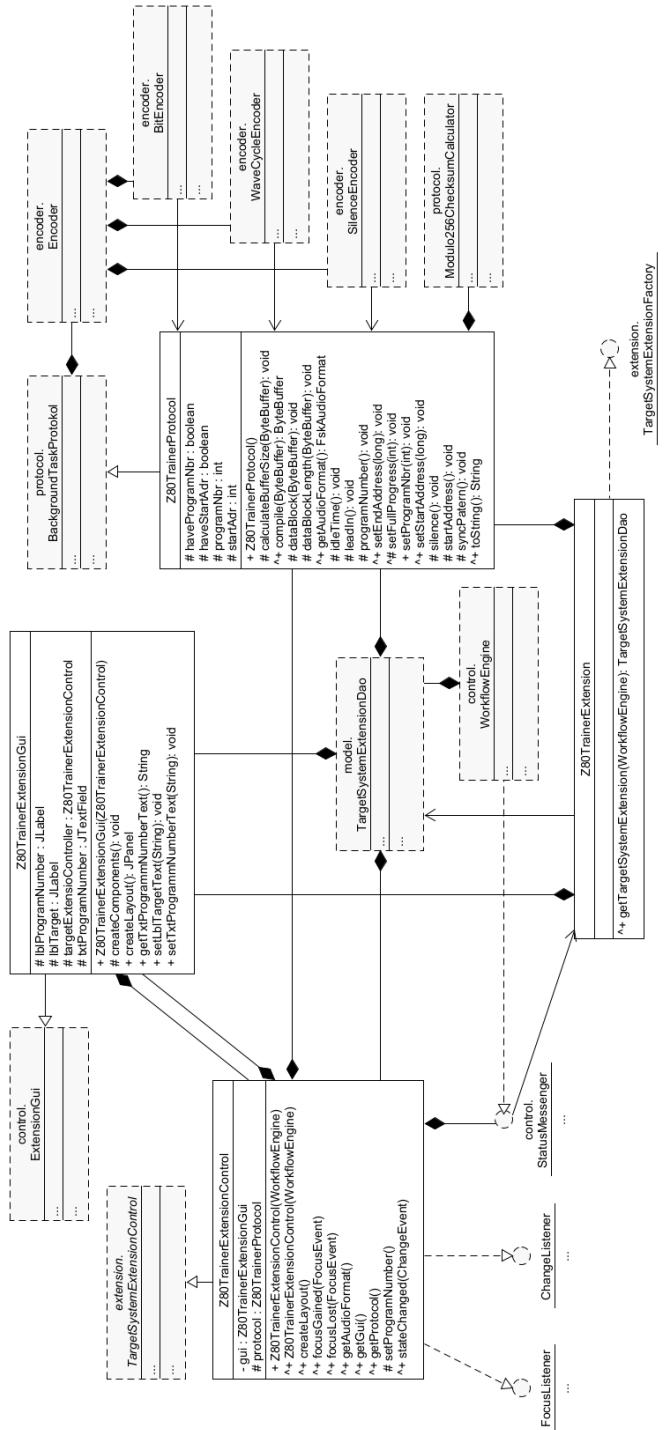


Figure 3.3: Example Z80TrainerExtension class diagram

5. provide the handle methods for the GUI elements by implementing required Java Swing interfaces (like FocusListener, ChangeListener, ...).

### 3.3.4 TargetSystemProtocol

The TargetSystemProtocol is derived from the abstract base class `BackgroundTaskProtokol` and **must** implement the two methods `compile(...)` and `setFullProgress(int)(...)`. It **may** override the `setStartAddress(...)`, `setEndAddress(...)` or `setSize(...)` methods with its own behavior.

## 3.4 Input reader

A input reader provides all functionality needed to read a data file in a specific format and to convert the data read into plain binary bytes. It builds a data buffer which later on is handed over to the protocol part of the target system extension.

It consists at least of:

1. A extension factory which is in fact the implementation of the `InputReaderExtensionFactory` interface.
2. The Java Swing extension GUI which must extend the abstract `MemoryMapGui` base class.
3. The controller logic (MVC model) which is derived from the abstract `ReaderExtensionControl` and must implement the two Java Swing interfaces `ChangeListener` and `FocusListener`.
4. The so called 'reader', which is capable for the translation process. It is an extension of the abstract `ReaderBase` base class.
5. An extension of the abstract `MemoryRegionBuilder` class which provides the interface to the protocol implementation.
6. Optionally an extension of the abstract base class `Record` if the input file format is record structured.

Page 19 shows the class diagram of the binary input file reader extension as an example of how an input reader extension is to build .

### 3.4.1 ReaderExtension

The ReaderExtension class is a factory which creates

- a instance of the `MemoryMap` class,
- a instance of the `Reader` class,

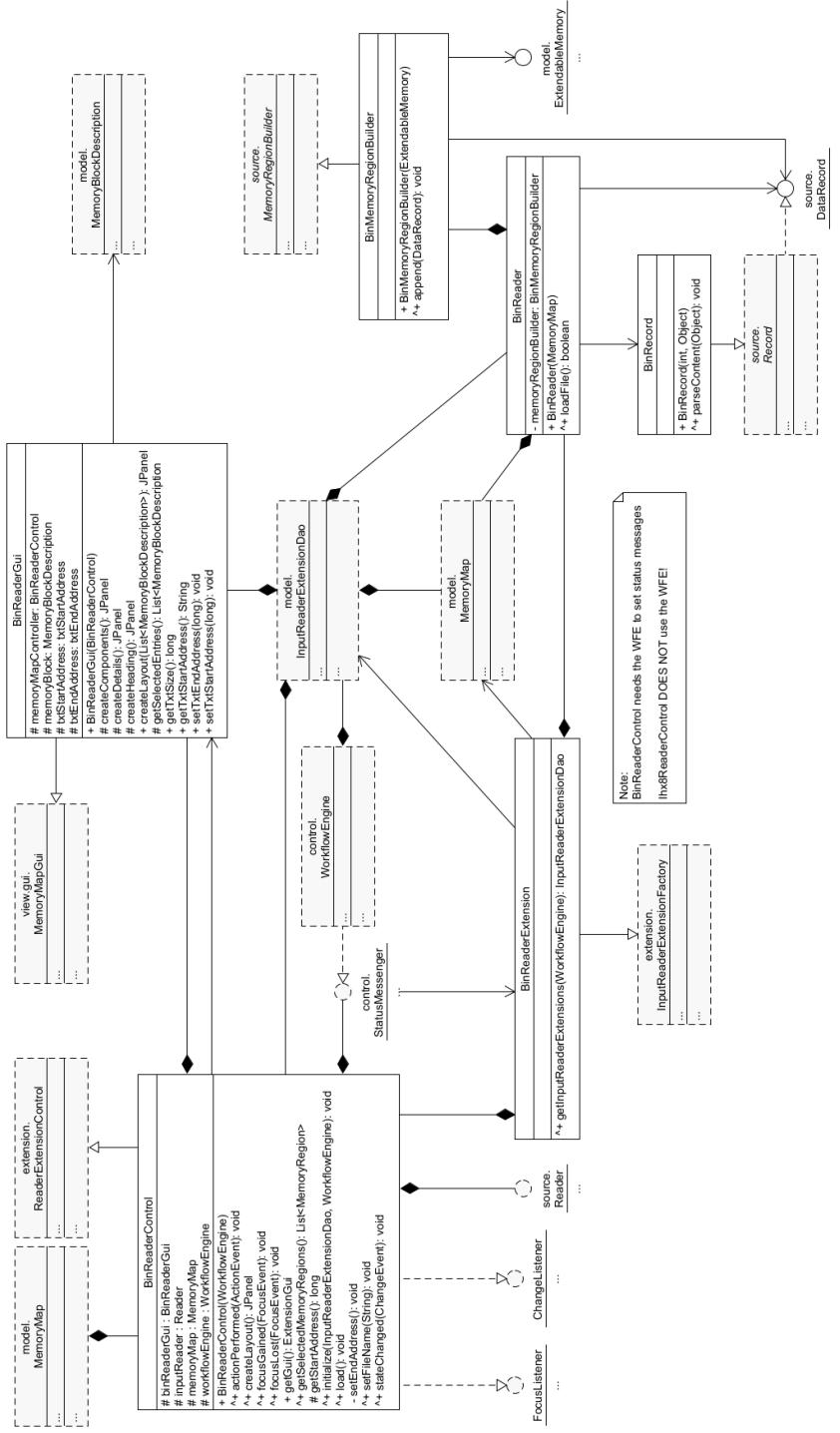


Figure 3.4: Example BinReaderExtension class diagram

- a instance of the `ReaderControl` class and
- a instance of the `InputReaderExtensionDao`, which held references to the previous three classes.

The `InputReaderExtensionDao` is returned to the caller `PluginFactory` and further to `WorkflowEngine`.

This class is registered in the `Extension.properties` and should be named according to the rules previously stated in section 3.3.1 *TargetSystemExtension* on page 16.

### 3.4.2 MemoryMapGui

This base class provides a filed which holds a list of `MemoryBlockDescription` objects. Each object of this list describes a memory block of the source file with the three attributes `START_ADDRESS`, `END_ADDRESS` and `SIZE`. These attributes are required to set up the reader extension GUI.

### 3.4.3 ReaderExtensionControl

The `ReaderExtensionControl` must extend the abstract class `ReaderExtensionControl`.

It **should** at least

1. create an instance of the reader implementaion,
2. create an instance of the related GUI and pass a referenze to itself,
3. initialize the GUI with appropriate default values,
4. implement the methods of the base class (some inherited from Java Swing `ActionListener`),
5. provide the handle methods for the GUI elements by implementing required Java Swing interfaces (like `FocusListener`, `ChangeListener`, ...) and
6. hold an instance of the `MemoryMap` object.

### 3.4.4 Reader

The `Reader` implementation **must** be derived from the abstract `ReaderBase` class and **must** implement the inherited methods.

It's responsible for reading and parsing the input file and storing the file content in a `MemoryRegion` object via a `MemoryRegionBuilder` instance.

### **3.4.5 MemoryRegionBuilder**

This is the storage container for the data read by the reader implementation. It extends the abstract `MemoryRegionBuilder` and implements its abstract methods.

### **3.4.6 MemoryRegion**

A `MemoryRegion` represents a bunch of binary data together with its start address and its size.

### **3.4.7 MemoryMap**

The `MemoryMap` holds a map of `MemoryRegion` objects. It is responsible for creation of `MemoryBlockDescription` objects used by the GUI and for delivery a specific `MemoryRegion` on request.

### **3.4.8 Record**

The input reader philosophy is based on the *Record* structure because every input file can be transformed into records. A binary file contains only one record where on the other hand a Intel-Hex formatted file is strictly based on the record structure. To simplify the reading / parsing process and the data handling, it is strongly advised to rely on this philosophy.

## A Nomenclature

### A.1 Keywords

The key words <sup>1</sup> "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as:

1. MUST This word, or the terms "REQUIRED" or "SHALL", mean that the definition is an absolute requirement of the specification.
2. MUST NOT This phrase, or the phrase "SHALL NOT", mean that the definition is an absolute prohibition of the specification.
3. SHOULD This word, or the adjective "RECOMMENDED", mean that there may exist valid reasons in particular circumstances to ignore a particular item, but the full implications must be understood and carefully weighed before choosing a different course.
4. SHOULD NOT This phrase, or the phrase "NOT RECOMMENDED" mean that there may exist valid reasons in particular circumstances when the particular behavior is acceptable or even useful, but the full implications should be understood and the case carefully weighed before implementing any behavior described with this label.
5. MAY This word, or the adjective "OPTIONAL", mean that an item is truly optional. One vendor may choose to include the item because a particular marketplace requires it or because the vendor feels that it enhances the product while another vendor may omit the same item. An implementation which does not include a particular option MUST be prepared to inter-operate with another implementation which does include the option, though perhaps with reduced functionality. In the same vein an implementation which does include a particular option MUST be prepared to inter-operate with another implementation which does not include the option (except, of course, for the feature the option provides.)

### A.2 UML graphics

This document contains some UML class diagrams. In this diagrams are two styles used to draw the classes:

- First the standard style, white background with attributes and methods defined for all classes / interfaces in the package of interest and
- second the greyed style, grey background and dashed lines, without definition of attributes and methods for all collaborating classes / interfaces of different packages.

---

<sup>1</sup>Taken from IETF RFC 2119, Key words for use in RFCs to Indicate Requirement Levels

The greyed classes / interfaces are included for completeness and to lay out the dependencies between packages.

Arrows in the relationship of classes and interfaces and their meanign :

- Association
- ⇒ Aggregation
- ◆ Composition
- Generalization
- - - → Realization
- - - > Dependency / Usage

If two classes A and B have a relationship, than

- association** between A and B means that A hold a reference to B so that A can communicate with B,
- aggregation** means, that A holds one or more references to B,
- composition** means, that B is part of A in that way, that B can't exist without A.
- generalization** is, when B extends A
- realization** is, when A implements the interface B
- dependency** means, that A uses B but without keeping a reference to B.