

Board Status 1, Boot Firmware Version Number

Load @vVVV With @rR,S Status 1 Byte 0-1;

| | | | | | | | | | |
|--------|-----|---|---|---|---|---|---|-----|-----|
| Byte 0 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | LSB | Bit |
| Byte 1 | MSB | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Bit |

Board Status 2, Download Firmware Version Number

Load @vVVV With @rR,S Status 2 Byte 0-1;

| | | | | | | | | | |
|--------|-----|---|---|---|---|---|---|-----|-----|
| Byte 0 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | LSB | Bit |
| Byte 1 | MSB | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Bit |

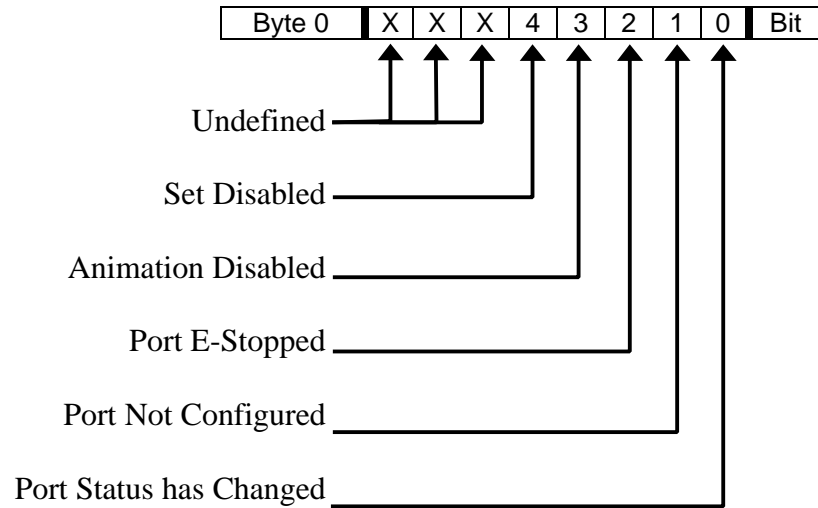
Example: Load variable 123 with the Download Version the TCM in rack 0, slot 16

LOAD @V123 WITH @R0,16 STATUS 2 BYTE 0-1;

@v123 will be filled with a value representing the version number of the downloaded firmware.

Port Status 0, Port Status Bits

Load @vVVV With @rR,S,P Status 0 Byte 0-0;



Port Status 1, Time Code Frame Number

Load @vVVV With @rR,S,P Status 1 Byte 0-2;

| | | | | | | | | | |
|--------|---|---|-----|---|---|---|---|-----|-----|
| Byte 0 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | LSB | Bit |
| Byte 1 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Bit |
| Byte 2 | X | X | MSB | 4 | 3 | 2 | 1 | 0 | Bit |

Port Status 2, Time Code User Bits

Load @vVVV With @rR,S,P Status 2 Byte 0-3;

| | | | | | | | | | |
|--------|-----|---|---|---|---|---|---|-----|-----|
| Byte 0 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | LSB | Bit |
| Byte 1 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Bit |
| Byte 2 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Bit |
| Byte 3 | MSB | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Bit |

Example: Load variable 123 with the Incoming User Bits of the TCM in rack 0, slot 16, port 0.

LOAD @V123 WITH @R0,16,0 STATUS 2 BYTE 0-3;

@v123 will be filled with a value reflecting the current incoming user bits.

Port Status 3, Desired Rate in Frames Per Second

Load @vVVV With @rR,S,P Status 3 Byte 0-0;

| | | | | | | | | | |
|--------|-----|---|---|---|---|---|---|-----|-----|
| Byte 0 | MSB | 6 | 5 | 4 | 3 | 2 | 1 | LSB | Bit |
|--------|-----|---|---|---|---|---|---|-----|-----|

Port Status 4, Detected Rate in Frames Per Second

Load @vVVV With @rR,S,P Status 4 Byte 0-0;

| | | | | | | | | | |
|--------|-----|---|---|---|---|---|---|-----|-----|
| Byte 0 | MSB | 6 | 5 | 4 | 3 | 2 | 1 | LSB | Bit |
|--------|-----|---|---|---|---|---|---|-----|-----|

Specifications subject to change at any time.

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