



f_Command.doc

I. Purpose of this document:

To provide an authorized standard, quality document detailing remote use of the little f configuration command. This document details what our remote software products **in the field** expect (what the developers think the software expects) and how it behaves in response to an incoming data stream with embedded configuration commands.

These documents will be used to design tests of the remote software. Product deviation from these documents (verified by the developers either by test or by analysis of code) will initiate an ECR to update this document to reflect the deviation of the product.

Prevue BackOffice transmission Specifications are beyond the scope of this document.

II. Current code bases (remote Products) that use this command:

1	Amiga Prevue	ESQ (includes prevue laser, laserguide and international versions)
2	Amiga Sneak Prevue	VD (includes international versions)
3	PC Prevue (PC Prevue Laser and PC Prevue Junior)	Pcepg (includes international versions)
4	Interactive server (Quikvue)	Not used.

III. f Configuration Command overview:

CommandType = legacy EPG (55aa / body / xor checksum)

Function:

Command Template:

<Command_Header><Command_ID>

< f.Config_String >

<term> <XOR_CheckSum>

f command template (Binary\Fixed)

Seq	Tag	Field Type	Description	Validation range	Min bytes	Max bytes	Offset
1	Command_Hdr	Binary\Fixed	Standard Header	55h AAh	2	2	1-2
2	Command_ID	Ascii\Fixed		'f'	1	1	3
3	f.Config_String	Binary\Fixed Multi	Subfield	See below	50	50	4-54
4	Term	Binary\Fixed	Terminator	00h	1	1	55
5	XOR_CheckSum	Binary\Fixed		00-FFh	1	1	56

Example clock command (in hex): 55 AA 4B 01 08 1B 57 0B 3B 38 01 00 F8

f.Config_String (Default values are in **bold** type)

Seq	Tag	Field Type	Description	Validation range	Min bytes	Max bytes	Offset
1	f.Family	Integer_Data Fixed	Command Family	1	1	1	4
2	f.Command Length	Integer_Data Fixed	Command Length in Bytes	0h - 255h	2	2	5,6
3	f.Grid_Hold_Time	Integer_Data Fixed	0 = None 2 = 2 seconds	0-4	1	1	7
4	f.Grid_Source_Channel_Order	String_Data Fixed	S = Source C = Channel	S / C	1	1	8
5	f.Grid_Movie_Recap_Frequency	Integer_Data Fixed	0 = Never 9 = Every ninth Rotation	0-9	1	1	9
6	f.Grid_SBS_Frequency	Integer_Data Fixed	0 = Never 3 = Every Third Rotation	0-9	1	1	10
7	f.Grid_SBS_TimeSlot_LookAhead	Integer_Data Fixed	01 = ½ Hour 24 = 12 Hours	01-48	2	2	11,12
8	f.Scroll_SBS_Time	Integer_Data	01 = ½ Hour	01-48	2	2	13,14

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	Slot_LookAhead	IFixed	24 = 12 Hours				
9	f.Display_Format	String_Data IFixed	G = Grid S = Scroll	G / S	1	1	15
10	f.Advue_Insertion	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	16
11	f.Pie_Format	String_Data IFixed	A = 3:15 / 6:45 B = 5:00 / 10:00	A / B	1	1	17
12	f.Language	String_Data IFixed	E = English F = French S = Spanish G = German	E / F / G / S	1	1	18
13	f.Prime_Time_Summary_Frequency	Integer_Data IFixed	0 = Never 9 = Every Ninth Rotation	0-9	1	1	19
14	f.Sports_Summary_Frequency	Integer_Data IFixed	0 = Never 9 = Every Ninth Rotation	0-9	1	1	20
15	f.Grid_SBS_Roll_and_Hold	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	21
16	f.Grid_Movie_Recap_Roll_and_Hold	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	22
17	f.Grid_Prime_Time_Roll_and_Hold	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	23
18	f.Grid_Sports_Summary_Roll_and_Hold	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	24
19	f.Grid_Roll_and_Hold	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	25
20	f.VideoVue_Insertion	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	26
21	f.Laser_Insertion_Type	String_Data IFixed	L = Long S = Short V = Variable	L / S / V	1	1	27
22	f.Prime_Time_Startng_TimeSlot	Integer_Data IFixed	01 = 5:00 AM 29 = 7:00 PM	01-48	2	2	28,29
23	f.Prime_Time_LookAhead_TimeSlots	Integer_Data IFixed	1 = ½ Hour 6 = 3 Hours	01-48	2	2	30,31
24	f.Cycle_Summary_Info	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	32
25	f.Grid_Synopsis	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	33
26	f.Grid_Synopsis_Roll_and_Hold	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	34
27	f.Prime_Time_Promotion_Start_TimeSlot	Integer_Data IFixed	01 = 5:00 AM 23 = 4:00 PM	01-48	2	2	35,36
28	f.Prime_Time_Promotion_End_TimeSlot	Integer_Data IFixed	01 = 5:00 AM 36 = 10:30 PM	01-48	2	2	37,38
29	f.Sports_Summary_LookAhead	Integer_Data IFixed	01 = ½ Hour 12 = 6 Hours	01-48	2	2	39,40
30	f.PPV_Display_After_PGM_Start	Integer_Data IFixed	015 = 15 Minutes	000-999	3	3	41-43
31	f.Cycle_Summary_Frequency	Integer_Data IFixed	1 = Every Rotation 9 = Every Ninth Rotation	1-9	1	1	44
32	f.System_Default_Brush_ID	String_Data IFixed	00 = Default	0-9, a-z, A-Z	2	2	45,46
33	f.Weather_Roll_and_Hold	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	47
34	f.Military_Time_Flag	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	48
35	f.Cleanup_Unused_Logos	Boolean_Data IFixed	Y = Yes N = No	Y / N	1	1	49
36	f.Display_Length_S	String_Data	H = Half	H / F / P / C	1	1	50

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	etting	lFixed	Screen F = Full Screen P = Pal Mode C = Custom Length				
37	f.Custom_Display_Length	Integer_Data lFixed	142 (8Eh)	1h – 255h	1	1	51
38	f.Number_of_Colors	Integer_Data lFixed	8 = 8 colors 16 = 16 colors	8h, 16h	1	1	52
39	f.Text_Ad_Flag	String_Data lFixed	N = None L = Local R = Remote S = Satellite	N / L / R / S	1	1	53
40	f.PC_Disk_Support	Boolean_Data lFixed	Y = Yes N = No	Y / N	1	1	54

Notice: The following will be appended to the f.Config_String in the D1 release.
D1_Related_String

Seq	Tag	Field Type	Description	Validation range	Min bytes	Max bytes	Offset
41	f.Retail_Trade_Zone_Audio	String_Data lFixed	L = Left R = Right B = Background N = None	L / R / B / N	1	1	55
42	f.Flexible_Grid	Boolean_Data lFixed	Y = Yes N = No	Y / N	1	1	56
43	f.Retail_Trade_Zone_System	String_Data lFixed	M = Master S = Slave N = None	M / S / N	1	1	57