

PROPOSED CHANGES - SUPPLEMENT 3

Summary: Great River Technology has identified an error in Section 3.2.2.5 of ARINC Specification 818-2. The AEEC staff will correct this error in the next release of this ARINC Standard. Table formatting will also be corrected per the attached figures.

*From: Paul Grunwald <pgrunwald@greatrivertech.com>
Sent: Wednesday, May 27, 2015 11:48 AM
Subject: RE: Error in ARINC 818-2*

*Paul,
You can add the words that provided clarity. The key is to get the diagram fixed.
Thanks for the help!
Paul Grunwald*

*From: Paul Prisaznuk [mailto:pjp@sae-itc.org]
Sent: Wednesday, May 27, 2015 8:28 AM
Subject: RE: Error in ARINC 818-2*

*Paul,
Thank you for bringing this to our attention. This means that bits 4 thru 17 will refer to number of columns. Bits 18 thru 31 will refer to number of rows. A revised page(s) will be added to our website. We can do a more formal update in the dash 3 release.*

*Best regards,
Paul J. Prisaznuk
Executive Secretary and Program Director
Airlines Electronic Engineering Committee (AEEC)
ARINC Standards Development
1-240-334-2579 (desk)
pjp@sae-itc.org
www.aviation-ia.com/aeec*

*From: Paul Grunwald [mailto:pgrunwald@greatrivertech.com]
Sent: Tuesday, May 26, 2015 4:49 PM
Subject: Error in ARINC 818-2*

*Hi Paul,
We discovered a small error in the ARINC 818-2 specification. On Page 16, the diagram of Object 0, Word 0 is incorrect. It is showing 15-bits for Rows and 13-bits for columns. Both the number of rows and columns should be 14-bits as described in paragraphs 3.2.2.5.1.1 and 3.2.2.5.1.2.*

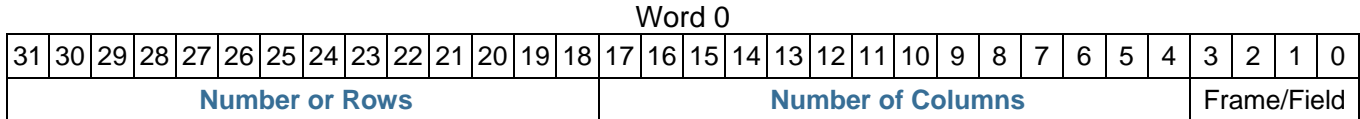
*Best regards,
Paul Grunwald – Director of Business Development
Great River Technology
www.greatrivertech.com
4910 Alameda Blvd NE
Albuquerque NM 87113-1472*

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3.2.2.5 Object 0 – Ancillary Data

Ancillary data defines the characteristics of the data being transferred from the sender to the recipient. This section and Figure 3-5 define the format of Object 0 Ancillary data.

In Word 0, 14 bits are reserved for Number of Rows. 14 bits are reserved for Number of Columns.



3.2.2.5.1 Object 0 Word 0

3.2.2.5.1.1 Number of Rows

This 14-bit field (**bits 18 to 31**) shall represent the total number of rows within the entire video frame. 000h shall represent a null. The maximum number of rows is 16383 represented by 3FFFh.

3.2.2.5.1.2 Number of Columns

This 14-bit field (**bits 4 to 17**) shall represent the total number of columns within the entire video frame. 000h shall represent a null. The maximum number of columns is 16383 represented by 3FFFh.

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Byte 0								Byte 1								Byte 2								Byte 3								PTN
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
MSB Component 0 LSB								MSB Component 1 LSB								MSB Component 2 LSB								MSB Component 3 LSB								0h
0	0	MSB Component 0 LSB								MSB Component 1 LSB								MSB Component 2 LSB								1h						
MSB Component 0 LSB								MSB Component 1 LSB								MSB Component 2								2h								
Comp 2 LSB		MSB Component 3 LSB								MSB Component 4 LSB								MSB Comp 5														
Component 5 LSB				MSB Component 6 LSB								MSB Component 7 LSB																				
MSB Component 0 LSB								MSB Component 1 LSB								4h																
Component 1 LSB				MSB Component 2 LSB								MSB Comp 3																				
Component 3 LSB								MSB Component 4																								
Comp 4 LSB		MSB Component 5 LSB								MSB Component 6																						
Component 6 LSB				MSB Component 7 LSB																												
MSB Component 0 LSB								MSB Component 1								5h																
Component 1 LSB				MSB Component 2																												
Component 2 LSB		MSB Component 3 LSB																														
MSB Component 0								LSB								6h																

Figure 3-6 - Bit and Byte Packing (corrected format)

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Byte 0								Byte 1								Byte 2								Byte 3								PTN																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																	
MSB				Component 0				LSB				MSB				Component 1				LSB				MSB				Component 2				LSB				MSB				Component 3				LSB				0h
0	0	MSB				Component 0				LSB				MSB				Component 1				LSB				MSB				Component 2				LSB				1h										

Figure E-3 – Example from Figure 3-6 – Bit and Byte Packing (corrected format)