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**Digital cellular telecommunications system (Phase 2+) (GSM);  
Universal Mobile Telecommunications System (UMTS);  
Cellular text telephone modem;  
Transmitter bit exact C-code  
(3GPP TS 26.230 version 14.0.0 Release 14)**



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**Reference**

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# Contents

0	Scope .....	4
1	Normative references .....	4
2	Definitions and Abbreviations.....	4
3	C code structure.....	4
3.1	Contents of the C source code.....	5
3.2	Program execution.....	5
3.3	Code hierarchy .....	9
3.3.1	Initialization routines .....	9
3.3.2	Signal Processing Functions .....	10
3.4	Description of global constants used in the C-code.....	11
3.5	Type Definitions.....	12
3.6	Functions of the C Code.....	12
<b>Annex A (informative):</b> <b>Change history .....</b>		<b>26</b>
History .....		27

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# Foreword

This Technical Specification has been produced by T1P1.

The contents of the present document are subject to continuing work within the 3GPP TSG and may change following formal 3GPP approval. Should the 3GPP TSG modify the contents of this TS, it will be re-released by the 3GPP TSG with an identifying change of release date and an increase in version number as follows:

Version x.y.z

where:

- x the first digit:
  - 1 presented to 3GPP for information;
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- y the second digit is incremented for all changes of substance, i.e. technical enhancements, corrections, updates, etc.
- z the third digit is incremented when editorial only changes have been incorporated in the specification;

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## 0 Scope

This Technical Standard (TS) contains an electronic copy of the ANSI-C code for the Cellular Text Telephone Modem (CTM) for reliable transmission of text telephone text via the speech channel of cellular networks. While CTM is generally usable with text in UCS coding, the example application linked to CTM in this document is limited to use the signals and character set of the Baudot type.

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## 1 Normative references

This TS incorporates by dated and undated reference, provisions from other publications. These normative references are cited at the appropriate places in the text and the publications are listed hereafter. For dated references, subsequent amendments to or revisions of any of these publications apply to this TS only when incorporated in it by amendment or revision. For undated references, the latest edition of the publication referred to applies.

- [1] 3GPP TS 26.226: "Cellular text telephone modem; General description".
- [2] ISO/IEC 10646-1: "Information technology – Universal Multiple-Octet Coded Character Set (UCS) – Part 1: Architecture and Basic Multilingual Plane".

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## 2 Definitions and Abbreviations

For the purposes of this TS, the following abbreviations apply:

CTM	Cellular Text Telephone Modem
FEC	Forward Error Correction
FSK	Frequency Shift Key
HCO	Hearing Carry Over, (individual may be able to hear, but cannot speak) Alternating transmission of speech and text.
PCM	Pulse Code Modulation
RX	Receive
TX	Transmit
TTY	Text Telephone
UCS	Universal Multiple-Octet Coded Character Set
UTF	UCS transformation format
VAD	Voice Activity Detection
VCO	Voice Carry Over, Alternating transmission of speech and text

---

## 3 C code structure

This clause gives an overview of the structure of the bit-exact C code and provides an overview of the contents and organization of the C code attached to this document.

The C code has been verified on the following system.

- Sun Microsystems workstations with SUN Solaris™ operating system and the the Gnu C Compiler (gcc version 2.7.2.3) and GNU Make 3.77;

The C code has also been successfully compiled and used in the following environment, with the exception that it cannot be guaranteed that the upper part of the UCS code table in file `ucs_functions.c` will be compiled correctly since it depends on the codepage setting of the environment.

- IBM PC/AT compatible computers with Windows™ NT 4.0 operating system and Microsoft Visual C++ 6.0™ compiler.

## 3.1 Contents of the C source code

The distributed files with suffix "c" contain the source code and the files with suffix "h" are the header files. All these files are in the root level of the ZIP-archive.

Makefiles are provided for the platforms in which the C code has been verified (listed above). They are called "Makefile" for GNU Make and "Makefile.vc" for Microsoft Visual C++™.

For the Sun Microsystems platform, an example shell script for a transmission via two signal adaptation modules is given in "test\_negotiation". For the Microsoft Windows™ platform, no shell script or batch program is provided.

The software can be compiled using the commands

```
make all      or      gmake all      in case of Gnu Make
nmake /f Makefile.vc      in case of Microsoft Visual C++.
```

The executables are compiled into the directory ./solaris (in case of Gnu Make) or into the actual directory in case of Microsoft Visual C++™.

The directory ./patterns provides the file baudot.pcm that serves as input signal for the test script test\_negotiation. All output data of test\_negotiation will be stored into the directory ./output. If required, this directory will be created by test\_negotiation automatically.

## 3.2 Program execution

The CTM signal adaptation module is implemented in the executable adaptation\_switch (in case of Sun Solaris™ platform) or adaptation\_switch.exe (in case of the Microsoft Windows™ platform).

The program should be called like:

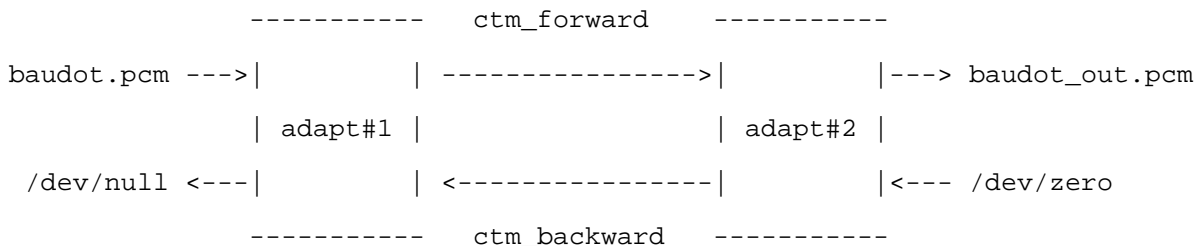
```
adaptation_switch -ctmin <file>      -ctmout <file>
                  -baudotin <file> -baudotout <file>
```

using the following parameters:

```
-ctmin      <input_file>  input file with CTM signal
-ctmout     <output_file> output file for CTM signal
-baudotin   <input_file>  input file with Baudot Tones
-baudotout  <output_file> output file for Baudot Tones
-textout    <text_file>   output text file from CTM receiver (optional)
-numsamples <number>     number of samples to process (optional)
-nonegotiation          disables the negotiation (optional)
```

All files contain 16-bit linear encoded PCM audio samples, which are swapped according to the platform's endian type (Sun Microsystems platforms use big endian, Intel platforms use little endian). An example file baudot.pcm containing a Baudot Code modem signal (big endian) is provided in the subdirectory ./patterns.

Due to the fact that the signal adaptation module expects a successful negotiation before Baudot Code signals can be converted to CTM signals, the signal adaptation module has to be executed several times in two instances in order to execute a successful negotiation. For the Sun Microsystems platform, a shell script test\_negotiation is provided for executing the following structure:



First, the adaptation module #1 is executed. At this first run, the signal ctm\_backward is not known. Therefore, the negotiation does not get a positive acknowledge, so that the transmission falls back to Baudot Tones.

Then signal adaptation module #2 is executed for the first time.

After that, adaptation module #1 is executed for the second time. With this second run, the signal ctm\_backward is valid. Therefore, the negotiation receives a valid acknowledge, so that CTM signals are transmitted.

At last, adaptation module #2 is executed for the second time. With this run, adaptation module #2 receives a valid CTM signal so that the baudot\_out.pcm signal can be generated.

After executing each of the modules twice, the signal baudot\_out.pcm is analyzed. This analysis is also performed by the program adaptation\_switch. First, the Baudot detector of adaptation\_switch is used for this analysis in order to examine whether the regenerated Baudot signal can be decoded correctly. In a second step it is examined whether the regenerated signal still contains any CTM preambles. This investigation is performed by means of the CTM detector that is integrated in adaptation\_switch. This last test fails if the CTM detector is able to detect any CTM preamble in the regenerated signal.

During the execution of the script test\_negotiation the following text output shall be generated:

```

=====
Execute adaptation module #1 (first pass)
=====

*****

Cellular Text Telephone Modem (CTM) - Example Implementation for
Conversion between CTM and Baudot Code (use option -h for help)
*****

number of samples to process: 100000

>>> Enquiry Burst generated! <<<
THE>>> Enquiry Burst generated! <<<
>>> Enquiry Burst generated! <<<
CELL

=====
    
```

Execute adaptation module #2 (first pass)

=====

\*\*\*\*\*

Cellular Text Telephone Modem (CTM) - Example Implementation for  
Conversion between CTM and Baudot Code (use option -h for help)

\*\*\*\*\*

>>> CTM from far-end detected! <<<  
>>> Enquiry From Far End Detected! <<<  
THE>>> Enquiry From Far End Detected! <<<  
>>> Enquiry From Far End Detected! <<<  
CELL

=====

Execute adaptation module #1 (second pass)

=====

\*\*\*\*\*

Cellular Text Telephone Modem (CTM) - Example Implementation for  
Conversion between CTM and Baudot Code (use option -h for help)

\*\*\*\*\*

>>> Enquiry Burst generated! <<<  
THE>>> CTM from far-end detected! <<<  
CELLULAR TEXT TELEPHONE MODEM (CTM) ALLOWS RELIABLE  
TRANSMISSION OF A TEXT TELEPHONE CONVERSATION ALTERNATING  
WITH A SPEECH CONVERSATION THROUGH THE EXISTING SPEECH  
COMMUNICATION PATHS IN CELLULAR MOBILE PHONE SYSTEMS.  
THIS RELIABILITY IS ACHIEVED BY AN IMPROVED MODULATION  
TECHNIQUE, INCLUDING ERROR PROTECTION, INTERLEAVING AND  
SYNCHRONIZATION.

=====

Execute adaptation module #2 (second pass)



=====

\*\*\*\*\*

Cellular Text Telephone Modem (CTM) - Example Implementation for  
Conversion between CTM and Baudot Code (use option -h for help)

\*\*\*\*\*

>>> CTM from far-end detected! <<<

>>> Enquiry From Far End Detected! <<<

THE CELLULAR TEXT TELEPHONE MODEM (CTM) ALLOWS RELIABLE  
TRANSMISSION OF A TEXT TELEPHONE CONVERSATION ALTERNATING  
WITH A SPEECH CONVERSATION THROUGH THE EXISTING SPEECH  
COMMUNICATION PATHS IN CELLULAR MOBILE PHONE SYSTEMS.  
THIS RELIABILITY IS ACHIEVED BY AN IMPROVED MODULATION  
TECHNIQUE, INCLUDING ERROR PROTECTION, INTERLEAVING AND  
SYNCHRONIZATION.

=====

Now we try to decode the regenerated Baudot signal. The text message  
shall be decoded completely now...

=====

\*\*\*\*\*

Cellular Text Telephone Modem (CTM) - Example Implementation for  
Conversion between CTM and Baudot Code (use option -h for help)

\*\*\*\*\*

THE CELLULAR TEXT TELEPHONE MODEM (CTM) ALLOWS RELIABLE  
TRANSMISSION OF A TEXT TELEPHONE CONVERSATION ALTERNATING  
WITH A SPEECH CONVERSATION THROUGH THE EXISTING SPEECH  
COMMUNICATION PATHS IN CELLULAR MOBILE PHONE SYSTEMS.  
THIS RELIABILITY IS ACHIEVED BY AN IMPROVED MODULATION  
TECHNIQUE, INCLUDING ERROR PROTECTION, INTERLEAVING AND  
SYNCHRONIZATION.

```

=====
Testing whether the regenerated Baudot signal is free of CTM headers.
No CTM burst shall be detected now...
=====

*****

Cellular Text Telephone Modem (CTM) - Example Implementation for
Conversion between CTM and Baudot Code (use option -h for help)

*****
    
```

### 3.3 Code hierarchy

This section gives an overview of the hierarchy how the functions are used in the signal adaptation module. All standard C functions: printf(), fwrite(), etc. have been omitted. Also, all functions related to the asynchronous transfer between the signal processing functions by means of FIFO buffers (Shortint\_fifo\_push, Shortint\_fifo\_pop, etc.) are not listed in the charts.

The following functions are not part of the actual CTM bit exact specification but are included to allow demonstration of CTM in a Baudot environment:

- init\_baudot\_tonedemod
- init\_baudot\_tonemod
- baudot\_tonedemod
- convertUCScode2char
- convertChar2TTYcode
- baudot\_tonemod
- convertTTYcode2char
- convertChar2UCScode

#### 3.3.1 Initialization routines

The following functions are called for the initialization of the signal adaptation module.

init_baudot_tonedemod		
init_baudot_tonemod		
init_ctm_transmitter	init_interleaver	generate_scrambling_sequence m_sequence
	init_tonemod	
	conv_encoder_init	
	generate_resync_sequence	m_sequence
	calc_mute_positions	
init_ctm_receiver	init_tonedemod	sin_fip
	viterbi_init	
	calc_mute_positions	
	init_deinterleaver	generate_scrambling_sequence m_sequence
	init_wait_for_sync	generate_scrambling_sequence

### 3.3.2 Signal Processing Functions

The following functions are called during the main signal processing loop.

baudot_tonedemod	iir_filt	
ctm_receiver	tonedemod	rotate_right
		rotate_left
	wait_for_sync	
	reinit_deinterleaver	
	viterbi_reinit	
	diag_deinterleaver	
	shift_deinterleaver	
	mutingRequired	
	viterbi_exec	
	reinit_wait_for_sync	
	reinit_deinterleaver	
	viterbi_reinit	
	transformUTF2UCS	
	convertUCScode2char	
convertChar2TTYcode		
baudot_tonemod		
convertTTYcode2char		
convertChar2UCScode		
ctm_transmitter	transformUCS2UTF	
	reinit_interleaver	
	conv_encoder_exec	
	mutingRequired	
	diag_interleaver	
	diag_interleaver_flush	
	tonemod	

### 3.4 Description of global constants used in the C-code

The following constants are defined in the file `ctm_defines.h`

Constant	Value	Description
MAX_IDLE_SYMB	5	Number of Idle Symbols at End of Burst
CHC_RATE	4	Rate of the Error Protection
CHC_K	5	Constraint Length of the Error Protection
SYMB_LEN	40	Length of one CTM symbol
LENGTH_TONE_VEC	1	frame size
LENGTH_TX_BITS	8	number of bits per 20 ms frame
BITS_PER_SYMB	8	bits per symbol
NCYCLES_0	2	Number of periods for symbol #0
NCYCLES_1	3	Number of periods for symbol #1
NCYCLES_2	4	Number of periods for symbol #2
NCYCLES_3	5	Number of periods for symbol #3
THRESHOLD_RELIABILITY_FOR_SUPPRESSING_OUTPUT	100	Characters with lower reliability are suppressed
THRESHOLD_RELIABILITY_FOR_XCORR	200	Bits with lower reliability don't contribute to xcorr
THRESHOLD_RELIABILITY_FOR_GOING_OFFLINE	100	Threshold for regarding a bit as unreliable
MAX_NUM_UNRELIABLE_GROSS_BITS	400	Receiver goes offline after 400 unreliable bits
NUM_BITS_GUARD_INTERVAL	6	Number of muted bits between two bursts
WAIT_SYNC_REL_THRESHOLD_0	20316	(=0.62) rel. threshold for preamble
WAIT_SYNC_REL_THRESHOLD_1	17039	(=0.52) rel. threshold for preamble
WAIT_SYNC_REL_THRESHOLD_2	23065	(=0.71) dto. in case that RX is already online
RESYNC_REL_THRESHOLD	26542	Threshold for Resynchronization (=0.81)
GUARD_BIT_SYMBOL	10	magic number indicating that a bit shall be muted
intlvB	8	Interleaver block length (number of rows)
intlvD	2	Interleaver block distance (interlace factor)
demodSyncLns	1	Number of demodulator sync lines
deintSyncLns	0	Number of deinterleaver sync lines
IDLE_SYMB	0x16	UCS code for Idle Symbol
ENQU_SYMB	0x05	UCS code for Enquiry Symbol
ENQUIRY_TIMEOUT	3040	number of 20-ms frames for negotiation
NUM_ENQUIRY_BURSTS	3	number of enquiry attempts
NUM_MUTE_ROWS	4	Number of Intl. rows that shall be muted
RESYNC_SEQ_LENGTH	32	length of the resynchronization sequence, must be a multiple of 8
NUM_BITS_BETWEEN_RESYNC	352	Distance between two resync sequences, the value $NUM\_BITS\_BETWEEN\_RESYNC + RESYNC\_SEQ\_LENGTH$ must be a multiple of CHC_RATE, intlvB, and BITS_PER_CHAR, and must be greater than $intlvB * ((intlvB - 1) * intlvD + NUM\_MUTE\_ROWS)$
BAUDOT_NUM_INFO_BITS	5	number of information bits per Baudot character
BAUDOT_SHIFT_FIGURES	27	code of shift to figures symbol

BAUDOT_SHIFT_LETTERS	31	code of shift to letters symbol
BAUDOT_BIT_DURATION	176	must be 176 (for 45.45 baud) or 160 (50 baud)
BAUDOT_LP_FILTERORDER	1	Order of the low-pass filters in function baudot_tonedemod()
BAUDOT_BP_FILTERORDER	2	Order of the according band-pass filters, must be equal to 2*BAUDOT_BP_FILTERORDER

## 3.5 Type Definitions

In order to make the C code platform-independent, the following type definitions have been used, which are defined in `typedefs.h`:

defined type	meaning	corresponding constants
-----	-----	-----
Char	character	(none)
Bool	boolean	true, false
Shortint	16-bit signed	minShortint, maxShortint
UShortint	16-bit unsigned	minUShortint, maxUShortint
Longint	32-bit signed	minLongint, maxLongint
ULongint	32-bit unsigned	minULongint, maxULongint

## 3.6 Functions of the C Code

---

```
void baudot_tonedemod(Shortint* toneVec, Shortint numSamples,
                    fifo_state_t* ptrOutFifoState,
                    baudot_tonedemod_state_t* state);
```

Purpose: Demodulator for Baudot Tones  
Defined in: `baudot_functions.c`

Input Variables:  
toneVec                                 Vector containing the input audio signal  
numSamples                               Length of toneVec

Input/Output Variables:  
ptrOutFifoState                         Pointer to the state of the output shift register  
  containing the demodulated TTY codes  
state                                     Pointer to the state variable of `baudot_tonedemod()`

---

```
void baudot_tonemod(Shortint inputTTYcode,
                  Shortint *outputToneVec,
                  Shortint lengthToneVec,
                  Shortint *ptrNumBitsStillToModulate,
                  baudot_tonemod_state_t* state);
```

Purpose: Modulator for Baudot Tones  
Defined in: `baudot_functions.c`

## Input Variables:

inputTTYcode                   TTY code of the character that has to be modulated. inputTTYcode must be in the range 0...63, otherwise it is assumed that there is no character to modulate.

lengthToneVec                 Indicates how many samples have to be generated.

## Output Variables:

outputToneVec                 Vector where the output samples are written to.

ptrNumBitsStillToModulate     Indicates how many bits are still in the fifo buffer.

## Input/Output Variables:

state                         Pointer to the state variable of baudot\_tonedemod()

```
void calc_mute_positions(Shortint *mute_positions,
                        Shortint num_rows_to_mute,
                        Shortint start_position,
                        Shortint B,
                        Shortint D);
```

Purpose:                        Calculation of the indices of the bits that have to be muted within one burst. The indices are returned in the vector mute\_positions.

Defined in:                   init\_interleaver.c

```
Shortint convertChar2ttyCode(char inChar);
```

Purpose:                        Conversion from character into TTY code

Defined in:                   baudot\_functions.c

## Input Variables:

inChar                        character that shall be converted

Return Value:                 baudot code of the input or -1 in case that inChar is not valid (e.g. inChar=='\0')

```
UShortint convertChar2UCScode(char inChar);
```

Purpose:                        Conversion from character into UCS code (Universal Multiple-Octet Coded Character Set, Row 00 of the Multilingual plane according to ISO/IEC 10646-1). This routine only handles characters in the range 0..255 since that is all that is required for demonstration of Baudot support.

Defined in:                   ucs\_functions.c

## Input Variables:

inChar                        character that shall be converted

Return Value:                 UCS code of the input or 0x0016 <IDLE> in case that inChar is not valid (e.g. inChar=='\0')

---

```
char convertTTYcode2char(Shortint ttyCode);
```

Purpose: Conversion from TTY code into Character  
Defined in: baudot\_functions.c

Input Variables:

ttyCode Baudot code (must be within the range 0...63) or -1  
if there is nothing to convert

Return Value:

character (or '\0' if ttyCode is not valid)

---

```
char convertUCScode2char(UShortint ucsCode);
```

Purpose: Conversion from UCS code into character (Universal Multiple-Octet Coded Character Set, Row 00 of the Multilingual plane according to ISO/IEC 10646-1). This routine only handles characters in the range 0..255 since that is all that is required for demonstration of Baudot support.

Defined in: ucs\_functions.c

Input Variables:

ucsCode UCS code index, must be within the range 0...255

Return Value:

character (or '\0' if ucsCode is not valid)

---

```
void conv_encoder_exec(conv_encoder_t* ptr_state, Shortint* in,  
Shortint inbits, Shortint* out);
```

Purpose: Execution of the convolutional encoder for error protection  
Defined in: conv\_encoder.c

Input Variables:

in Vector with net bits  
inbits Number of valid net bits in vector in

Output variables:

out Vector with the encoded gross bits. The gross bits are either 0 or 1. The vector out must have at least CHC\_RATE\*inbits elements.

Input/output variables:

\*ptr\_state state variable of the encoder

---

```
void conv_encoder_init(conv_encoder_t* ptr_state);
```

Purpose: Initialization of the convolutional encoder  
Defined in: conv\_encoder.c

Output Variables:

\*ptr\_state Initialized state variable of the encoder

---

```
void ctm_receiver(fifo_state_t* ptr_signal_fifo_state,
                 fifo_state_t* ptr_output_char_fifo_state,
                 Bool* ptr_early_muting_required,
                 rx_state_t* rx_state);
```

**Purpose:** Runs the CTM Receiver for a block of (nominally) 160 samples. Due to the internal synchronization, the number of processed samples might vary between 156 and 164 samples. The input of the samples and the output of the decoded characters is handled via fifo buffers, which have to be initialized externally before using this function (see fifo.h for details).

**Defined in:** ctm\_receiver.c

input/output variables

```
*ptr_signal_fifo_state    fifo state for the input samples
*ptr_output_char_fifo_state  fifo state for the output characters
*ptr_early_muting_required returns whether the original audio signal must not
                           be forwarded. This is to guarantee that the
                           preamble or resync sequence is detected only by the
                           first CTM device, if several CTM devices are
                           cascaded subsequently.
rx_state                  pointer to the variable containing the receiver
                           states
```

---

```
void ctm_transmitter(UShortint ucsCode,
                    Shortint* txToneVec,
                    tx_state_t* tx_state,
                    Shortint *ptrNumBitsStillToModulate,
                    Bool sineOutput);
```

**Purpose:** Runs the CTM Transmitter for a block of 160 output samples, representing 8 gross bits. The bits, which are modulated into tones, are taken from an internal fifo buffer. If the fifo buffer is empty, zero-valued samples are generated. The fifo buffer is filled with channel-encoded and interleaved bits, which are generated internally by coding the actual input character. With each call of this function one or less input characters can be coded. If there is no character to for transmission, one of the following codes has be used:

- 0x0016 <IDLE>: indicates that there is no character to transmit and that the transmitter should stay in idle mode, if it is currently already in idle mode. If the transmitter is NOT in idle mode, it might generate <IDLE> symbols in order to keep an active burst running. The CTM burst is terminated if five <IDLE> symbols have been generated consecutively.
- 0xFFFF: although there is no character to transmit, a CTM burst is initiated in order to signal to the far-end side that CTM is supported. The burst starts with the <IDLE> symbol and will be continued with <IDLE> symbols if there are no regular characters handed over during the next calls of this function. The CTM burst is terminated if five <IDLE> symbols have been transmitted consecutively.



In order to avoid an overflow of the internal fifo buffer, the variable `*ptrNumBitsStillToModulate` should be checked before calling this function.

Defined in: `ctm_transmitter.c`

input variables:

`ucsCode` UCS code of the character or one of the code 0x0016 or 0xFFFF  
`sineOutput` must be false in regular mode; if true, a pure sine output signal is generated

output variables:

`txToneVec` output signal (vector of 160 samples)

input/output variables:

`tx_state` pointer to the variable containing the transmitter states

```
void diag_deinterleaver(Shortint *out,
                        Shortint *in,
                        Shortint num_valid_bits,
                        interleaver_state_t *intl_state);
```

**Purpose:** Corresponding deinterleaver to `diag_interleaver`. An arbitrary number of bits can be interleaved, depending of the length of the vector "in". The vector "out", which must have the same length than "in", contains the interleaved samples. All states (memory etc.) of the interleaver are stored in the variable `*intl_state`. Therefore, a pointer to this variable must be handled to this function. This variable initially has to be initialized by the function `init_interleaver`, which offers also the possibility to specify the dimensions of the deinterleaver matrix.

Defined in: `diag_deinterleaver.c`

```
void diag_interleaver(Shortint *out,
                     Shortint *in,
                     Shortint num_bits,
                     interleaver_state_t *intl_state);
```

**Purpose:** Diagonal (chain) interleaver, based on block-by-block processing. An arbitrary number of bits can be interleaved, depending of the value `num_bits`. The vector "out", which must have the same length than "in", contains the interleaved samples. All states (memory etc.) of the interleaver are stored in the variable `*intl_state`. Therefore, a pointer to this variable must be handled to this function. This variable initially has to be initialized by the function `init_interleaver()`, which offers also the possibility to specify the dimensions of the interleaver matrix.

Defined in: `diag_interleaver.c`

---

```
void diag_interleaver_flush(Shortint *out,  
                           Shortint *num_bits,  
                           interleaver_state_t *intl_state);
```

Purpose: Execution of the diagonal (chain) interleaver without writing in new samples. The number of calculated output samples is returned via the value \*num\_bits.

Defined in: diag\_interleaver.c

---

```
void generate_resync_sequence(Shortint *sequence);
```

Purpose: Generation of the sequence for resynchronization. The length of the sequence is defined by the global constant RESYNC\_SEQ\_LENGTH. The vector sequence must be allocated accordingly before calling this function.

Defined in: wait\_for\_sync.c

---

```
void generate_scrambling_sequence(Shortint *sequence, Shortint length);
```

Purpose: Generation of the sequence used for scrambling. The sequence consists of 0 and 1 elements. The sequence is stored into the vector \*sequence and the length of the sequence is specified by the variable length.

Defined in: init\_interleaver.c

---

```
void init_baudot_tonedemod(baudot_tonedemod_state_t* state);
```

Purpose: Initialization of the demodulator for Baudot Tones

Defined in: baudot\_functions.c

Input/Output Variables:

state Pointer to the initialized state variable (must be allocated before calling init\_baudot\_tonedemod())

---

```
void init_baudot_tonemod(baudot_tonemod_state_t* state);
```

Purpose: Initialization of the modulator for Baudot Tones

Defined in: baudot\_functions.c

Input/Output Variables:

state Pointer to the initialized state variable (must be allocated before calling init\_baudot\_tonemod())

---

```
void init_deinterleaver(interleaver_state_t *intl_state,  
                       Shortint B, Shortint D);
```

Purpose: Initialization of the deinterleaver.

Defined in: init\_interleaver.c

---

```
void init_ctm_receiver(rx_state_t* rx_state);
```

Purpose: Initialization of the CTM Receiver.  
Defined in: ctm\_receiver.c

output variables:

rx\_state pointer to a variable of rx\_state\_t containing the initialized states of the receiver

---

```
void init_ctm_transmitter(tx_state_t* tx_state);
```

Purpose: Initialization of the CTM Transmitter  
Defined in: ctm\_transmitter.c

input/output variables

tx\_state pointer to a variable of tx\_state\_t containing initialized states of the transmitter

---

```
void init_interleaver(interleaver_state_t *intl_state,  
                    Shortint B, Shortint D,  
                    Shortint num_sync_lines1, Shortint num_sync_lines2);
```

Purpose: Function for initialization of `diag_interleaver` and `diag_deinterleaver`, respectively. The dimensions of the interleaver must be specified: B = (horizontal) blocklength, D = (vertical distance) According to this specifications, this function initializes a variable of type `interleaver_state_t`. Additionally, this function adds two types of sync information to the bitstream. The first sync info is for the demodulator and consists of a sequence of alternating bits so that the tones produced by the modulator are not the same all the time. This is essential for the demodulator to find the transitions between adjacent bits. The bits for this demodulator synchronization simply precede the bitstream. The second sync info is for synchronizing the deinterleaver and of a m-sequence with excellent autocorrelation properties. These bits are positioned at the locations of the dummy bits, which are not used by the interleaver. In addition, even more bits for this can be spent by inserting additional sync bits, which precede the interleaver's bitstream. This is indicated by choosing `num_sync_lines2>0`.

Defined in: `init_interleaver.c`

---

```
void init_tonedemod(demod_state_t *demod_state);
```

Purpose: Initialization of one instance of the Tone Demodulator. The argument must contain a pointer to a variable of type `demod_state_t`, which contains all the memory of the tone demodulator. Each instance of `tonedemod` must have its own variable.

Defined In: `tonedemod.c`

```
void init_wait_for_sync(wait_for_sync_state_t *ptr_wait_state,
                       interleaver_state_t intl_state);
```

Purpose: Initialization of the synchronization detector. The dimensions of the corresponding interleaver at the TX side must be specified by the variables `B`, `D`, and `num_sync_lines2`.

Defined In: `wait_for_sync.c`

Input Variables:

<code>B</code>	(horizontal) blocklength
<code>D</code>	(vertical) interlace factor
<code>num_Sync_line2</code>	number of interleaver lines with additional sync bits (see description of <code>init_interleaver()</code> )

Output Variables:

<code>ptr_wait_state</code>	pointer to the state variable of the sync detector
-----------------------------	--

```
int main(int argc, const char** argv)
```

Purpose: main function of the signal adaptation Module

Defined in: `adaptation_switch.c`

```
Bool mutingRequired(Shortint actualIndex,
                   Shortint *mute_positions,
                   Shortint length_mute_positions);
```

Purpose: Determines whether the actual bit has to be muted, i.e. whether it is contained in the vector `mute_positions`.

Defined in: `init_interleaver.c`

```
void m_sequence(Shortint *sequence, Shortint length);
```

Purpose: Calculates one period of an m-sequence (binary pseudo noise). The sequence is stored in the vector `sequence`, which must have a length of  $(2^r)-1$ , where `r` is an integer number between 2 and 10. Therefore, with this release of `m_sequence`, sequences of length 3, 7, 15, 31, 63, 127, 255, 511, or 1023 can be generated. The resulting sequence is bipolar, i.e. it has values -1 and +1.

Defined in: `m_sequence.c`

---

```
void polynomials(Shortint rate, Shortint k,  
                Shortint* poly_a, Shortint* poly_b,  
                Shortint* poly_c, Shortint* poly_d);
```

Purpose: Returns the polynomials for the convolutional encoder and the Viterbi decoder for various rates and constraint lengths. The following parameters are supported:

rate = {2, 3, or 4}  
k = {3, 4, 5, 6, 7, 8, 9}

Defined in: conv\_poly.c

Input Variables:

rate Rate of the convolutional encoder (2, 3, or 4)  
k Constraint length (length of the impulse response of the encoder)

Output Variables:

poly\_a Vector with polynomials #1  
poly\_b Vector with polynomials #2  
poly\_c Vector with polynomials #3 (only if rate > 2)  
poly\_d Vector with polynomials #4 (only if rate > 3)

---

```
void reinit_deinterleaver(interleaver_state_t *intl_state);
```

Purpose: Re-Initialization of the deinterleaver.  
Defined in: init\_interleaver.c

---

```
void reinit_interleaver(interleaver_state_t *intl_state);
```

Purpose: Re-initialization of the deinterleaver  
Defined in: init\_interleaver.c

---

```
void reinit_wait_for_sync(wait_for_sync_state_t *ptr_wait_state);
```

Purpose: Reinitialization of synchronization detector. This function is used in case that a burst has been finished and the transmitter has switched into idle mode. After calling reinit\_wait\_for\_sync(), the function wait\_for\_sync() inhibits the transmission of the demodulated bits to the deinterleaver, until the next synchronization sequence can be detected.

Defined In: wait\_for\_sync.c

---

```
void shift_deinterleaver(Shortint shift,  
                        Shortint *insert_bits,  
                        interleaver_state_t *ptr_state);
```

Purpose: Shift of the deinterleaver buffer by <shift> samples.  
 shift>0 -> shift to the right  
 shift<0 -> shift to the left  
 The elements from <insert\_bits> are inserted into the resulting space. The vector <insert\_bits> must have at least abs(shift) elements.

Defined in: diag\_deinterleaver.c

```
Shortint sin_fip(Shortint phase_value);
```

Purpose: Fixed Point sine function, returns the following value:  
 sin\_fip(phase\_value)  
 = round(32767\*sin(2\*pi\*50/8000\*phase\_value))  
 phase\_value must be within the range [0...159]. This function can be used for calculating sine waveforms of frequencies that are integer-multiples of 50 Hz

Defined in: sin\_fip.c

```
void tonedemod(Shortint *bits_out,
               Shortint *rx_tone_vec,
               Shortint num_in_samples,
               Shortint *ptr_sampling_correction,
               demod_state_t *demod_state);
```

Purpose: Tone Demodulator for the CTM using one out of four tones for coding two bits in parallel within a frame of 40 samples (5 ms).  
 The function has to be called for every frame of 40 samples of the received tone sequence. However, in order to track a non-ideal of the transmitter's and the receiver's clock frequencies, one frame might be shorter (only 39 samples) or longer (41 samples). The length of the following frame is indicated by the variable \*sampling\_correction, which is calculated and returned by this function.

Defined in: tonedemod.c

input variables:

bits\_out contains the 39, 40 or 41 actual samples of the received tones; the bits are soft bits, i.e. they are in the range between -1.0 and 1.0, where the magnitude serves as reliability information

num\_in\_samples number of valid samples in bits\_out

output variables:

bits\_out contains the two actual decoded soft bits

sampling\_correction is either -1, 0, or 1 and indicates whether the next frame shall contain 39, 40, or 41 samples.

demod\_state contains all the memory of tonedemod. Must be initialized using the function init\_tonedemod()

```
void tonemod(Shortint *tones_out,
             Shortint *bits_in,
```

---

```
Shortint    num_samples_tones_out,
Shortint    num_bits_in,
mod_state_t *mod_state);
```

**Purpose:** Modulator for the CTM. The input vector `bits_in` must contain the bits that have to be transmitted. The length of `bits_in` must be even because always two bits are coded in parallel. Bits are either unipolar (i.e. {0, 1}) or bipolar (i.e. {-1, +1}). The length of the output vector `tones_out` must be 20 times longer than the length of `bits_in`, since each pair of two bits is coded within a frame of 40 audio samples.

**Defined In:** `tonemod.c`

---

```
void transformUCS2UTF(UShortint    ucsCode,
                    fifo_state_t* ptr_octet_fifo_state);
```

**Purpose:** Transformation from UCS code into UTF-8. UTF-8 is a sequence consisting of 1, 2, 3, or 5 octets (bytes). See ISO/IEC 10646-1 Annex G. This routine only handles UCS codes in the range 0...0xFF since that is all that is required for the demonstration of Baudot support.

**Defined In:** `ucs_functions.c`

**Input Variables:**

<code>ucsCode</code>	UCS code index
----------------------	----------------

**Output Variables:**

<code>ptr_octet_fifo_state</code>	pointer to the output fifo state buffer for the UTF-8 octets.
-----------------------------------	---

---

```
Bool transformUTF2UCS(UShortint    *ptr_ucsCode,
                    fifo_state_t* ptr_octet_fifo_state)
```

**Purpose:** Transformation from UTF-8 into UCS code.

This routine only handles UTF-8 sequences consisting of one or two octets (corresponding to UCS codes in the range 0...0xFF) since that is all that is required for the demonstration of Baudot support.

**Defined In:** `ucs_functions.c`

**Input/Output Variables:**

<code>ptr_octet_fifo_state</code>	pointer to the input fifo state buffer for the UTF-8 octets.
-----------------------------------	--

**Output Variables:**

<code>*ptr_ucsCode</code>	UCS code index
---------------------------	----------------

## Return Value:

true, if conversion was successful  
false, if the input fifo buffer didn't contain enough octets for a conversion into UCS code. The output variable \*ptr\_ucsCode doesn't contain a value in this case.

---

```
void viterbi_exec(Shortint* inputword, Shortint length_input,
                 Shortint* out,          Shortint* num_valid_out_bits,
                 viterbi_t* viterbi_state);
```

Purpose: Execution of the Viterbi decoder  
Defined in: viterbi.c

## Input Variables:

inputword Vector with gross bits  
length\_input Number of valid gross bits in vector inputword. length\_input must be an integer multiple of CHC\_RATE.

## Output variables:

out Vector with the decoded net bits. The net bits are either 0 or 1.  
\*num\_valid\_out\_bits Number of valid bits in vector out.

## Input/output variables:

\*viterbi state state variable of the decoder

---

```
void viterbi_init(viterbi_t* viterbi_state);
```

Purpose: Initialization of the Viterbi decoder  
Defined in: viterbi.c

## Output Variables:

\*viterbi\_state Initialized state variable of the decoder

---

```
void viterbi_reinit(viterbi_t* viterbi_state);
```

Purpose: Re-Initialization of the Viterbi decoder. This function should be used for re-setting a Viterbi decoder that has already been initialized. In contrast to init\_viterbi(), this reinit function does not calculate the values of all members of viterbi\_state that do not change during the execution of the Viterbi algorithm.

Defined in: viterbi.c

## Output Variables:

\*viterbi\_state Initialized state variable of the decoder

---

```
Bool wait_for_sync(Shortint *out_bits,
                  Shortint *in_bits,
```



---

```

Shortint  num_in_bits,
Shortint  num_received_idle_symbols,
Shortint  *ptr_num_valid_out_bits,
Shortint  *ptr_wait_interval,
Shortint  *ptr_resync_detected,
Bool      *ptr_early_muting_required,
wait_for_sync_state_t *ptr_wait_state);

```

**Purpose:** This function shall be inserted between the demodulator and the deinterleaver. The function searches the synchronization bitstream and cuts all received heading bits. As long as no sync is found, this function returns `*ptr_num_valid_out_bits=0` so that the main program is able to skip the deinterleaver as long as no valid bits are available. If the sync info is found, the complete internal shift register is copied to `out_bits` so that `wait_for_sync` can be transparent and causes no delay for future calls. `*ptr_wait_interval` returns a value of 0 after such a synchronization indicating that this was a regular synchronization.

Regularly, the initial preamble of each burst is used as sync info. In addition, the resynchronization sequences, which occur periodically during a running burst, are used as "back-up" synchronization in order to avoid losing all characters of a burst, if the preamble was not detected.

If the receiver is already synchronized on a running burst and the resynchronization sequence is detected, `*ptr_resync_detected` returns a non-negative value in the range `0..num_in_bits-1` indicating at which bit the resynchronization sequence has been detected. If no resynchronization has been detected, `*ptr_resync_detected` is -1. If the receiver is NOT synchronized and the resynchronization sequence is detected, the resynchronization sequence is used as initial synchronization. `*ptr_wait_interval` returns a value of 32 in this case due to the different alignments of the synchronizations based on the preamble or the resynchronization sequence, respectively.

In order to carry all bits, the minimum length of `out_bits` must be  
`in_bits.size()-1 + ptr_wait_state->shift_reg_length`

**Defined In:** `wait_for_sync.c`

**InputVariables:**

`in_bits` Vector with bits from the demodulator. The vector's length can be arbitrarily chosen, i.e. according to the block length of the signal processing of the main program.

`num_in_bits` length of vector `in_bits`

**Output Variables:**

`num_received_idle_symbols` Number of idle symbols received coherently

`out_bits` Vector with bits for the deinterleaver. The number of the valid bits is indicated by `*ptr_num_valid_out_bits`.

`*ptr_num_valid_out_bits` returns the number of valid output bits

`*ptr_wait_interval` returns either 0 or 32

`*ptr_resync_detected` returns a value -1, 0,...`num_in_bits`

\*ptr\_early\_muting\_required returns whether the original audio signal must not be forwarded. This is to guarantee that only the first CTM device will detect the preamble or resync sequence, if several CTM devices are cascaded subsequently.

Input/Output Variables:

ptr\_wait\_state state information. This variable must be initialized with `init_wait_for_sync()`.

## Annex A (informative): Change history

Change history							
Date	TSG SA#	TSG Doc.	CR	Rev	Subject/Comment	Old	New
12-2000	10	SP-000570			Specification approved for Release 4		4.0.0
03-2001	11	SP-010108	001		Bug fix in source code of the CTM receiver	4.0.0	5.0.0
05-2001					Correct source code CTM attached	5.0.0	5.0.1
07-2004					Removed copyright terms and conditions in the source code CTM attached	5.0.1	5.0.2
12-2004	26				Version for Release 6	5.0.2	6.0.0
06-2007	36				Version for Release 7	6.0.0	7.0.0
03-2008	39	SP-080006	002	1	Bug fix to baudot_tonemod function in baudot_functions.c	7.0.0	7.1.0
12-2008	42				Version for Release 8	7.1.0	8.0.0
12-2009	46				Version for Release 9	8.0.0	9.0.0
03-2011	51				Version for Release 10	9.0.0	10.0.0
09-2012	57				Version for Release 11	10.0.0	11.0.0
09-2014	65				Version for Release 12	11.0.0	12.0.0
12-2015	70				Version for Release 13	12.0.0	13.0.0

Change history							
Date	Meeting	TDoc	CR	Rev	Cat	Subject/Comment	New version
2017-03	75					Version for Release 14	14.0.0

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# History

<b>Document history</b>		
V14.0.0	April 2017	Publication