

LM Direct in GpsGate

CalAmps LM Direct is UDP interface to allow communication with CalAmp LMU devices without using LM Exchange middleware. The goal of this paper is to describe briefly how to transmit LM Direct information from a GpsGate server, and to do an example with a User Data Message (type 4) packet.

All LM Direct messages have the following parts

Service Type

Message Type

Sequence Number

What follows the Sequence Number is determined by the Message Type.

Service Type is a byte indication of how the LMU should respond. 00 is unacknowledged, 01 means the LMU will acknowledge, and 02 means that the next message is a response to an acknowledgement.

Message type- has 14 options, only 4 of them can go from the server to the LMU

0 = Null message

1 = ACK/NAK message

2 = Event Report message

3 = ID Report message

4 = User Data message *can be sent server to LMU

5 = Application Data message *can be sent server to LMU

6 = Configuration Parameter message *can only be sent server to LMU, used to remotely read, and write parameters

7 = Unit Request message *can only be sent server to LMU, used to do remote actions, already supported by GpsGate

8 = Locate Report message

9 = User Data with Accumulators message

10 = Mini Event Report message

11 = Mini User Data message

12 = Mini Application message

This is how it is defined in the S-Registers

S Register	Setting
126 GPS Debug Enables	0
127 Env Restore Enables	0
128 NMEA Message Selection	0
129 Comm Disconnect Count	12
130 Serial Port Mode	1
131 GSD Serial Port Speed	0
132 GSD Serial Port Word	0
133 GSD Serial Port Misc.	0
134 GSD Termination Character	13
135 GSD Message Length	0
136 GSD Event Code	7
137 GSD Message Disposition	5
138 GSD Serial Port Timeout (s)	250
139 GPS Special Functions	147
140 Unit Config Controls	0
141 Serial Port Message Count Limit	0
142 Horizontal Position Accuracy Threshold	0
143 Configuration Version	117
144 GPS Report Time (sec)	10

S registers 130 to 138 control GSD aka User 0 while Registers 160-169 Control AUX aka User 1. This is not to be confused with the physical AUX ports.

In this example User 0 is on the physical AUX 2 port, so to allow a message type 4 to work we would hook up the device to the LMUs Aux 2 port and define our Message 4 route to be 00 for the GSD/User 0 port.

User Msg ID -must match what is in the 6th Register for that rout (136 for User 0 or 166 for User 1).

This is a dual-purpose Register that gives an Event code for the detection of Seral Messages and as a match to make sure that incoming messages are supposed to be forwarded. Note this is in the Hex equivalent to the Decimal value in the S-Register.

User Message Length – a 2-byte hex indicator of the length of the message in bytes to be delivered. For instance, the phrase “hello” has 5 bytes of data in ascii so the length would be 0005, while “hello world” has 11 and would be 000B

User Message Contents- The payload to be delivered.

Example. The setup above has User 0 set to Aux2, and an LCD display attached to Aux2 on the LMU. I want to send hello world to the display.

First, I must create the command.

The command will include the following

1. Service Type, I want to unit to acknowledge so I will use type 1. [0x01]
2. Message Type, I want to send out the Aux Port, so User Message (type 4) is selected. [0x04]
3. Sequence Type, I am not sending multiples of this command, so I leave it at 0. [0x00][0x00]
4. User Message Route, I am going to the Aux2 which is User 0. [0x00]
5. User Message ID, I am using User 0 which is GSD in the S-Registers. It is 7 above. [0x07]
6. User Message Length, "hello world" has 11 bytes.[0x00][0x0B]
7. User Message Contents, hellow world in
hex.[0x68][0x65][0x6C][0x6C][0x6F][0x20][0x77][0x6F][0x72][0x6C][0x64]

When I put it together I get [0x01] [0x04] [0x00][0x00] [0x00] [0x07] [0x00][0x0B]
[0x68][0x65][0x6C][0x6C][0x6F][0x20][0x77][0x6F][0x72][0x6C][0x64]

I would put this command into the GpsGate terminal and send it over. The units display is set up to display any text that is transmitted to it and shows hello world.