

## SLOVENSKI STANDARD oSIST prEN 16603-50-23:2021

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Vesoljska tehnika - Sprejem obvestila CCSDS 732.0-B-3, protokol vesoljske podatkovne povezave AOS, številka 3, september 2015

Space engineering - Adoption Notice of CCSDS 732.0-B-3, AOS Space Data Link Protocol, Issue 3, September 2015

Raumfahrttechnik - Adoption Notice von CCSDS 732.0-B-3, AOS Space Data Link Protocol, Ausgabe 3, September 2015 DARD PREVIEW

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ICS:

49.140 Vesoljski sistemi in operacije Space systems and operations

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## EUROPEAN STANDARD NORME EUROPÉENNE EUROPÄISCHE NORM

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ICS 49.140

#### **English version**

## Space engineering - Adoption Notice of CCSDS 732.0-B-3, AOS Space Data Link Protocol, Issue 3, September 2015

Raumfahrttechnik - Adoption Notice von CCSDS 732.0-B-3, AOS Space Data Link Protocol, Ausgabe 3, September 2015

This draft European Standard is submitted to CEN members for enquiry. It has been drawn up by the Technical Committee CEN/CLC/JTC 5.

If this draft becomes a European Standard, CEN and CENELEC members are bound to comply with the CEN/CENELEC Internal Regulations which stipulate the conditions for giving this European Standard the status of a national standard without any alteration.

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Recipients of this draft are invited to submit, with their comments, notification of any relevant patent rights of which they are aware and to provide supporting documentation. Recipients of this draft are invited to submit, with their comments, notification of any relevant patent rights of which they are aware and to provide supporting documentation.

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### **European Foreword**

This document (prEN 16603-50-23:2021) has been prepared by Technical Committee CEN/CLC/TC 5 "Space", the secretariat of which is held by DIN (Germany).

This document (prEN 16603-50-23:2021) originates from ECSS-E-AS-50-23C-DIR1.

This document is currently submitted to the ENQUIRY.

EN 16603-50-22 and EN 16603-50-23 will together supersede EN 16603-50-03:2014.

The main changes with respect to EN 16603-50-03:2014 are listed below:

- Replacement of document by two Adoption Notices.

This document has been developed to cover specifically space systems and will therefore have precedence over any EN covering the same scope but with a wider do-main of applicability (e.g. : aerospace).

## 1 Scope

This document identifies the clauses and requirements modified with respect to the standard CCSDS 732.0-B-3, *AOS Space Data Link Protocol*, Issue 3, September 2015 for application in ECSS.

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### 2 Context information

In the standard CCSDS 732.0-B-3 "AOS Space Data Link Protocol" CCSDS specifies a data link layer protocol for the efficient transfer of space application data of various types and characteristics over space links. The protocol specified in CCSDS 732.0-B-3 "AOS Space Data Link Protocol" has a similar purpose as CCSDS 132.0-B-2 "TM Space Data Link Protocol" and supports some features not available in the TM Space Data Link Protocol.

This Adoption Notice adopts and applies CCSDS 732.0-B-3 with a minimum set of modifications, identified in the present document, to allow for reference and for a consistent integration in the ECSS system of standards.

EN 16603-50-03:2014 (based on ECSS-E-ST-50-03) is superseded by the following two Adoption Notices: EN 16603-50-22 (ECSS-E-AS-50-22) and EN 16603-50-23 (ECSS-E-AS-50-23). EN 16603-50-03 (based on ECSS-E-ST-50-03) was limited to the TM Transfer Frame: it did not include the AOS Transfer Frame.

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https://standards.iteh.ai/catalog/standards/sist/ca2f3bf1-f699-49dc-bbeb-

6deb36aaad00/osist-pren-16603-50-23-2021 Overview of superseded EN 16603-50-xx Standards

Superseded EN New EN **Based on CCSDS** EN 16603-50-01:2014 EN 16603-50-21 CCSDS 131.0-B-3 (Sept. 2017) EN 16603-50-03:2014 CCSDS 132.0-B-2 (Sept. 2015) EN 16603-50-22 EN 16603-50-23 CCSDS 732.0-B-3 (August 2016) EN 16603-50-04:2014 EN 16603-50-24 CCSDS 231.0-B-3 (Sept. 2017) EN 16603-50-25 CCSDS 232.0-B-3 (Sept. 2015) EN 16603-50-26 CCSDS 232.1-B-2 (Sept. 2010)

## Abbreviated terms

Abbreviation	Meaning	
AOS	Advanced Orbiting Systems	
SDLS	Space Data Link Security	

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## Application requirements

a. CCSDS 732.0-B-3, AOS Space Data Link Protocol, Issue 3, September 2015 shall apply with the following modifications listed in Table 4-1.

### iTel Table 4-1: Applicability table for CCSDS 732.0-B-3

Clause or	Applicability	Applicable text	Comments	Text as in the original
requirement		(the new/added text is underlined) 16603-	<u>50-23:2021</u>	document
number		https://standards.iteh.ai/catalog/standards/	sist/ca2f3bf1-f699-49dc-bbeb-	(deleted text with strikethrough)
1.1	Modified	This protocol is a Data Link Layer protocol	Text of scope modified: change of	This protocol is a Data Link Layer
	(statement scope)	(see reference [1]) to be used over space-to-	scope. Words "ground to space"	protocol (see reference [1]) to be
		ground or space-to-space communications	deleted	used over space-to-ground,
		links by space missions.		ground to space, or space-to-space
				communications links by space
				missions.

Clause or requirement number	Applicability	Applicable text (the new/added text is underlined)	Comments	Text as in the original document (deleted text with strikethrough)
4.1.2.5.2	Modified	iTeh STANDARI (standards.  oSIST pren 16603- https://standards.iteh.ai/catalog/standards/ 6deb36aaad00/osist-pren-16	CCSDS requirement modified restricted use of the Replay Flag. Sentense "Recognizing the need to store Transfer Frames during periods when the space link is unavailable, and to retrieve them for subsequent replay when the link is restored, this flag shall alert the receiver of the Transfer Frames with respect to its 'realtime' or 'replay' status. Its main purpose is to discriminate between realtime and replay Transfer Frames when they both may use the same Virtual Channel."	Recognizing the need to store Transfer Frames during periods when the space link is unavailable, and to retrieve them for subsequent replay when the link is restored, this flag shall alert the receiver of the Transfer Frames with respect to its 'realtime' or 'replay' status. Its main purpose is to discriminate between realtime and replay Transfer Frames when they both may use the same Virtual Channel.
4.1.2.5.2	New NOTE	NOTE – When the Replay Flag is '0' it indicates a Realtime Transfer Frame. CCSDS allows also the value '1' for this flag to indicate Replay Transfer Frames. ECSS does not allow this as there are alternative means of replaying Frames and there is an increase of complexity for processing at Receiving End.	New NOTE added.	
4.1.2.5.3	Deleted requirement		CCSDS requirement deleted.	The Replay Flag is interpreted as follows:  a) '0' = Realtime Transfer Frame; b) '1' = Replay Transfer Frame.