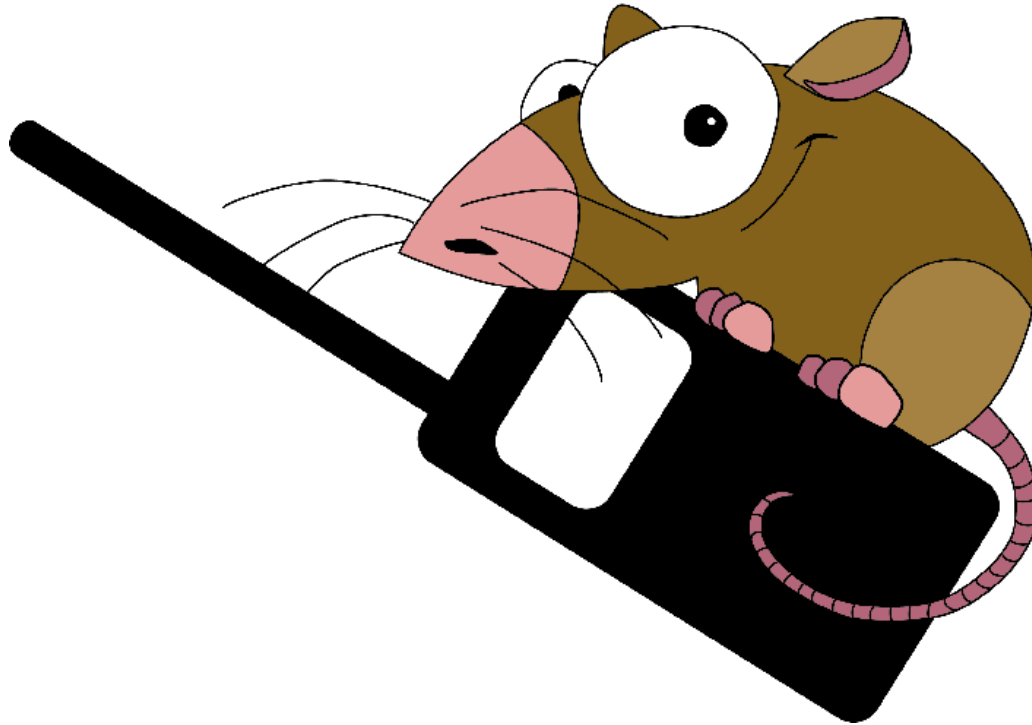


# D-RATS:

## Speaking Winlink and AX.25

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ARRL/TAPR DCC 2010

Dan Smith - KK7DS

# Overview

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- (Quick) overview of D-RATS
- Winlink 2000
  - Architecture
  - Messages
  - Challenges
- AX.25
  - Reasons for learning to speak it
  - Intended support
  - Challenges

# D-RATS Overview

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- Designed around simplex operation for EmComm
- Requires no, nor benefits from, D-STAR network
- Email-like messaging interface
  - XML-encoded rich message formats
  - Manual or automatic routing
  - Email gateway provided
- No central server (obviously)



- Drafts
- Inbox
- Archive
- Outbox
- Sent
- Trash

Sender	Recipient	Subject	Type	Date ▲
<b>KK7DS</b>	<b>N3PUG</b>	<b>RE: GPS</b>	memo	11:4...
KK7DS	N7OGM-3	RE: RE: Winlink	email	13:3...
<b>N7OGM-3</b>	<b>WL2K:k7eaj@...</b>	<b>Second test of winlink on DRATS</b>	email	13:3...
KK7DS	N7OGM-3	Winlink	email	12:5...
<b>KK7DS</b>	<b>N7OGM-3</b>	<b>RE: No error on GPS send.</b>	memo	11:3...
<b>KK7DS</b>	<b>K7HIO</b>		memo	17:0...
<b>KK7DS</b>	<b>K7HIO</b>	<b>EMAIL: Re: EMAIL: Re: EMAIL: ...</b>	email	16:3...
<b>KK7DS</b>	<b>K7HIO</b>	<b>EMAIL: Re: EMAIL: test</b>	email	16:3...
<b>KK7DS</b>	<b>K7HIO</b>	<b>EMAIL: test</b>	email	16:3...
<b>KK7DS</b>	<b>K7HIO</b>	<b>EMAIL: test</b>	email	16:1...
<b>KK7DS</b>	<b>VE7FKY</b>	<b>RE: RE: RE: RE: RE: RE: RE: stu...</b>	email	14:2...
<b>KK7DS</b>	<b>VE7FKY</b>	<b>RE: RE: RE: RE: RE: stuck email...</b>	email	14:1...
<b>KK7DS</b>	<b>VE7FKY</b>	<b>RE: RE: RE: stuck email again</b>	email	14:1...
<b>KK7DS</b>	<b>VE7FKY</b>	<b>RE: stuck email again</b>	email	14:1...
<b>KK7DS</b>	<b>dsmith@danpl...</b>	<b>email test</b>	email	13:4...
<b>KK7DS</b>	<b>dsmith@danpl...</b>	<b>KK7DS#Unknown</b>	hics260	13:4...
<b>KK7DS</b>	<b>dsmith@danpl...</b>	<b>KK7DS#1</b>	radio...	13:4...
<b>KK7DS</b>	<b>wl2k:dsmith...</b>	<b>One more</b>	email	16:4...
<b>KK7DS</b>	<b>wl2k:dsmith...</b>	<b>RMS</b>	email	16:4...

Stations (0)

My Status

Unattended ▼

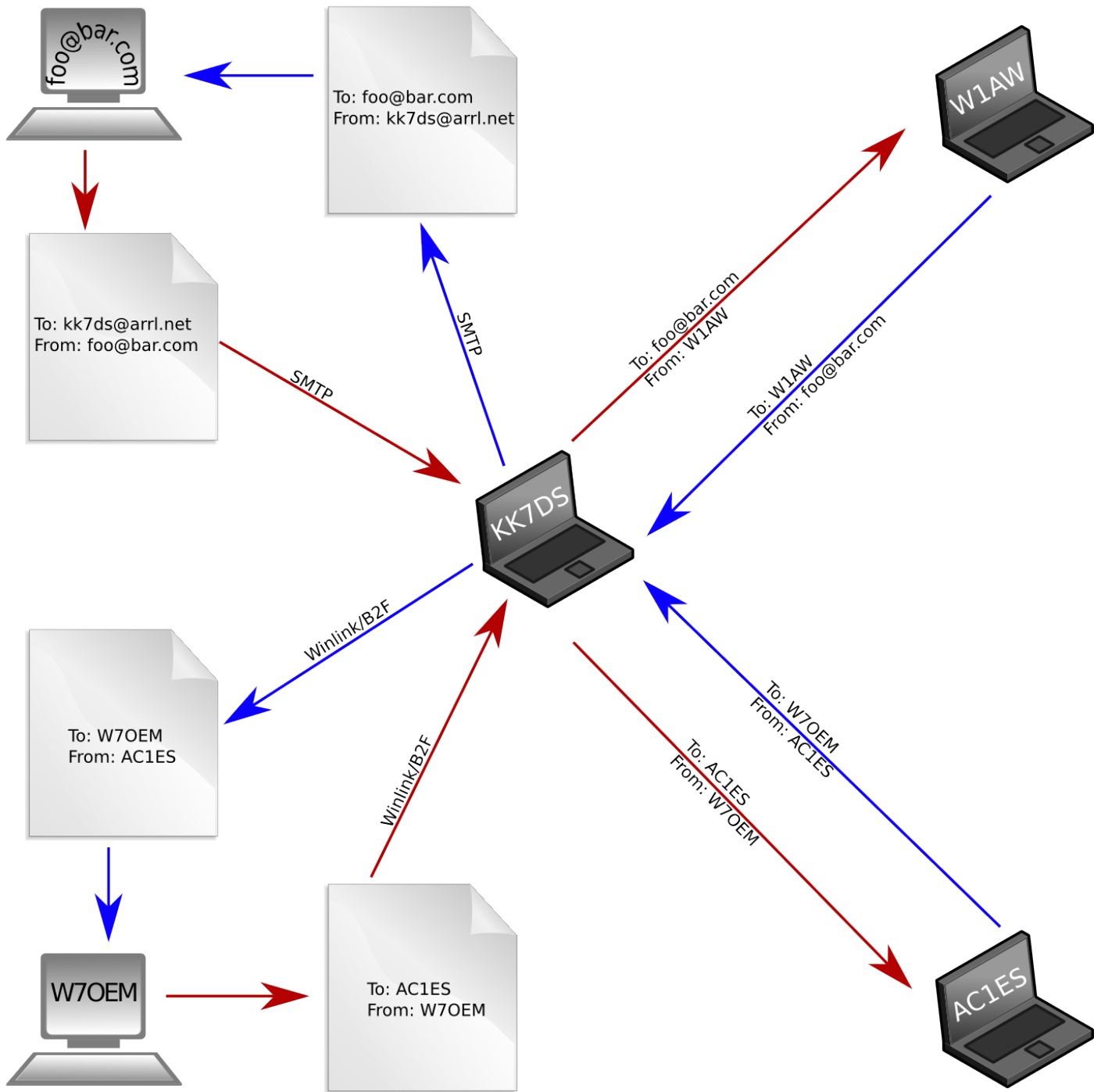
Not around

KK7DS

# D-RATS Messaging

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- Standard Inbox, Outbox, Drafts, Sent folders
- Messages destined for local hit the Inbox
- Anything for another station goes to the Outbox
  - Outbox becomes a queue
  - Newly heard stations trigger message send
  - Internet (SMTP, WL2K) messages go immediately
- D-RATS provides SMTP/POP3 gateway
  - Easy masquerading function
  - More transparent POP3 gateway option
  - Winlink function is more transparent, both ways



# Winlink 2000

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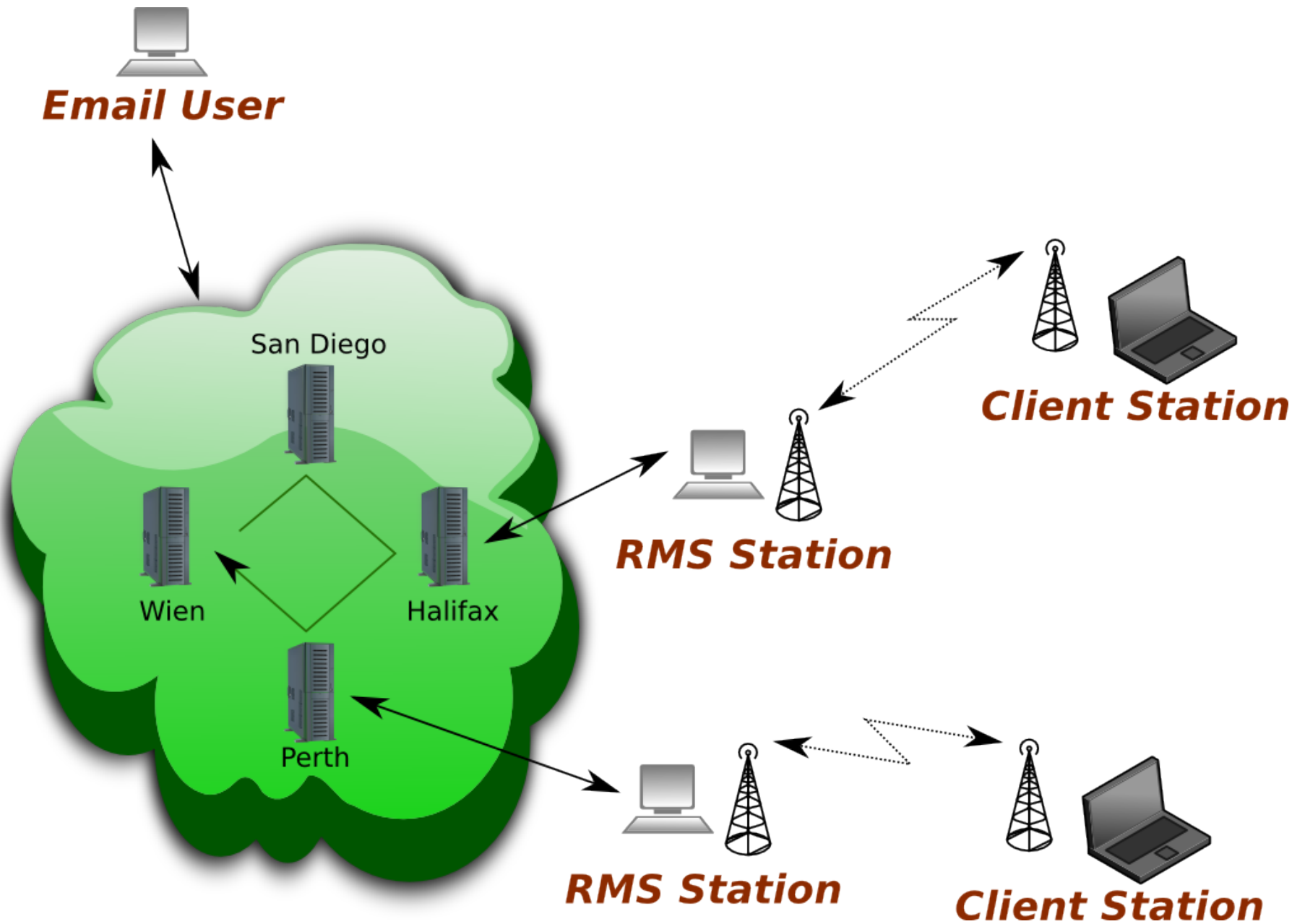
- Worldwide radio email system
- Server software: CMS, RMS Packet, RMS Pactor
- Client software: Paclink, Airmail, D-RATS (!)
- Depends on the internet
  - Expects self-healing nature to work properly
  - Bypass local outages with HF to unaffected areas

# Winlink 2000 (cont'd)

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- Four (or so) globally-synchronized CMS servers
  - Handle incoming and outgoing mail
  - Synchronize the “picked up” flag on each
- RMS stations around the world
  - Interface RF (Packet, Pactor) to internet (CMS)
  - Can have “relay” option for queuing messages
- Everything speaks “B2F” protocol
  - Serves a similar purpose as SMTP (kinda)
  - B2F uses LZHUF compression





# Winlink 2000 Messages

---

Mid: 12345\_K4CJX  
Date: 1999/09/22 14:33  
Type: Private  
From: SMTP:someone@isp.com  
To: KK7DS  
Cc: W1AW  
Subject: Test message  
Body: 14

This is a test

```
<?xml version="1.0"?>
<form id="email">
  <title>Email Message</title>
  <field id="subject">
    <caption>Subject</caption>
    <entry type="text">
      Test message
    </entry>
  </field>
  <field id="message">
    <caption>Message</caption>
    <entry type="multiline">
      This is a test
    </entry>
  </field>
</form>
```

# Winlink 2000 – B2

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```
<- Callsign :  
-> KK7DS  
<- Password :  
-> CMSTELNET  
<- [WL2K-2.4.0.4-B2FIHJM$]  
-> [DRATS-0.3.3b4-B2FHIM$]  
<- SanDiego CMS >  
-> FF  
<- FC EM BKQRTVNLZYM 197 160 0  
<- F> 14  
-> FS Y  
*** Message Transfer ***  
-> FQ
```

# Winlink 2000 Challenges

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- What to do with cc: header?
  - D-RATS can't really handle this properly
- Message ID – 12 alpha digits, no namespace
- LZHUF compression:
  - Ancient 16-bit DOS code, original breaks in 32-bit land without modification
  - Slow, obscure, inefficient, limited input size
  - Questionable origin and copyright grant
- How to handle D-RATS rich forms on WL2K?

# D-RATS Support for WL2K

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- Easily check your Winlink mail:
  - Local internet connection
  - Through a remote station with a connection
- With AGWPE, via AX.25 to a local RMS
- Address D-RATS messages to route via WL2K:  
WL2K:W1AW, WL2K:foo@bar.com, etc
- Issues may arise with CC'd messages, etc
- Provides a reasonable gateway for D-RATS users

# AX.25 Support – Why?

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- D-RATS already supports bare TNCs for users without D-STAR
  - No AX.25, thus no digipeating
  - Raw D-RATS frame stuffed into a KISS frame
  - Ability to use higher-speed (9600+) modems
- Easy to wrap D-RATS frames in AX.25 UI frames
- Existing digipeater resources could be used
- Integrate APRS, DPRS, and the D-RATS map

# Intended support in D-RATS

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- KISS TNC mode, D-RATS frames
- KISS TNC mode, AX.25 UI frames
- Rough AGWPE support
- APRS TX/RX (?)
- No support for:
  - AX.25 Layer 3 (this means no nodes)
  - Message forwarding to existing BBSes
  - Non-KISS TNCs

# KISS Framing

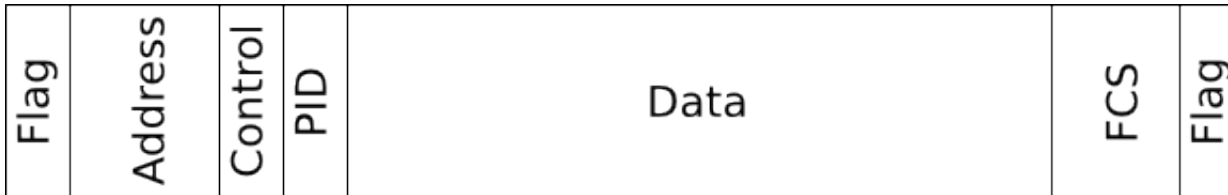
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- Frame delimited on either side with FEND
- FESC indicates an escaped value in next byte:
  - TFEND: FEND in the original stream
  - TFESC: FESC in the original stream
- No flow control, no checksumming, 8-bit clean
- Values:
  - FEND: 0xC0      FEND: 0xDB
  - TFEND: 0xDC      TFESC: 0xDD
- D-RATS does something similar on D-STAR radios

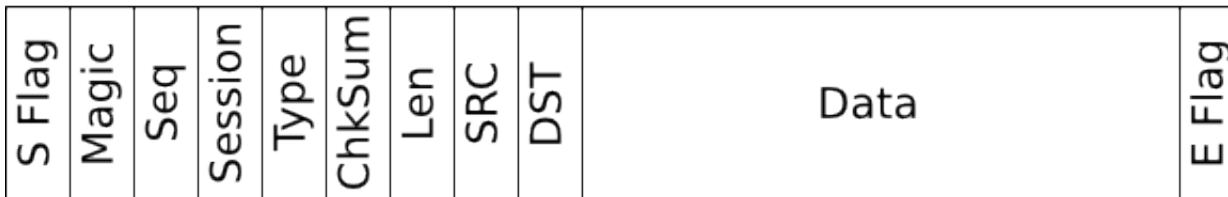


# AX.25 Encapsulation

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***AX.25 Information Frame***



***D-RATS Frame***

# AX.25 Encapsulation (beta)

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- Currently the entire D-RATS frame in AX.25 UI
- Duplicates:
  - Source and Destination address
  - Flags and checksum
- Planned improvements:
  - Alternate packet format when using AX.25
  - Use native AX.25 addressing, FCS fields
  - “Ratreflector” could translate between the two

# Challenges

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- TNC buffers are small
  - D-RATS designed for D-STAR “stream”
  - Generic block fragmentation scheme needed
  - Tuning required to avoid “slow start” from increasing block size too much
- Digipeaters change timing
- Lessons learned:
  - The TNC does the HDLC (bitstuffing, flag bytes)
  - Debugging is easier with a PK-96!