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Technical Operation of Transmitter/Receiver

The main function of this device is a message sender/receiver. The target communication distance would be within 20 feet.

To send out a message, a user must input a message in the device first. Once a message is ready to send out, the device will wait for a request signal from another device, then the message will be sent.

No matter a message is ready or not, at the same time this device will output request signal itself to look for whether there is another device within the range. If another device receives the request signal, it will send out a message if there is message ready or just disregard the request signal.

As a message is sent, all devices within range will receive the message. Once a message is received, the device will analyze it for storing or disregarding. An alert tone will be outputted if a new message is received and stored.

According to the feature of this device, two kinds of Data Packet will be transmitted.

(1) Request signal - This is a one-byte data of hex number B0h. The device will transmit this signal periodically at a cycle time of 10.5 to 12.5 seconds.

(2) Message – Inputted by user, to be sent out upon receiving of request signal.

Receiving of request signal or message is ready anytime except the device is in transmitting state.

When a request signal is received, if a message is ready in the device, the message will be sent during next sending cycle. Delay time of next transmission depends on no. of bytes transmitted in the message. Please see *Time Between Data Packets* in the *Description of Transmission Signal* for details. During the delay time, if request signal is received again, the message will be sent again upon end of delay time, otherwise request signal is transmitted.

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No matter public or friend message, the message structure is the same as following:

Message structure:

Name	(	*Password*	)	:	*Message content*

A message can be sent without Name or Password. If a name is already inputted, Name will be sent for each message. If a password is inputted and enabled, the password will be included in the message. The usage of a password is to receive private (friend) message. Message content must not be blanked, otherwise no message will be sent.

Messages are divided into two categories:

1. **Public message**

   A public message is a message that all devices within communication range are able to receive. The only choice for a sender is to select male or female or both will receive the message. As a message is sent, sender's name and password (if enabled) will be sent followed by message content.

   A receiver can filter out unwanted messages by selecting sender's gender, age range and hobbies. If sender's gender, age range or hobbies do not match receiver's requirement, the message will be discarded.

   To receive all messages from public, a receiver can make all his requirements to "don't care". If receiver's gender matches sender's choice, the message will be stored and alert tone is outputted.

   Upon power up, all receiver's requirement are set to "don't care".

2. **Friend Message**

   A friend message is a message that only specific person(s) can receive the message. Before a sender's friend can receive his message, he needs to know his friend's password first. Then the sender enters his friend password in the "Friend Password List". The device can store up to 6 friend passwords in the list.

   The choice of a sender to send a friend message is to select password(s) from the list, once a password is picked, the receiver with the same password can received the sent message.

   The message structure is same as public message. As a message is sent, sender's name and password (if enabled) will be sent followed by message content.