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# How to decode AFSK data

(Commodore 64 edition)

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# How to decode AFSK data

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noris DATA  
Art.-Nr. 5175  
DR 1535  
Commodore  
VC 20, C 64, C 128



noris DATA Datenrekorder DR 1535

RECORD    PLAY    REWIND    F.FWD    STOP/EJT    PAUSE

COUNTER  
SAVE

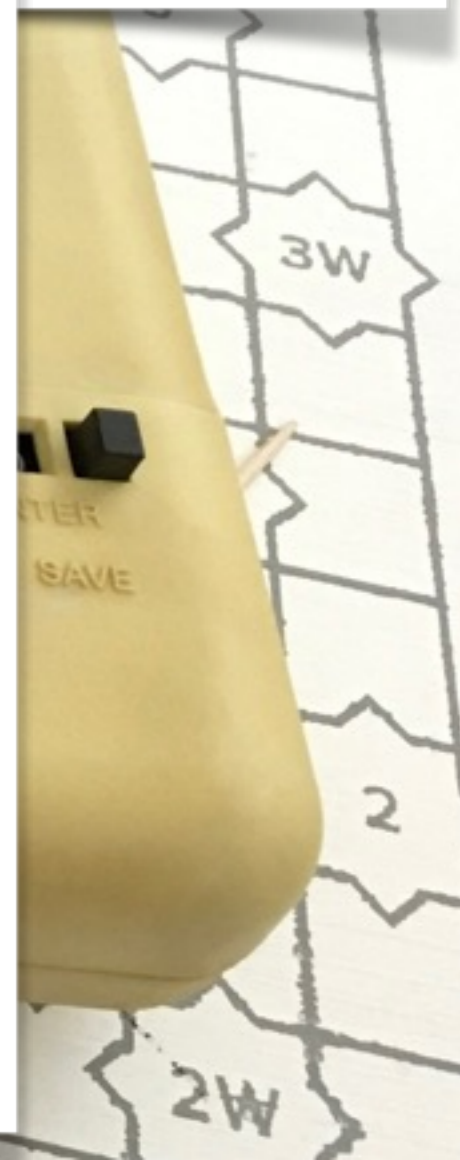
# DATASSETTE



# DATASSETTE



# DATASSETTE



# DATASSETTE





```
READY.  
OPEN 1,1,1,"SEQDATA"  
PRESS RECORD & PLAY ON TAPE  
OK
```

```
READY.  
PRINT#1,"FOOBAR BARFOO"
```

```
READY.  
CLOSE 1
```

```
READY.  
LIST
```

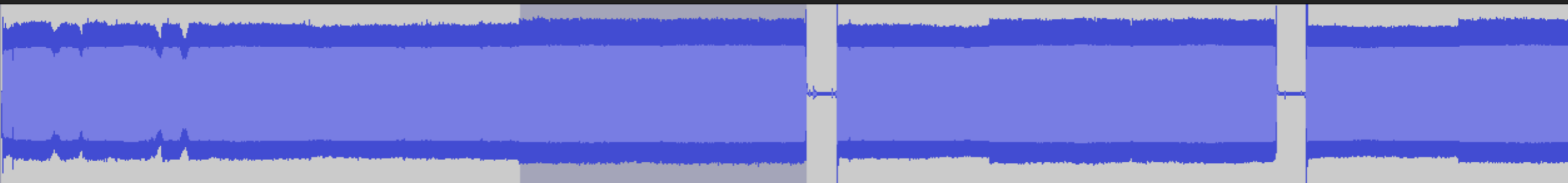
```
10 OPEN 1,1,0,"SEQDATA"  
20 INPUT#1,AS  
30 PRINT "FOUND DATA:"  
40 PRINT AS  
50 CLOSE 1  
READY.  
RUN
```

```
PRESS PLAY ON TAPE
```





00110000100100110

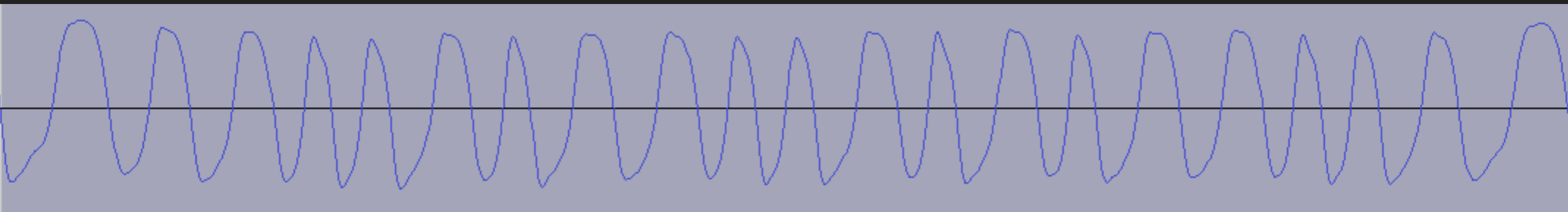


0 0 1 1 0 0 0 0 1 0 0 1 0 0 1 1 0

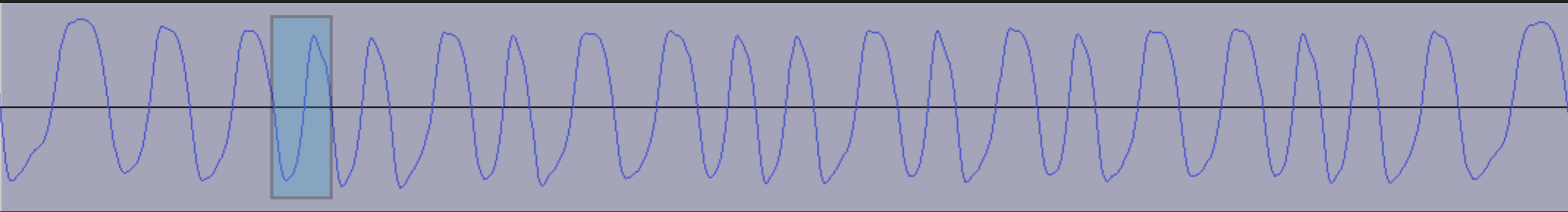
Audio frequency-shift keying (AFSK)

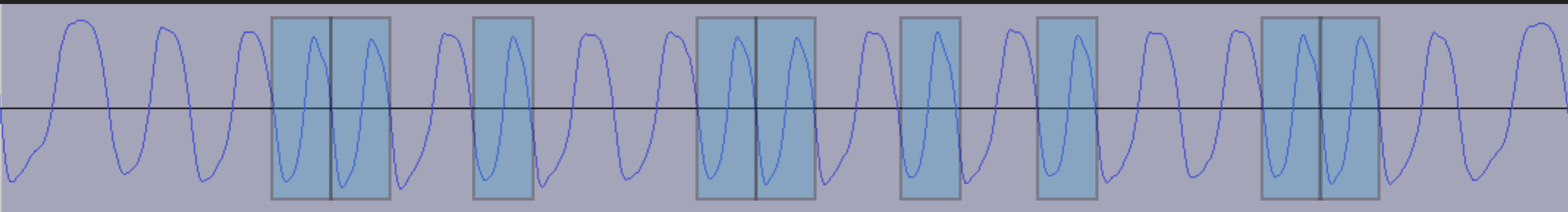




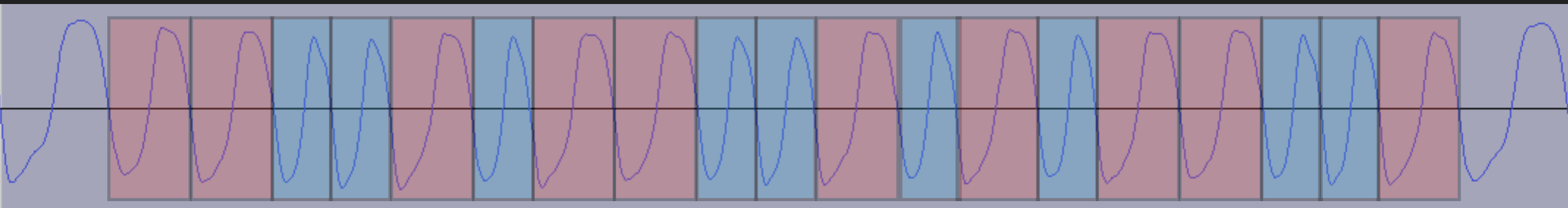


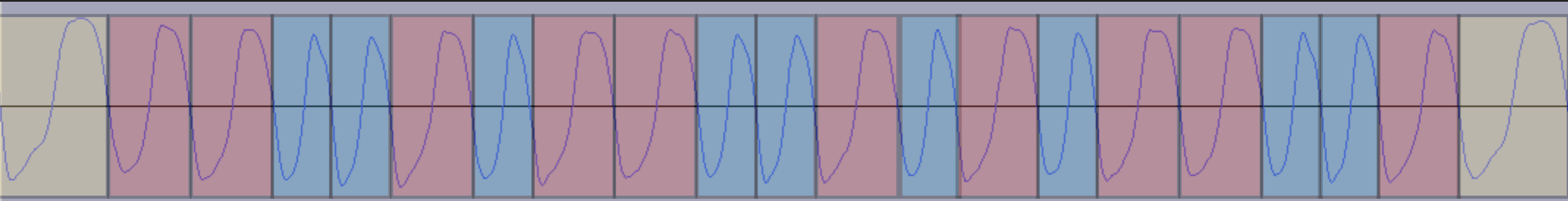
Pulse

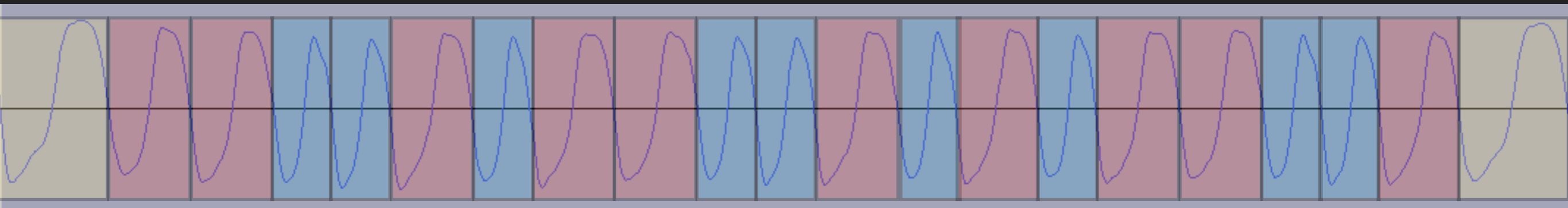




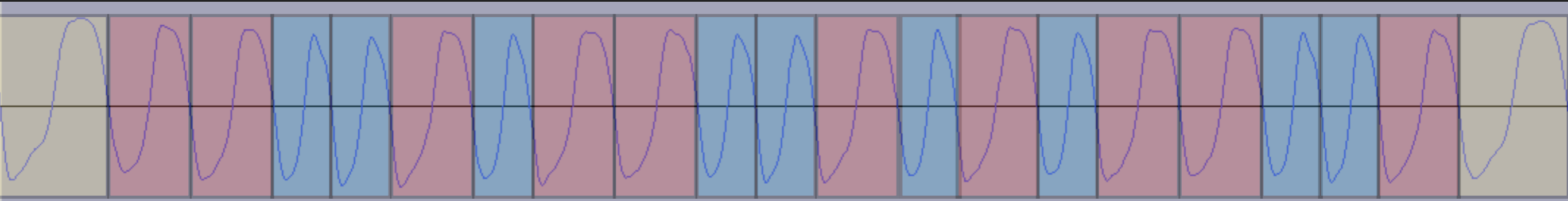




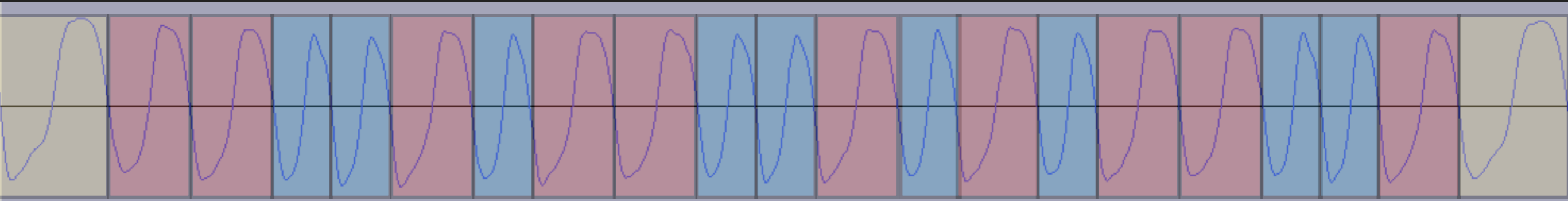




L M M S S M S M M S S M S M S M M S S M L



L M M S S M S M M S S M S M S M M S S M L



**L** **M**  
START OF  
BYTE

**M** **S**

**S** **M**

**S** **M**

**M** **S**

**S** **M**

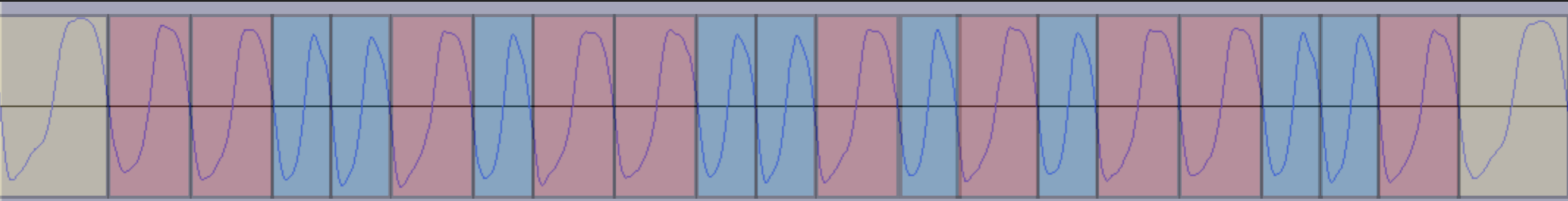
**S** **M**

**S** **M**

**M** **S**

**S** **M**

**L**  
START  
BYTE



**L** **M**  
START OF  
BYTE

**M** **S**  
**1**

**S** **M**

**S** **M**

**M** **S**  
**1**

**S** **M**

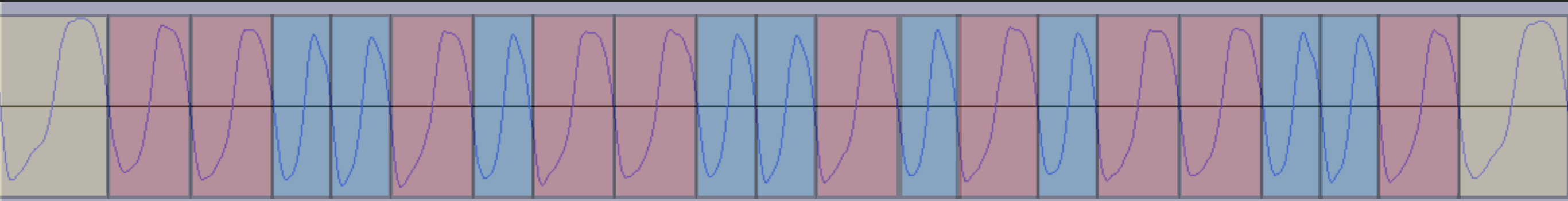
**S** **M**

**S** **M**

**M** **S**  
**1**

**S** **M**

**L**  
START  
BYTE



**L** **M**  
START OF  
BYTE

**M** **S**  
**1**

**S** **M**  
**0**

**S** **M**  
**0**

**M** **S**  
**1**

**S** **M**  
**0**

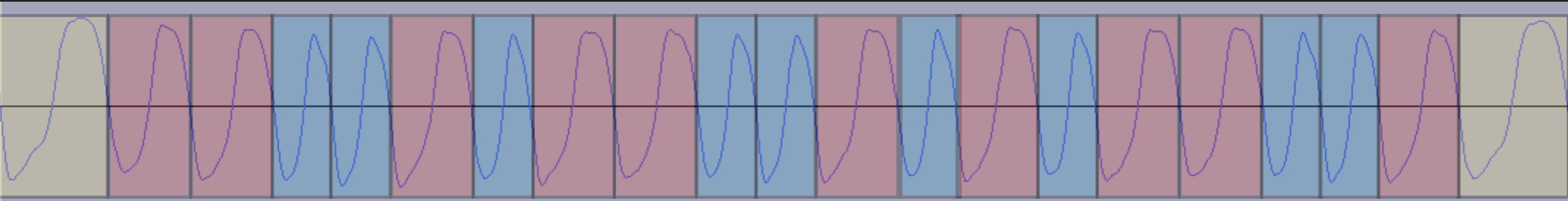
**S** **M**  
**0**

**S** **M**  
**0**

**M** **S**  
**1**

**S** **M**  
**0**

**L**  
START  
BYTE



**L** **M**  
START OF  
BYTE

**M** **S**  
**1**

**S** **M**  
**0**

**S** **M**  
**0**

**M** **S**  
**1**

**S** **M**  
**0**

**S** **M**  
**0**

**S** **M**  
**0**

**M** **S**  
**1**

**S** **M**  
**0**

**L**  
START  
BYTE

1

2

3

4

5

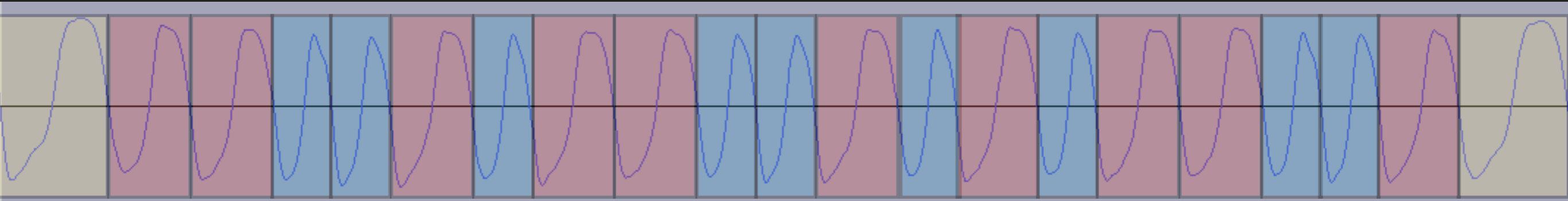
6

7

8

9





**L** **M**  
START OF  
BYTE

**M** **S**  
**1**

**S** **M**  
**0**

**S** **M**  
**0**

**M** **S**  
**1**

**S** **M**  
**0**

**S** **M**  
**0**

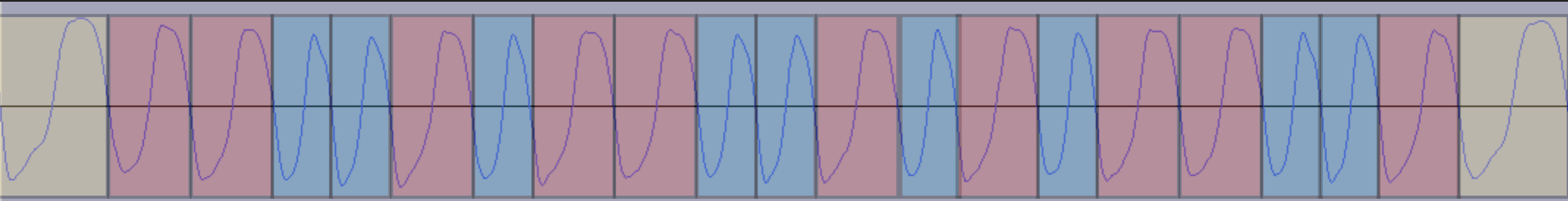
**S** **M**  
**0**

**M** **S**  
**1**

**S** **M**  
**0**

**L**  
START  
BYTE

PARITY



**L** **M**  
START OF  
BYTE

**M** **S**  
**1**

**S** **M**  
**0**

**S** **M**  
**0**

**M** **S**  
**1**

**S** **M**  
**0**

**S** **M**  
**0**

**S** **M**  
**0**

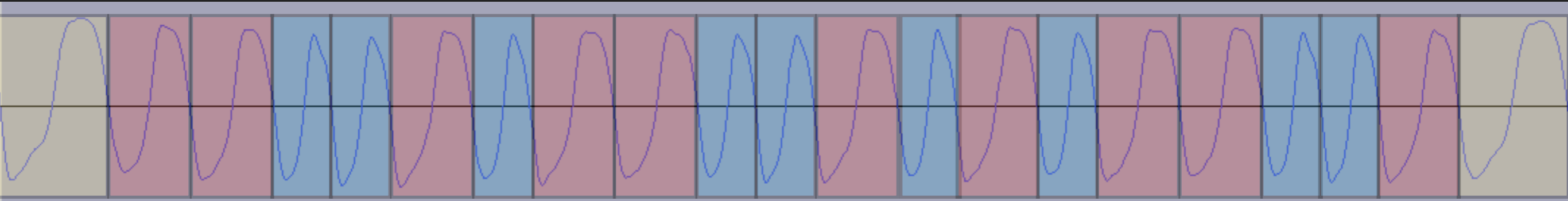
**M** **S**  
**1**

**S** **M**  
**0**

**L**  
START  
BYTE

MSB

PARITY



**L M**  
START OF  
BYTE

**M S**  
**1**

**S M**  
**0**

**S M**  
**0**

**M S**  
**1**

**S M**  
**0**

**S M**  
**0**

**S M**  
**0**

**M S**  
**1**

**S M**  
**0**

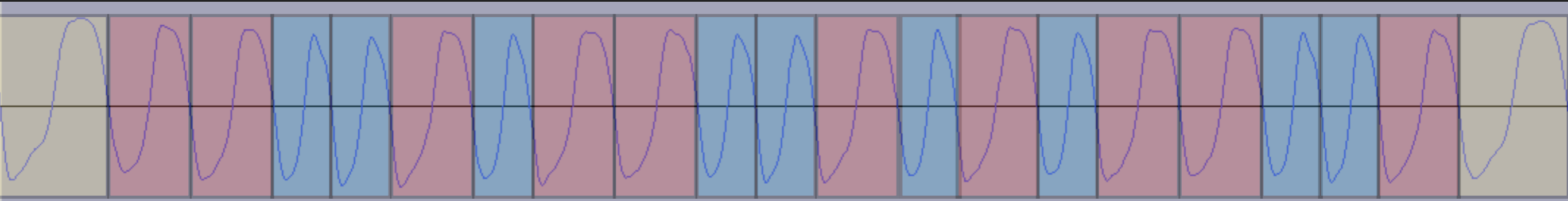
**L**  
START  
BYTE

MSB

PARITY

**1 0 0 0 1 0 0 1**

MSB



**L**  
START OF  
BYTE

**M**  
**1**

**S**  
**0**

**S**  
**0**

**M**  
**1**

**S**  
**0**

**S**  
**0**

**M**  
**0**

**M**  
**1**

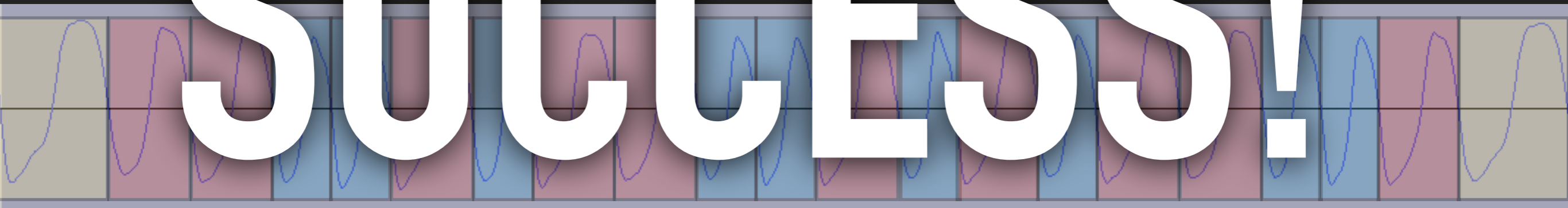
**S**  
**0**

**L**  
START  
BYTE

MSB    PARITY

**0 b 1 0 0 0 1 0 0 1 # => 145**  
MSB

# SUCCESS!



MSB      PARITY

0 b 1 0 0 0 1 0 0 1 # => 145

MSB





