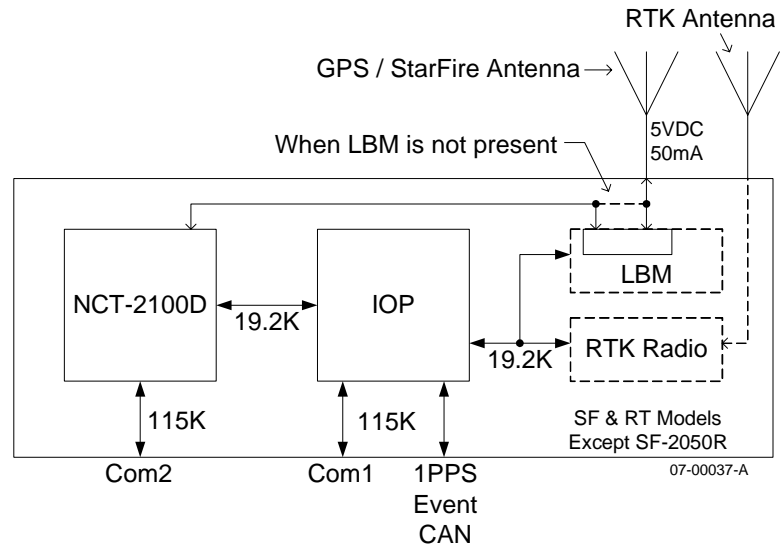


This guide will step you through working with the MMC / IOP memory in the GPS receiver via NavCom's StarUtil GUI program.

Problem – data missing from logged data file

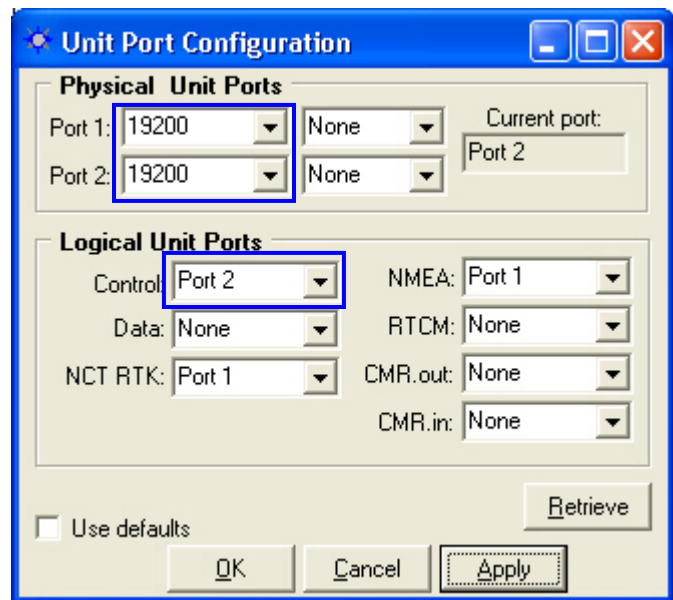
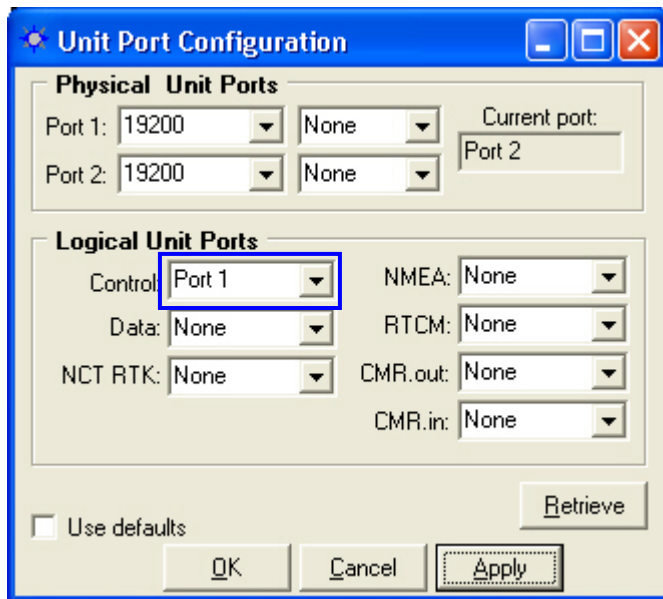
This is normally the result of assigning Com1 as the Control port, while logging data to MMC memory. The cause of the lost data is a buffer overflow between the GPS engine and the IOP, as each raw measurement record is turned on twice: once for the MMC file and once for the Control port (Com1). Redirecting the Control port to Com2 will resolve the buffer overflow problem between the GPS engine and the IOP board; then turn internal data logging on. Only use Com1 when downloading the completed MMC data log.




Problem – Difficulty recovering recorded data

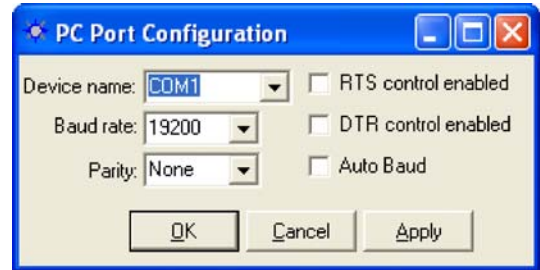
The MMC resides on the IOP board. The Control port is normally mapped to Com2 (Port 2) to accommodate the faster position and raw measurement requirements often placed on the GPS engine (NCT-2100D). Communication between StarUtil and the MMC is limited by the baud rate between the IOP and the engine when Com2 (Port 2) is used. Therefore, it is easier to transfer control to Com1 (Port 1) when working with the MMC.

- ✓ When on Com2 (Port 2) as Control (to download or work with internal memory):
 - Use Unit Port Configuration to set Com1's baud rate (to a known value; i.e. 19200)
 - Set Com1 (Port 1) as Control Port

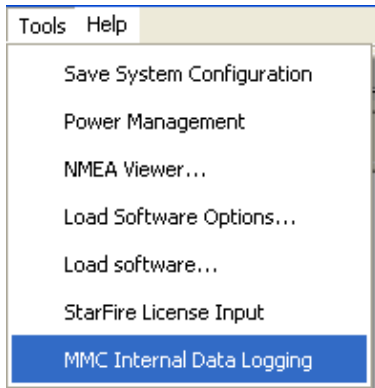


The data on Com2 will stop

- Disconnect the LEMO connector from the receiver Com2 and connect to receiver Com1.
- Set PC Port  Com1 port baud rate to same as Unit Port Configuration (i.e. 19200).
- ✓ Now connect the MMC through the Tools menu and do the work with the memory. Keep in mind that the baud rate should be increased to 115K when downloading the file to reduce the data transfer / copy time.



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- ☐ Once the MMC work is finished, return the receiver to the normal configuration where the receiver's Com2 is set as the Control port.
- ☐ Once memory is full, no more data is stored in memory. The programmer leaves the file open and uses a small amount of memory to continuously over-write at when the memory is nearly full, though this portion of the memory is never saved. The file must be closed before it can be downloaded to a PC.

