Title: Px vs. PxS
Date: 26 Aug 21
Card/Board/Module: All 1553Px modules and cards
Operating System: All

Question:

(a) Please explain the difference between Px and PxS modules.
(b) Can a 1553Px module be two players simultaneously ?

Answer:

Our modules simulate 1553 communications.

Any specific module is one single channel of 1553 communications. That is, a module can play only one of the three available modes at one time: BC, RT, Monitor.

A Monitor can run opposite a BC and an RT, and record all the traffic, assuming that all three are on the same 1553 bus.

In BC & RT modes, we have an additional section of memory that records all bus traffic (like a quasi-Monitor, called **Internal Concurrent Monitor**), with each message listed individually in series, and with room for over 400 messages.

Multi-function (Px) means that
- RT mode can simulate (activate) any number of RTs, up to all of the RTs, 0-31
- BC mode can simulate (activate) any number of RTs (say, to fill in for those RTs for which you have no real RT or other channel playing RT mode)
- error injection exists (is available, can be set) in both BC & RT modes

Single function (PxS) means that
- RT mode can simulate (activate) **only** one RT (any one of them, from 0-31)
- BC mode cannot simulate (activate) any RTs
- no error injection is allowed in any mode (BC, RT)