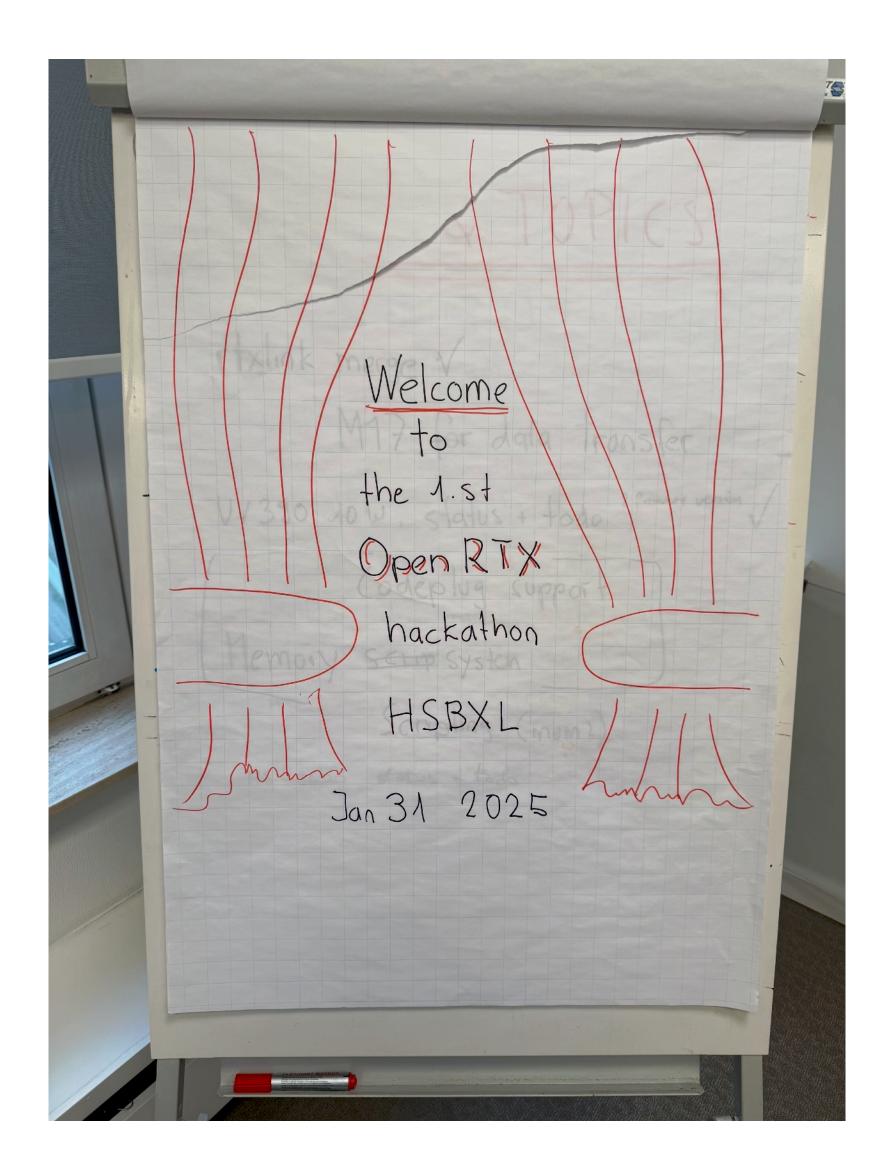


Report from the OpenRTX Hackathon 31.1.2025 HSBXL / 1.2.2025 FOSDEM Bruxelles

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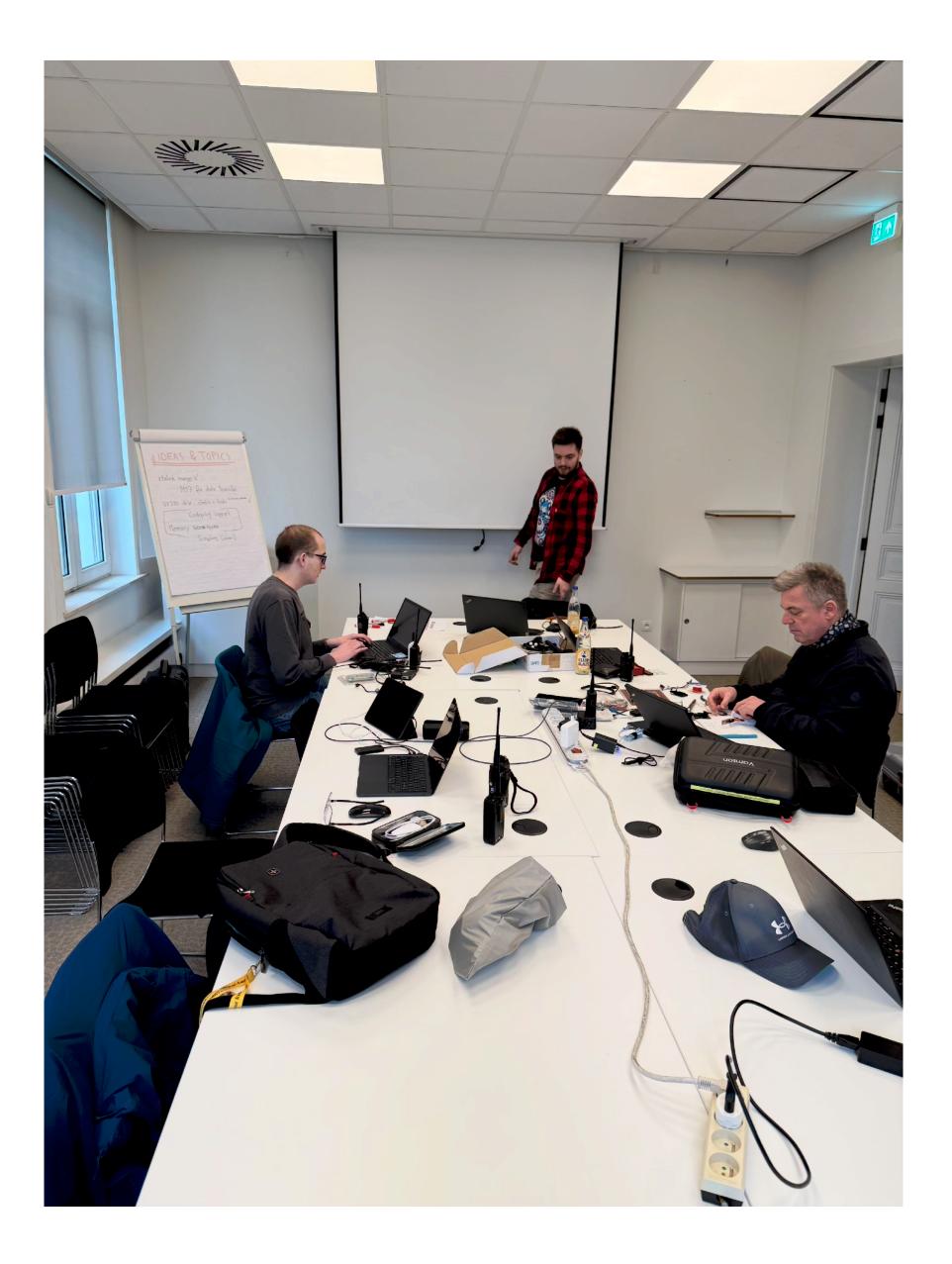


OpenRTX @ HSBXL With developers from Italy, Switzerland, Germany, Belgium, France





Sorting out Topics What to discuss, what to address next



Ideas and Topics Covered List collected at start of hackathon

- Merging the rtxlink branch to the master branch
- A new CAT interface that goes along with rtxlink
- Status of UV-390 10W and TYT MD-9600 radios
- M17 for data transfer
- Scripting OpenRTX
- Codeplug / Memory-System

rtxlink branch Merging to master

- rtxlink continues to diverge from the master branch
- merge? rebase?
- It was decided to rebase rtxlink with master for now, as there are more pressing issues in master

rtxlink crc for flashing (data integrity) no crc needed for CAT Cslip framing Crc could be user configurable (by config phy, e.g.) separate rtxlink and CAT replace slip framing with size indicator (see websochet framing) More endpoints USB/BT - + rebase with master -> DM4RCO

A new CAT Interface To complent rtxlink

- rtxlink ensures data integrity
- Uses SLIP framing and CRC
- A bit to complex for simple CAT operations
- The new CAT interface is simply text oriented like e.g. Yaesu or Kenwood do it
- Can switch to rtxlink mode
- Multiple endpoints where possible



UV-380 and UV-390 10W "It's complicated"

- They differ only by two reversed GPIO pins, PA and backlight
- No way to detect model in software
- It was decided to provide two firmware images



TYT MD-9600 "It's complicated, too"

- We need to collect more data about the various hardware revisions
- Other than that, no news.

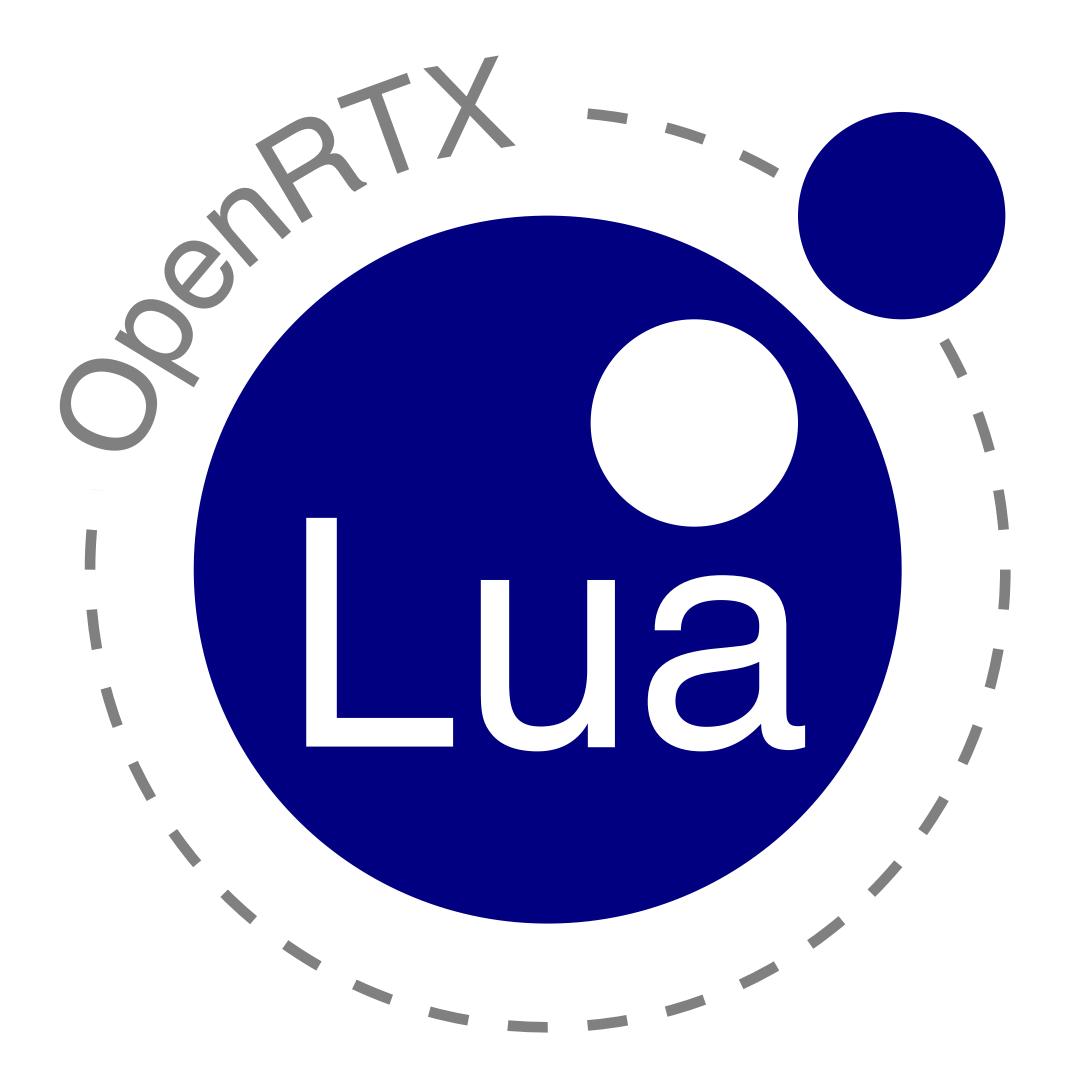
M17 for data transfer It's binary anyways

- The idea is to bring M17netd by Morgan Dieport and rtxlink together.
- data over radio
- A MIT licensed rtxlink library will be provided for POSIX systems

• The M17netd daemon talks "rtxlink" to use an M17 capable radio to transfer

Scripting Adding Lua Scripting to OpenRTX

- Lua is fast and small
- Run a script at boot
- Expose OpenRTX to Lua
- Call Lua from OpenRTX
- Create an event system (independent from scripting)



A Memory System for OpenRTX An Idea developed out of Codeplugs in DMR

- Codeplugs?
- Memories like on commercial radios? lacksquare
- Static files?
- We give SQLite a try and will gain tremendous flexibility