

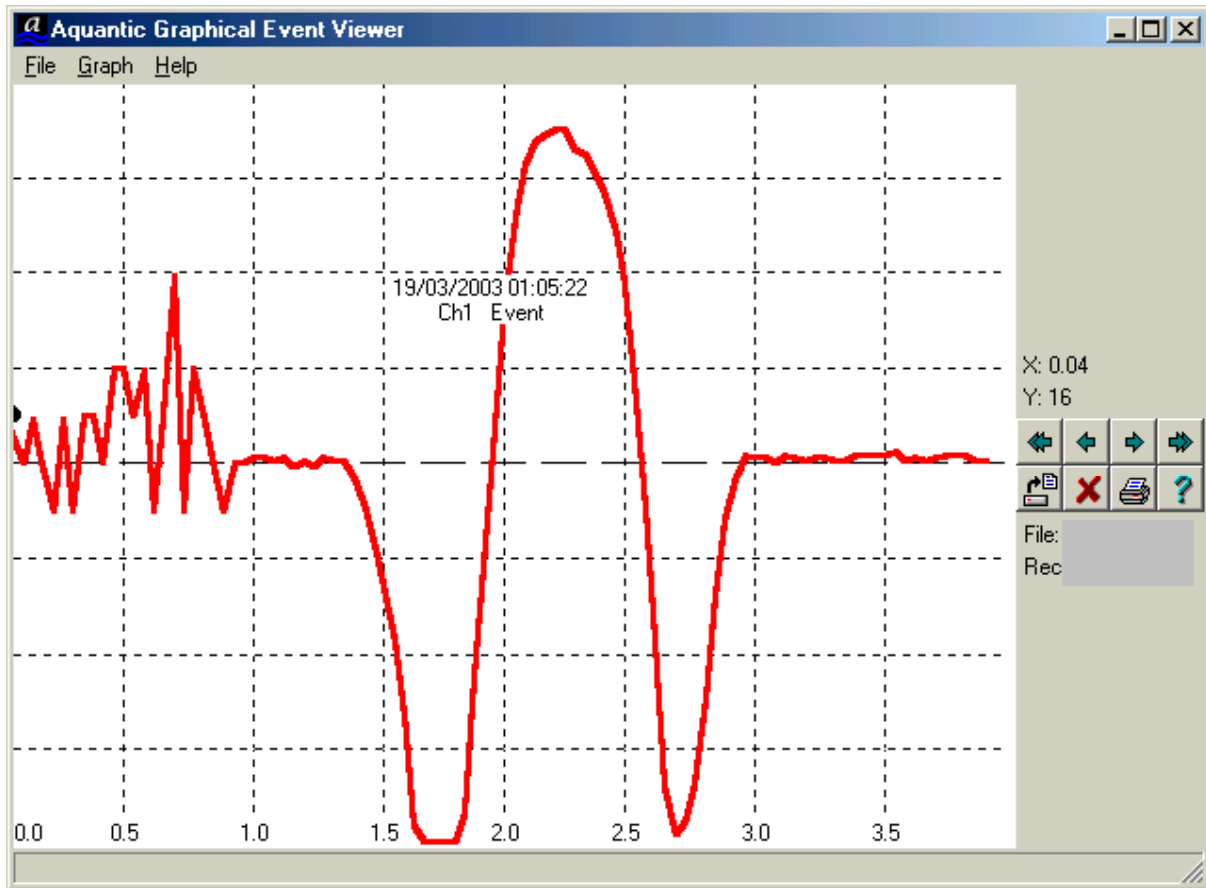
FAQ Sheet:

Logie Fish Counters

- Pseudographs



Q: What's all the noise at the beginning of my graph?



This is the text file used to generate the graph:

```
S 19/03/03 01:05:22 214 1 E 100
D A@@@0000@@00@A@A@@@B@B@A@A00@A@C00@B@@0000@@@
D @B@B@A@B00@A00@B@A@A0LOBNFMGLEJLHGHAHAHAHAHKKINE@L
D CDECDFDLFNG@G@FJFHFBEKDOCLALOALEIDHDHHEKAMDNMOK@C
D @B@B@@@C@B@A@B@B@A@A@C@C@C@C@D@A@B@A@B@C@C@C@A@A
F 1
```

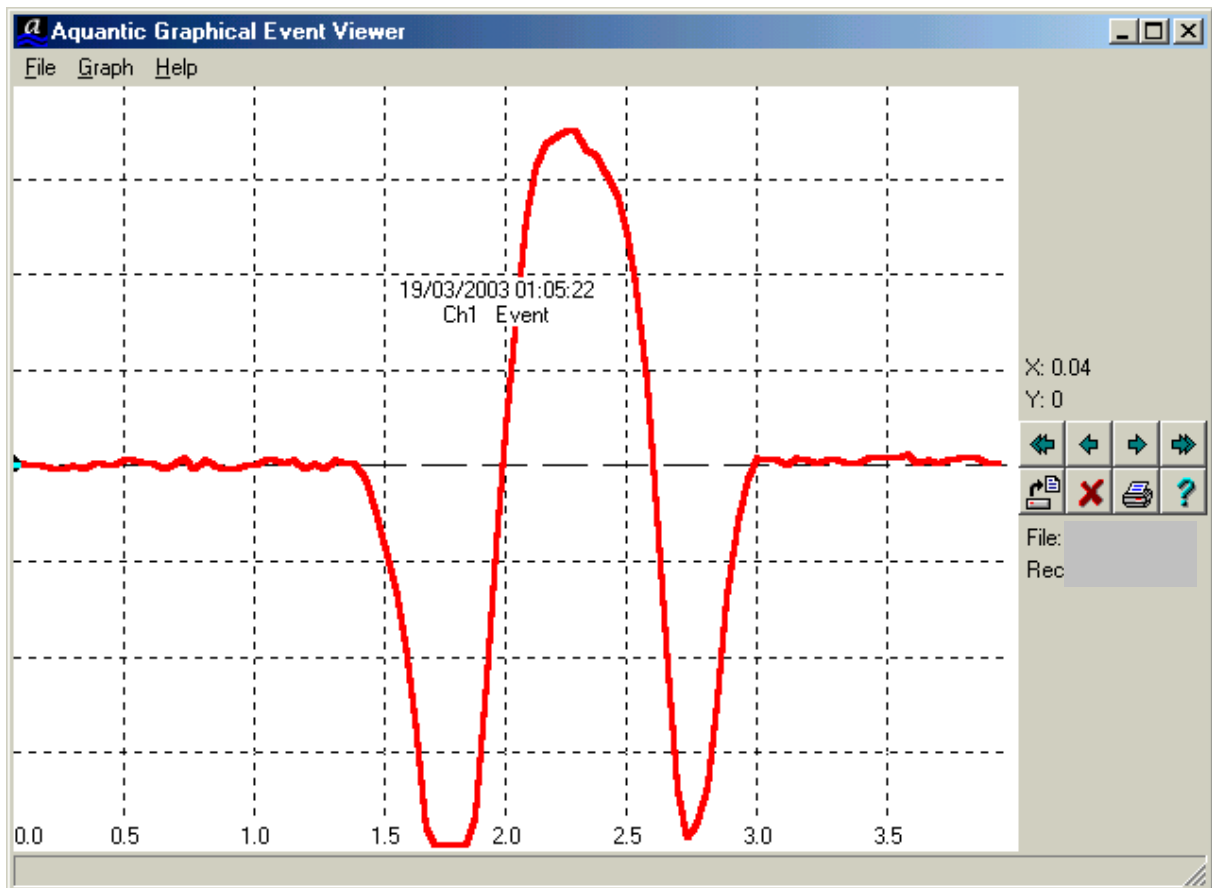
A: the computer has incompletely logged the text file. The computer, defaulting to a power saving mode, may cause this. When new data arrives at the comm port, the computer takes a few moments to start up the hard drive again, some of the transmitted characters may be "lost" during this time.

To generate the graph pairs of characters are logged on each line starting with 'D' ('D' and the leading space are used to indicate graph data is contained on this line). As a result, 50 characters, or 25 pairs of characters, representing one second of data are normally logged on each line. The only exception to this rule is the last line of data, this normally has 48 characters, or 24 pairs.

With our example above, notice we are missing three characters on the first data line. We can repair the graph if we edit the file and insert @@@, at the beginning of this line. i.e.

```
S 19/03/03 01:05:22 214 1 E 100
D @@@A@@@@@OOOO@@@@@A@A@B@B@A@A@OO@A@COO@B@@@@OOO@@@@
D @B@B@A@BOO@A@OO@B@A@A@OLOBNFMGLEJLHGHAHAHAHAHKKINE@L
D CDECDFDLFNG@G@FJFHFBEKDOCLALOALEIDHDHHEKAMDNMOK@C
D @B@B@@@C@B@A@B@B@A@A@C@C@C@C@D@A@B@A@B@C@C@C@A@A
F 1
```

When we re-plot the graph we get the following result:



As a **general** rule of thumb, you should be able to fix graphical files by adding different characters according to which channel the graph was logged on. Please remember, the letters are case specific!

i.e. Ch.1 @ Ch.2 \ Ch.3 o Ch.4 p