



**E**UROPEAN  
**T**ELECOMMUNICATION  
**S**TANDARD

**ETS 300 074**

November 1990

---

Source: ETSI TC-TE

Reference: T/TE 06-03

ICS: 33.020

**Key words:** Videotex

**Videotex presentation layer data syntax transparent data  
(CEPT Recommendation T/TE 06-03, Edinburgh 1988)**

**ETSI**

European Telecommunications Standards Institute

**ETSI Secretariat**

**Postal address:** F-06921 Sophia Antipolis CEDEX - FRANCE

**Office address:** 650 Route des Lucioles - Sophia Antipolis - Valbonne - FRANCE

**X.400:** c=fr, a=atlas, p=etsi, s=secretariat - **Internet:** secretariat@etsi.fr

Tel.: +33 92 94 42 00 - Fax: +33 93 65 47 16

---

**Copyright Notification:** No part may be reproduced except as authorized by written permission. The copyright and the foregoing restriction extend to reproduction in all media.

© European Telecommunications Standards Institute 1990. All rights reserved.



## Contents

### Recommendation T/TE 06-03 (Edinburgh 1988)

#### VIDEOTEX PRESENTATION LAYER DATA SYNTAX TRANSPARENT DATA

This document describes the Transparent Data mode that can be used within certain Videotex applications.

0	Foreword .....	5
1.0	INTRODUCTION.....	6
2.0	REFERENCES.....	6
3.0	DEFINITIONS.....	6
4.0	PROTOCOL .....	6
	History.....	7

Blank page

## 0 Foreword

The text of the CEPT Recommendation T/TE 06-03 (Edinburgh 1988) was approved by the European Telecommunications Standards Institute (ETSI) as a European Telecommunication Standard (ETS) without any modification.

This ETS was recommended for endorsement by the Terminal Equipment (TE) Technical Committee of ETSI in May 1990 as part of an integrated package of 5 ETSs covering various aspects of videotex which comprises:

ETS 300 072	Terminal Equipment (TE); Videotex presentation layer protocol Videotex presentation data layer syntax
ETS 300 073	Videotex presentation layer data syntax Geometric display (CEPT Recommendation T/TE 06-02, Edinburgh 1988)
ETS 300 075	Terminal Equipment (TE); Videotex processable data
ETS 300 076	Terminal Equipment (TE); Videotex Terminal Facility Identifier (TFI)

For items 2.0 (References) and 3.0 (Definitions) the source document stated is to be replaced by ETS 300 072.

### 1.0 INTRODUCTION

Certain videotex applications such as geometric and photographic displays contain a relatively large amount of data. Consequently it is desirable for increased efficiency to use all the presentation level code bits for actual data (7 or 8 bits per byte). In such a mode all codes pass uninterrupted by the normal presentation level control codes and the mode is thus termed transparent.

### 2.0 REFERENCES

CEPT Recommendation T TE 06-01 E.

### 3.0 DEFINITIONS

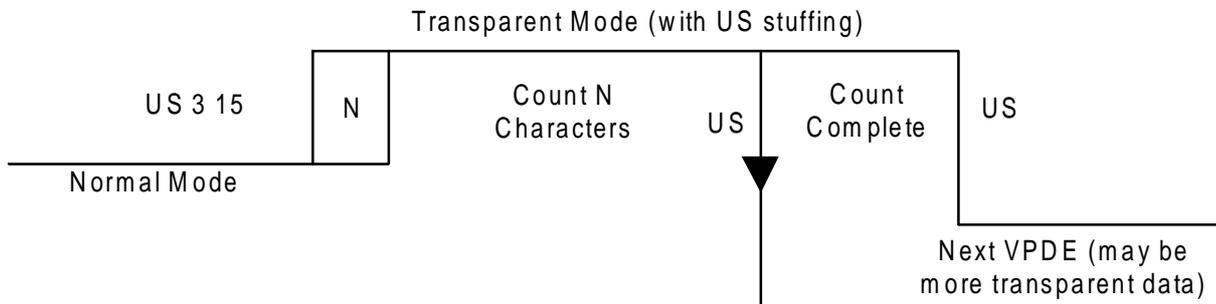
See CEPT Recommendation T TE 06-01 E.

### 4.0 PROTOCOL

The "TRANSPARENT data" VPCE is used to enter transparent mode. There are two methods of leaving the transparent mode, either following a byte count (where a byte is 8 bits), or when a new VPCE is detected. Immediate exit by a new PVCE ensures "RESET to service break to row X" will operate.

When a US (01 15) code (which is used to signify the start of a new VPCE) appears naturally in the data it should be transmitted twice (this technique is known as byte stuffing). A new VPCE is detected by a single US in the data stream.

The value of the first "N" in the transparent mode data indicates the normal method of exit from the transparent mode. When "N" is zero, then no byte count is defined and transparent mode is only exited at the start of a new VPCE. If N has a value of between 1 and 254 inclusive, then this value specifies the number of bytes that is to be received before a return is automatically made to the previous VPDE. The transparent mode byte count is performed on received bytes after stuffing bytes have been removed.



- N = 0 exit by new VPCE
- N = 1 to 254 inclusive exit following a byte count or by new VPCE
- N = 255 is not defined

### TRANSPARENT MODE SWITCHING

**History**

<b>Document history</b>	
November 1990	First Edition
February 1996	Converted into Adobe Acrobat Portable Document Format (PDF)