

MMO Set HK Rate to 1 second
File: JX-FCP-004.xls
Author: a.dietz-bc



Procedure Summary

Objectives

The purpose of this procedure is to set the MMO public HK generation period to once every second and align generation rate of MPO generated MMO packet YCL0Z001 to the same value.

Summary of Constraints

HK rate can be changed in Cruise Active Mode, however not in Dormant Mode (no TM).

Spacecraft Configuration

Start of Procedure

MMO in Cruise Active Mode

End of Procedure

MMO in Cruise Active Mode

Reference File(s)

Input Command Sequences

Output Command Sequences

AJXF004A

Referenced Displays

ANDs

GRDs

SLDs

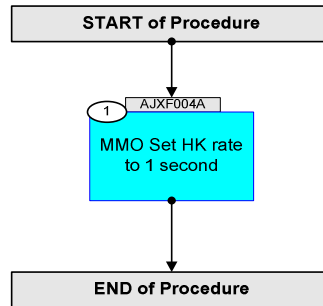
Configuration Control Information

DATE	FOP ISSUE	VERSION	MODIFICATION DESCRIPTION	AUTHOR	SPR REF
12/12/2017		1	Created	a.dietz-bc	

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Procedure Flowchart Overview



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Step	Label/Time	Activity/Remarks/Branch	CK	Display
Beginning of Procedure				
Beginning of Sequence				
AJXF004A MMO HK rate 1 sec TimeTag type : B				
1		MMO Set HK rate to 1 second Next step(s): -> END		
		Set the MMO public HK generation period to once every second and align generation rate of MPO generated MMO packet YCL0Z001 to the same value. Note this has to be performed to avoid that MMO packets are lost or duplicated in the stream to ground, see NCR BC-ASD-NC-00369.		
	+00.00.00	Execute Telecommand ZJX00011 MMO DH_OPE_MODE_HK_1S TC Control Flags: GBM IL DSE --Y -- ---		
	+00.00.01	Execute Telecommand ZCL00306 CPL Disable HK Telemetry Generation TC Control Flags: GBM IL DSE --Y -- --- Command Parameters : PCG03011 HK Packet Structure ID = 1 <dec>		
	+00.00.01	Execute Telecommand ZCL00381 CPL Define HK Report Generate Period TC Control Flags: GBM IL DSE --Y -- --- Command Parameters : PCG03011 HK Packet Structure ID = 1 <dec> PCG03012 Period in 8Hz cycles = 8 <dec>		
	+00.00.01	Execute Telecommand ZCL00305 CPL Enable HK Telemetry Generation TC Control Flags: GBM IL DSE --Y -- --- Command Parameters : PCG03011 HK Packet Structure ID = 1 <dec>		

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Step	Label/Time	Activity/Remarks/Branch	CK	Display
		Wait 20 seconds before performing the next TM checks. Note: all MMO packets are delayed by 16 seconds towards the MPO, independent from the packet generation rate. For MIL-BUS communication, MMO collects packets internally for 16 seconds, and then sends the packets to MPO, which means all the packets are delayed about 16 seconds before being sent to MPO.		
AJXF004A		End of Sequence		
End of Procedure				