# Data Communication – Things You Need to Know

**High Speed**

Direct Data – is user to user, two radios at a time.

User to User thought an RP2-D – I have not been able to make this work. You can communicate with IP devices on the other side of the RP2-D but not with IP devices on the ID-1 side of the RP2-D.

Local Web/Email Server – this can be done and works well.

Virus Protection – The shared 128K will die if you have a system online that has a worm or virus that is attempting to send to the world. It will very quickly occupy all of the available bandwidth. Also automatic virus updates and Windows automatic updates can make a system unusable.

Services that should be off or not used

Any automatic update of software, including but not limited to – Adobe update, Windows update, Virus software updates.

Any type of streaming audio or video – Listening to web based radio or services such as YouTube.

Unnecessary network protocols such as IPX, AppleTalk or Netbeui

I recommend using a router between the radio and the computer. It allows for more than one computer to use the radio. It also helps to prevent unnecessary network traffic from going out the radio.

Other systems on the network can be addressed by their PC name. The PC name that you assign when registering your call sign and identifiers becomes the DNS name for the call sign/identifier combination.

> Example http://n5zpr-c.dstar.local

IP address and call sign/identifier combination must be correct. Failing to keep this correct will result in communication failure. The system does check.

**Low Speed Data**

There is no error correction on the serial data. Any application would need to handle that.

Serial Data is always there and you will not hear it go through the repeater.

All of the D-Star radios do serial data.


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