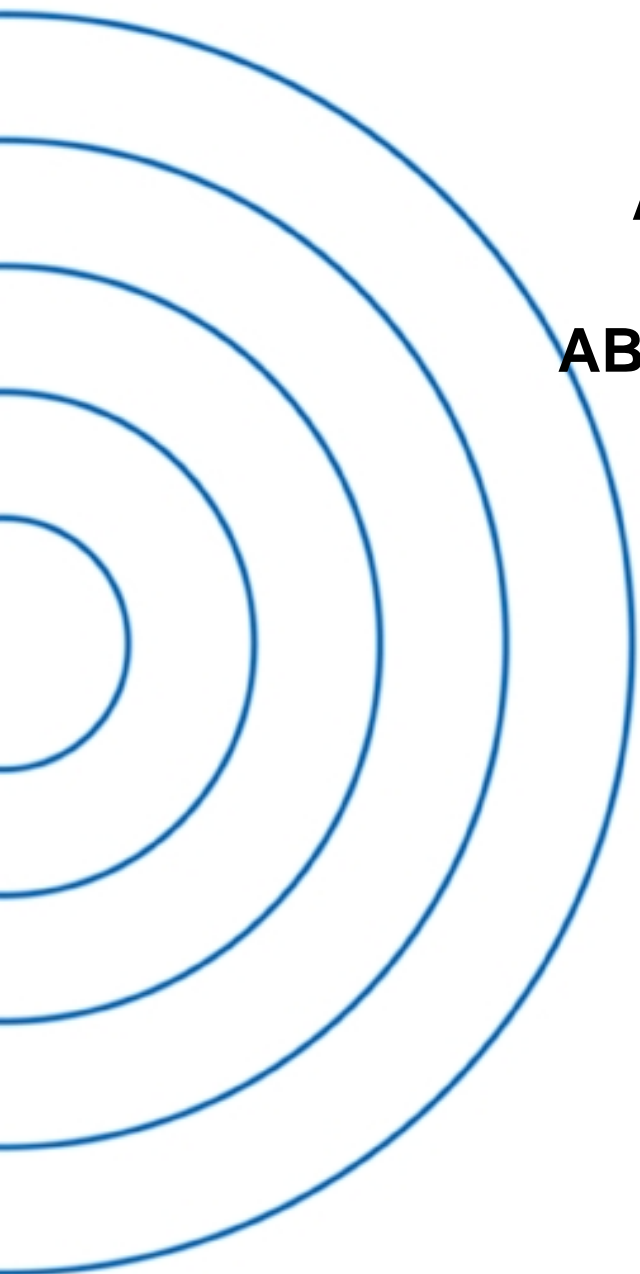


Appendix III

**ACRONYMS  
AND  
ABBREVIATIONS**





## List of Acronyms and Abbreviations

Acronym or abbreviation	Writing out in full	Which means
ACK	Acknowledge	
ACL link	Asynchronous Connection-Less link	Provides a packet-switched connection.(Master to any slave)
ACO	Authenticated Ciphering Offset	
AM_ADDR	Active Member Address	
AR_ADDR	Access Request Address	
ARQ	Automatic Repeat reQuest	
<b>B</b>		
BB	BaseBand	
BCH	Bose, Chaudhuri & Hocquenghem	Type of code The persons who discovered these codes in 1959 (H) and 1960 (B&C)
BD_ADDR	Bluetooth Device Address	
BER	Bit Error Rate	
BT	Bandwidth Time	
BT	Bluetooth	
<b>C</b>		
CAC	Channel Access Code	
CC	Call Control	
CL	Connectionless	
CODEC	COder DECoder	
COF	Ciphering Offset	
CRC	Cyclic Redundancy Check	
CVSD	Continuous Variable Slope Delta Modulation	
<b>D</b>		
DAC	Device Access Code	
DCE	Data Communication Equipment	

<b>Acronym or abbreviation</b>	<b>Writing out in full</b>	<b>Which means</b>
DCE	Data Circuit-Terminating Equipment	In serial communications, DCE refers to a device between the communication endpoints whose sole task is to facilitate the communications process; typically a modem
DCI	Default Check Initialization	
DH	Data-High Rate	Data packet type for high rate data
DIAC	Dedicated Inquiry Access Code	
DM	Data - Medium Rate	Data packet type for medium rate data
DTE	Data Terminal Equipment	In serial communications, DTE refers to a device at the endpoint of the communications path; typically a computer or terminal.
DTMF	Dual Tone Multiple Frequency	
DUT	Device Under Test	
DV	Data Voice	Data packet type for data and voice
<b>E</b>		
ETSI	European Telecommunications Standards Institute	
<b>F</b>		
FCC	Federal Communications Commission	
FEC	Forward Error Correction code	
FH	Frequency Hopping	
FHS	Frequency Hop Synchronization	
FIFO	First In First Out	
FSK	Frequency Shift Keying	type of modulation
FW	Firmware	
<b>G</b>		
GEOP	Generic Object Exchange Profile	
GFSK	Gaussian Frequency Shift Keying	
GIAC	General Inquiry Access Code	
GM	Group Management	

Acronym or abbreviation	Writing out in full	Which means
<b>H</b>		
HA	Host Application	SW using Bluetooth
HCI	Host Controller Interface	
HEC	Header-Error-Check	
HID	Human Interface Device	
HV	High quality Voice	e.g. HV1 packet
HW	Hardware	
<b>I</b>		
IAC	Inquiry Access Code	
IEEE	Institute of Electronic and Electrical Engineering	
IETF	Internet Engineering Task Force	
IP	Internet Protocol	
IrDA	Infra-red Data Association	
IrMC	Ir Mobile Communications	
ISDN	Integrated Services Digital Networks	
ISM	Industrial, Scientific, Medical	
IUT	Implementation Under Test	
<b>L</b>		
L_CH	Logical Channel	
L2CA	Logical Link Control and Adaptation	Logical Link Control And Management part of the Bluetooth protocol stack
L2CAP	Logical Link Control and Adaptation Protocol	
LAP	Lower Address Part	
LC	Link Controller	Link Controller (or baseband) part of the Bluetooth protocol stack Low level Baseband protocol handler
LCP	Link Control Protocol	
LCSS	Link Controller Service Signalling	
LFSR	Linear Feedback Shift Register	
LM	Link Manager	

<b>Acronym or abbreviation</b>	<b>Writing out in full</b>	<b>Which means</b>
LMP	Link Manager Protocol	For LM peer to peer communication
LSB	Least Significant Bit	
<b>M</b>		
M	Master or Mandatory	
M_ADDR	Medium Access Control Address	
MAC	Medium Access Control	
MAPI	Messaging Application Procedure Interface	
MMI	Man Machine Interface	
MS	Mobile Station	
MS	Multiplexing sublayer	
MSB	Most Significant Bit	
MSC	Message Sequence Chart	
MTU	Maximum Transmission Unit	
MUX	Multiplexing Sublayer	a sublayer of the L2CAP layer
<b>N</b>		
NAK	Negative Acknowledge	
NAP	Non-significant Address Part	
<b>O</b>		
O	Optional	
OBEX	OBject EXchange protocol	
OCF	Opcode Command Field	
<b>P</b>		
PCM	Pulse Coded Modulation	
PCMCIA	Personal Computer Memory Card International Association	
PDU	Protocol Data Unit	a message
PIN	Personal Identification Number	
PM_ADDR	Parked Member Address	
PN	Pseudo-random Noise	
PnP	Plug and Play	
POTS	Plain Old Telephone system	

<b>Acronym or abbreviation</b>	<b>Writing out in full</b>	<b>Which means</b>
PPM	Part Per Million	
PPP	Point-to-Point Protocol	
PRBS	Pseudo Random Bit Sequence	
PRNG	Pseudo Random Noise Generation	
PSTN	Public Switched Telephone Network	
<b>Q</b>		
QoS	Quality of Service	
<b>R</b>		
RAND	Random number	
RF	Radio Frequency	
RFC	Request For Comments	
RFCOMM		Serial cable emulation protocol based on ETSI TS 07.10
RSSI	Received Signal Strength Indication	
RX	Receiver	
<b>S</b>		
S	Slave	
SAP	Service Access Points	
SAR	Segmentation and Reassembly	
SCO link	Synchronous Connection-Oriented link	Supports time-bounded information like voice. (Master to single slave)
SD	Service Discovery	
SDDB	Service Discovery Database	
SDP	Service Discovery Protocol	
SEQN	Sequential Numbering scheme	
SRES	Signed Response	
SS	Supplementary Services	
SSI	Signal Strength Indication	
SUT	System Under Test	
SW	Software	

<b>Acronym or abbreviation</b>	<b>Writing out in full</b>	<b>Which means</b>
<b>T</b>		
TAE	Terminal Adapter Equipment	
TBD	To Be Defined	
TC	Test Control	Test Control layer for the test interface
TCI	Test Control Interface	
TCP/IP	Transport Control Protocol/Internet Protocol	
TCS	Telephony Control protocol Specification	
TDD	Time-Division Duplex	
TTP	Tiny Transport Protocol between OBEX and UDP [TBD]	
TX	Transmit	
<b>U</b>		
UA	User Asynchronous	Asynchronous user data
UAP	Upper Address Part	
UART	Universal Asynchronous receiver Transmitter	
UC	User Control	
UDP/IP	User Datagram Protocol/Internet Protocol	
UI	User Isochronous	Isochronous user data
UIAC	Unlimited Inquiry Access Code	
US	User Synchronous	Synchronous user data
USB	Universal Serial Bus	
UT	Upper Tester	
<b>W</b>		
WAP	Wireless Application Protocol	
WUG	Wireless User Group	



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## Definitions

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**Baseband.** The Bluetooth baseband specifies the medium access and physical layers procedures to support the exchange of real-time voice and data information streams and ad-hoc networking between Bluetooth units.

**Coverage area .** The area where two Bluetooth units can exchange messages with acceptable quality and performance.

**Host Terminal interface.** Host terminal interface is the Interface between Bluetooth Host and Bluetooth Unit.

**Inquiry.** A Bluetooth unit transmits inquiry messages in order to discover the other Bluetooth units that are active within the coverage area. The Bluetooth units that capture inquiry messages may send a response to the inquiring Bluetooth unit. The response contains information about the Bluetooth unit itself and its Bluetooth Host.

**Isochronous user channel .** Channel used for time bounded information like i.e. compressed audio (ACL link).

**Logical Channel.** The different types of channels on a Physical Link.

**Bluetooth Host.** Bluetooth Host is a computing device, peripheral, cellular telephone, access point to PSTN network, etc. A Bluetooth Host attached to a Bluetooth unit may communicate with other Bluetooth Hosts attached to their Bluetooth units as well. The communication channel through the Bluetooth units provides almost wire-like transparency.

**Bluetooth Unit.** Bluetooth Unit is a voice/data circuit equipment for a short-range wireless communication link. It allows voice and data communications between Bluetooth Hosts.

**Bluetooth.** Bluetooth is a wireless communication link, operating in the unlicensed ISM band at 2,4 GHz using a frequency hopping transceiver. It allows real-time voice and data communications between Bluetooth Hosts. The link protocol is based on time slots.

**Packet.** Format of aggregated bits that can be transmitted in 1, 3, or 5 time slots.

**Paging.** An Bluetooth unit transmits paging messages in order to set up a communication link to another Bluetooth unit who is active within the coverage area.

**Physical Channel.** Synchronized RF hopping sequence in a piconet

**Physical Link.** Connection between devices.

**Piconet.** In the Bluetooth system, the channel is shared among several Bluetooth units. The units sharing a common channel constitute a piconet.

**RFCOMM Client.** An RFCOMM client is an application that requests a connection to another application (RFCOMM server).

**RFCOMM initiator.** The device initiating the RFCOMM session, i.e. setting up RFCOMM channel on L2CAP and starting RFCOMM multiplexing with the SABM command on DLCI 0 (zero).

**RFCOMM Server.** An RFCOMM server is an application that awaits a connection from an RFCOMM client on another device. What happens after such a connection is established is out of scope of this definition.

**RFCOMM Server Channel.** This is a subfield of the TS 07.10 DLCI number. This abstraction is used to allow both server and client applications to reside on both sides of an RFCOMM session.

**Service Discovery.** The ability to discover the capability of connecting devices or hosts

**Scatternet.** Two or more piconets co-located in the same area (with or without inter-piconet communication).

**Time Slot.** The Physical Channel is divided into 625  $\mu$ s long time slots.