



OD3ICA

Spacecomms Relay Service

<https://srs-citizen.app/>

With the use of DCS - Simple Radio Standalone created by: [ciribob](#)



Getting Started 1 - Downloading and installing

Visit how to connect section of srs-citizen.app <https://srs-citizen.app/how-to-connect/>

- Install the software, uncheck any DCS-SRS related options.

Start How to connect Service Providers Stanton Pyro About

ODBICA
Spacecomms Relay Service

MADE BY THE COMMUNITY

DISCORD

How to connect

Here are the instructions to install and connect to the SRS server:

1. Download the client from the URL: <http://dcssimpleradio.com/>
2. Install the client on your device by following the installation instructions.
3. Once the client is installed, launch it.
4. Enter the server URL: "open.srs-citizen.app" in the server field.
5. Set up your Microphone and headset
6. Enter the EAM coalition password "mobi" in the password field.
7. Click on the "Connect" button to establish the connection to the SRS server.
8. Once connected, click on connect to external awacs mode
9. Go to control, map Push to talk - PTT to your preferred PTT button
10. you can start using the SRS server for your communication needs.

Pre made SRS Config files

[Odeica_test General setup for the common citizen](#)

[Odeica - Rescue Services better suited for emergency service providers.](#)

[Big thanks to Ciribob and the SRS project](#)

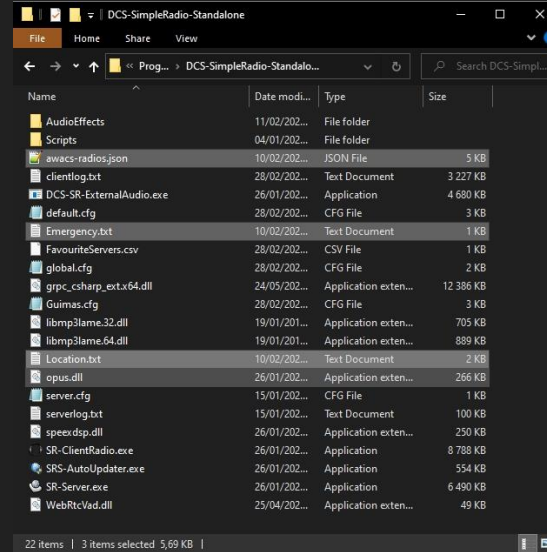
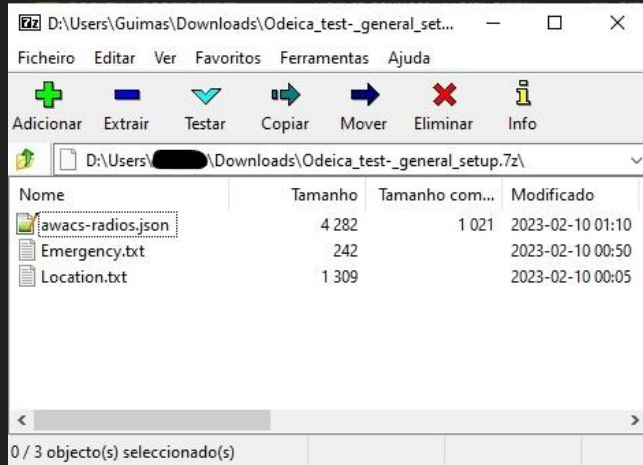
Powered by WordPress

All rights reserved © A Star Citizen SRS service Revolution Press Theme by SEOS THEMES

Getting Started 1 - OD3ICA Premade Files

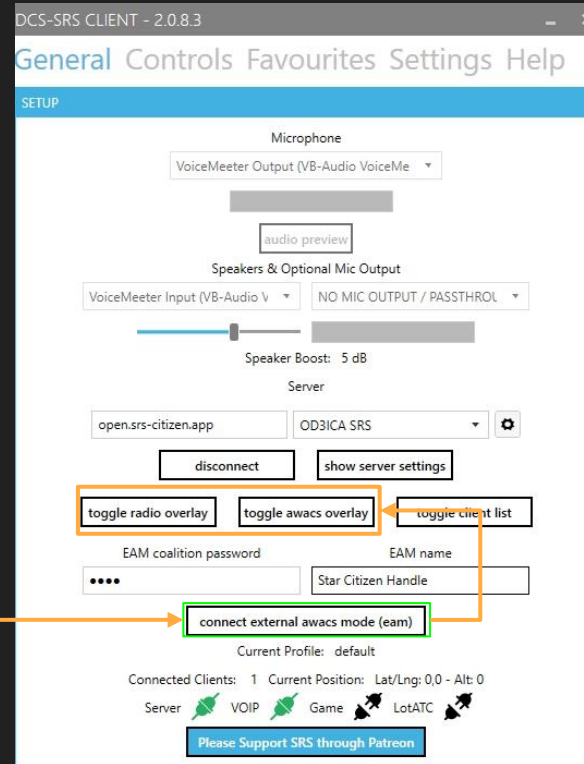
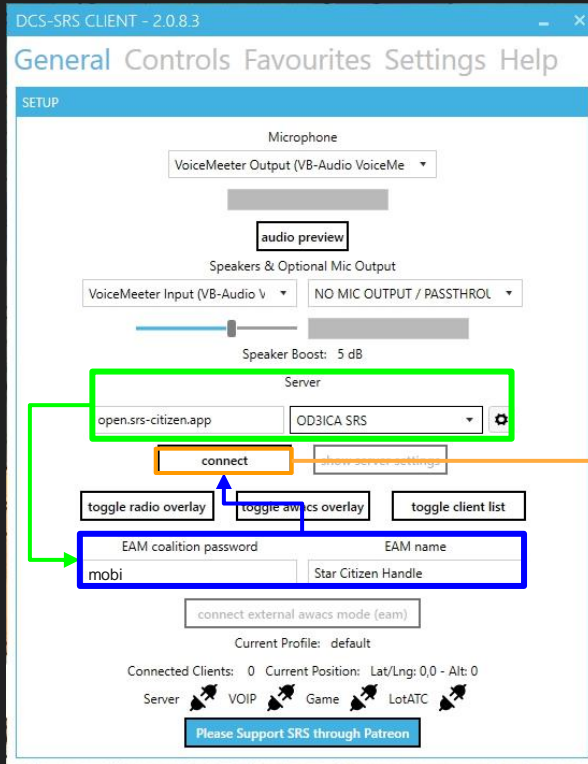
Visit [how to connect section of srs-citizen.app](https://srs-citizen.app) <https://srs-citizen.app/how-to-connect/>

- Download the pre-made config files (location.txt, emergency.txt and awacs-radio.json), copy then paste and replace on SRS installation folder.



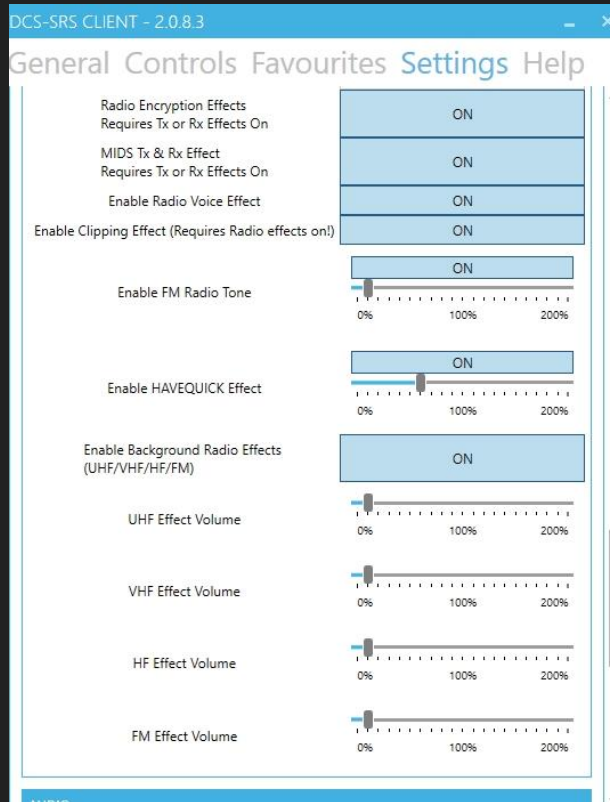
The awacs-radios.json file sets the frequency bands that each radio on the overlay tunes into, as well as the overlay radio names. Only one can exist in the folder and messing it up will render your client unable to communicate.

Getting Started 2 - connecting to Od3ica Server



Getting Started 3 - Clearer audio

Client Window



Reduce or switch off FM Radio tone

Reduce or switch off Enable Background Radio Effects

Summary of SRS interface

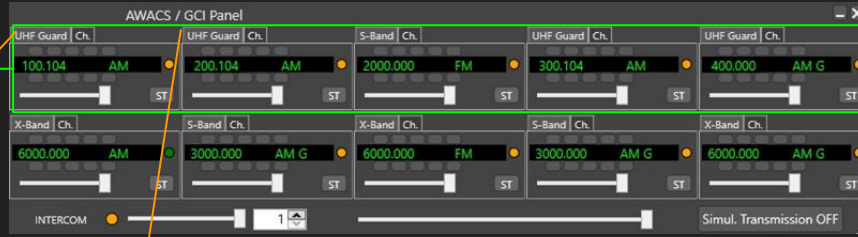
Compact Overlay (5 radios)



Opacity Slider

Corresponding 5 radios

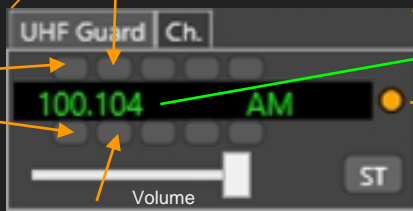
Extended Overlay (10 radios)



Intercom transmits to everyone connected regardless of frequency

Opacity Slider

Simultaneous Transmission switch



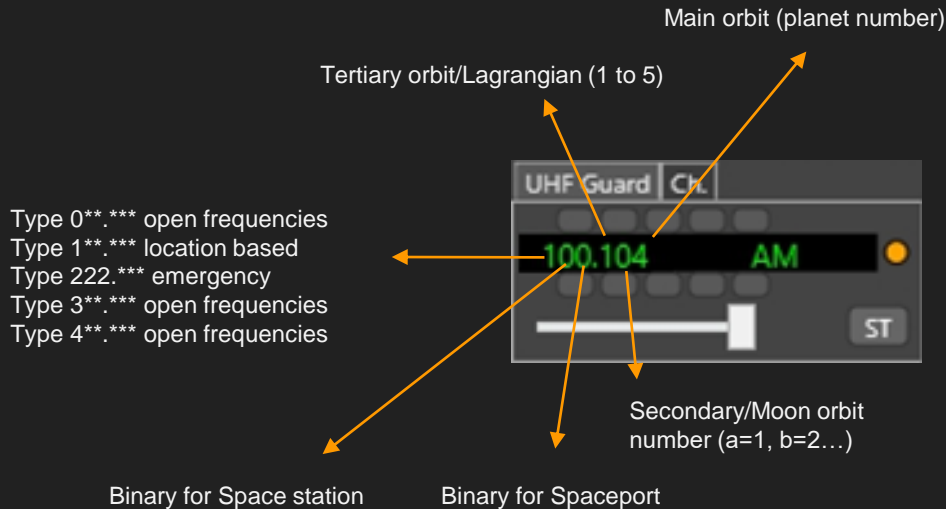
Frequencies can be set by typing, top and bottom +- mHz buttons or keybinds. Specific channels with names can also be set up on a txt file and selectable using the channel dropdown menu.

Radio Selector and Transmission Indicator (un-selected, Selected, Transmitting)
Several keybinding options for transmitting/selecting radios

Simultaneous Transmission assign

The Frequency Allocation System

- The allocation system is not realistic in terms of space communications using the Electromagnetic Spectre but it's a compromise between standard DCS-SRS settings (for aviation) and Astronomic catalog naming convention (SOL III = Earth)
- The location based frequencies are built using the Planetary System order, from right to left.
- Open frequencies are free to pick and use for private, intra-org, inter-org, emergent gameplay, as long as you respect radio etiquette
- Emergency frequencies start with global 222.111mhz. See next slide for details.



100.104 explained:

xxx.xx4 means 4th planet

xxx.1xx lagrangian 1

1xx.xxx is location based

Examples:

Earth is SOL III = 100.003mhz

Earth moon (Luna) is SOL III-a = 100.013mhz

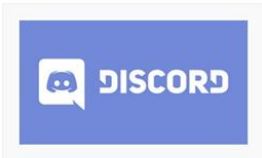
ISS = 110.003mhz

New York Landing Zone = 101.003mhz

The Frequency Allocation System

- You can consult the allocated frequencies on <https://srs-citizen.app/frq-stanton/>

[Start](#) [How to connect](#) [Service Providers](#) [Stanton](#) [Pyro](#) [About](#)



FRQ – Stanton

Show entries

Search:

Location Name	UHF	Type	Context	Designation	Main Orbits	Secondary Orbit	Channel Output
Stanton	100.000	System	Space	Stanton 00	0	0	Stanton 100
Hurston	100.001	Planet	Space	Stanton I	1		Hurston 100.001
Crusader	100.002	Planet	Space	Stanton II	2		Crusader 100.002
ArcCorp	100.003	Planet	Space	Stanton III	3		ArcCorp 100.003
Microtech	100.004	Planet	Space	Stanton IV	4		Microtech 100.004
Arial	100.011	Moon	Space	Stanton 1a	1	a	Arial 100.011
Cellin	100.012	Moon	Space	Stanton 2a	2	a	Cellin 100.012
Lyria	100.013	Moon	Space	Stanton 3a	3	a	Lyria 100.013
Calliope	100.014	Moon	Space	Stanton 4a	4	a	Calliope 100.014
Aberdeen	100.021	Moon	Space	Stanton 1b	1	b	Aberdeen 100.021

Showing 1 to 10 of 59 entries

[Previous](#) [Next](#)

Powered by WordPress

All rights reserved © A Star Citizen SRS service Revolution Press Theme by SEOS THEMES

Personalizing the Overlay and Adding Channel Lists

- You can preset frequencies as channels on a radio by saving a .txt file named after the radio you want the channels in (see pre-made files from how to connect), channel naming convention should follow "Channel Output" column from the frequency table.

The image displays two screenshots of the AWACS / GCI Panel software interface. The top screenshot shows a dropdown menu for channel selection, with '27 - Port Olisar' highlighted. The bottom screenshot shows the same interface with a channel list file open, listing various channels and their frequencies.

Channel List File Content:

```
1 Emergency Main|222.111
2 Medical|222.222
3 Extraction, Transport|222.333
4 Combat support|222.444
5 Refuel|222.555
6 Reserved for Emergency6|222.666
7 Reserved for Emergency7|222.777
8 Reserved for Emergency8|222.888
9 Reserved for Emergency9|222.999
```

The Frequency Allocation System Emergencies/Rescue & protocol

- Emergency frequencies start with global 222.111mhz anyone unsure what category their problem fits or in a hurry.
- For specific emergency categories:
 - 222.222 medical (hand-overs* .221; .223; .224...)
 - 222.333 extraction (hand-overs* .331; .332; .334...)
 - 222.444 combat support (hand-overs* .441 to .443; .445 to .449)
 - 222.555 refuel (hand-overs* .551 to .554; .556 to .559)

Example picking up a rescue call on 222.333mhz

Victim -“Mayday mayday, Luckychap need extraction, my ship crashed on Lyria”
Rescuer -“Luckychap, this is Savior1 i’m nearby, how many passengers?”
Victim -“Savior1, Luckychap, it’s just me”
Rescuer -“Luckychap, Savior1 rescue is on the way, handoff frequency two two two, three three one, clear comms acknowledge”
Victim -“acknowledged two two two, three three one, clear comms”

Then both Rescuer and Victim tune radio to 222.331mhz to keep communicating without interruptions from others requesting help. Discussing specific location details party/beacon/negotiate payment conditions...

*Handover - In cellular telecommunications, handover, or handoff, is the process of transferring an ongoing call or data session from one channel connected to the core network to another channel.