

MD-380 .rdt file Memory Map

Offset	Function	bytes per entry	Number of entries	Last Offset
061A5	Contacts	36	1000	0EE44
0EE45	Rx Groups	96	250	14C04
14C05	Zones	64	250	18A84
18A85	Scan Lists	104	250	1F015
1F015	Unknown	16 (all FF)	1	1F024
1F025	Channels	64	1000	2EA24

Contacts (36 bytes per entry)

Byte	function
0	ID low byte FF if blank
1	ID mid byte FF if blank
2	ID high byte FF if blank
3	Type C0=blank C1=Group C2=Private C3=All (Ex=Call Tone)
4	Name Low byte of first character
5	Name High byte of first character
6-35	Name, remaining 15 characters.

Rx Groups (96 bytes per entry)

Byte	function
0	Name Low Byte of first character
1	Name High Byte of first character
2-31	Name, Remaining 15 characters
32	Index number of Contact Low Byte
33	Index number of Contact High Byte
34-95	Index numbers of remaining Contacts (up to 32 entries 2 bytes per entry)

Zones (64 Bytes per Entry)

Byte	function
0	Name Low Byte of first character
1	Name High Byte of first character
2-31	Name, Remaining 15 characters
32	Index Number of Channel Low Byte
33	Index Number of Channel High Byte
34-63	Index Numbers of remaining channels (up to 16 entries 2 bytes per entry)

Scan Lists (104 Bytes per Entry)

Byte	function
0	Name Low Byte of first character
1	Name High Byte of first character
2-31	Name, Remaining 15 characters
32-39	Unknown (probably Priority Chans and hold times)
40	Index number of Channel Low Byte
41	Index number of Channel High Byte
42-103	Index numbers of remaining channels (up to 32 Entries 2 bytes per channel)

Channels (64 Bytes per Entry)

Byte	function			
00	0x61=Analogue 0x62=Digital			
01				
02				
03				
04	Power Level H=0x24 L=0x04			
05				
06	Contact Index Low Byte			
07	Contact Index High Byte			
08				
09				
10				
11				
12	RX Group Index			
13				
14				
15				
16	Rx Freq Low	100hz, 10 hz		BCD
17	Rx Freq	10 khz, 1khz	BCD	
18	Rx Freq	1 mhz, 100khz	BCD	
19	Rx Freq	100 mhz, 10 mhz	BCD	
20	Tx Freq Low	100hz, 10 hz		BCD
21	Tx Freq	10 khz, 1khz	BCD	
22	Tx Freq	1 mhz, 100khz	BCD	
23	Tx Freq	100 mhz, 10 mhz	BCD	
24				
25				
26				
27				
28				
29				
30				
31				
32	Name Low Byte of first character			
33	Name High Byte of first character			
34-63	Name, Remaining 15 characters			