



ULC-T Line Card

The universal transmit line card, ULC-T, features DVB-S2 up to 54MHz or DVB-S2X up to 125MHz carrier bandwidth with Adaptive Coding and Modulation (ACM) on the outbound channel. In conjunction with a multi-channel demodulator line card (e.g. ULC-R), the ULC-T is ideally suited for broadband applications such as Internet and VPN access to enterprise networks, along with real-time VoIP and videoconferencing on both the ST Engineering iDirect Evolution® and Velocity® platforms. The ULC-T linecard also supports BPSK spread-spectrum waveforms enabling robust low data rate communications in IoT satellite services network.

Network Configuration

Network Technology	DVB-S2, DVB-S2X, IoT
Modem	One Modulator (Transmit one downstream carrier)
Modulation	DVB-S2: QPSK, 8PSK, 16APSK, 32APSK; 5%, 10%, 15%, and 20% Roll-off factors DVB-S2X: QPSK, 8PSK, 16APSK, 32APSK, 64APSK, 128APSK, 256APSK; 5%, 10%, 15%, and 20% Roll-off factors IoT: BPSK, 35% Roll-off factor
FEC	DVB-S2: LDPC 1/4 - 8/9 DVB-S2X: LDPC 1/4 - 7/9 IoT:Turbo 1/3
Symbol Rate	DVB-S2: 1 to 45 Msps DVB-S2X: 5 to 119 Msps*, with max 125 MHz occupied bandwidth IoT: 0.11 to 3.125 Mcps Chip Rate; Spread Factors: 5 to 64

Interoperability

Compatible with Series 15100 Universal Hub (5IF/20 Slot)
DVB-S2 requires Evolution 3.4 / Velocity 1.1 software or above
DVB-S2X requires Evolution 4.1 or above
loT mode requires loT software configuration on ULC-T

All specifications are software dependent.

^{*} Specifications are modem dependent.



Interfaces

SatCom In	terfaces
TxIF: Type-F,	950–2000 MHz, +5/-35 dBm power
Data Inter	faces
Aggregation	Data & Control; GigE LAN B: Data & Control. Link I. 232 over RJ-45
Timing Int	erface
Locked to cu	ustomer supplied PPS/10 MHz through backplane
Other Feat	cures
Linear pre-d	istortion

Mechanical & Environmental

Redundancy	Software controlled, hot-swappable, and auto-failover
Weight	0.83 kg (1.48 lbs)
Operating Temperature	0° to +45°C (+32° to +113°F)
Humidity	0-95% non condensing
Input Voltage	24V; 65W (max)