BPQTerminal - Monitor Window - Frame Identifiers.					
<	1	2	3	4	5	>
C = Connect	C = Command	P = Poll	Sn = {Note 1}	Rn = {Note 1}	
D = Disconnect	R = Response	F = Final	Rn = {Note 1}		
I = Information		Sn = {Note 1}			
REJ = Reject		Rn = {Note 1}			
RR = Receive Ready					
UA = Unnumbered Acknowledge					
UI = Unnumbered Information					
FRMR = Frame Reject					
Note 1 :					
Rn = Receive State Variable					
Sn = Send State Variable					
n = Frame Sequence Number (0 to 7).					

Dire Wolf:

Callsign, Rx audio level(mark/space), [sanity check] and Rx signal quality.

e.g.

GB7RDG audio level = 61(+110/-98)   [NONE] |||||||||

[NONE] = No bit errors fixed.

[SINGLE] = Single bit error fix attempted.

[DOUBLE] = Two adjacent bit errors fix attempted.

||||||||| = Good signal quality. (: indicates bit errors)

then:

UA res = Unnumbered Acknowledge

DISC cmd = Disconnect

f = final

I cmd = Information

n(r) = Receive State Variable

n(s) = Send State Variable

p = Poll

pid = Protocol Identifier

RR res = Receive Ready

SABM cmd = Set Asynchronous Balanced Mode (Connect)

Dire Wolf AGWPE emulation feeding AGW Terminal:

DISC = Disconnect

F = Final

I = Information

Len = Information frame length

P = Poll

pid = Protocol Identifier

R = Receive State Variable

REJ = Reject

RR = Receive Ready

S = Send State variable

SABM - Set Asynchronous Balanced Mode (Connect)

UA = Unnumbered Acknowledge

UI = Unnumbered Information

Kantronics KAMPlus TNC/Ipserial (Outpost) terminal:

Monitor ON, MCOM ON, Mcon ON, Mresp ON, Cstamp ON, Mstamp ON

<<FRMR>> - Frame Reject   <<C>> - Connect.

<<REJn>> - Reject   <<D>> - Disconnect.

<<RNRn>> - Device Busy.   <<UA>> - Unnumbered Acknowledge.

<<rrn>> - Receive Ready.

<<Isn>> -Information Frame.

n = receive sequence number.

s = Send Sequence Number

< > = AX25 Version 1

<< >> = AX25 Version 2