

CDMA Reference Blockset Release Notes

There were no significant updates to the CDMA Reference Blockset for Releases 14.

Changes from the Previous Release

For Release 14SP1, the following blocks have been affected by changes in the behavior of source dialog boxes and the Model Explorer. See “Changes from the Previous Release” section of the Simulink release notes.

- IS-95A Long Code Generator
- IS-95A Walsh Code Generator

If you are upgrading from a release earlier than Release 12.1, you should see “CDMA Reference Blockset 1.0.2 Release Notes” on page 2-1.

Printing the Release Notes

If you would like to print the Release Notes, you can link to a PDF version.

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CDMA Reference Blockset

1.1 Release Notes

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New Features

This section introduces the new features added in the CDMA Reference Blockset 1.1 since the CDMA Reference Blockset 1.0.2 (Release 12).

Frame-Based Signal Support

The CDMA Reference Blockset 1.1 supports frame-based signals and matrix signals. As a result, it is no longer necessary to change the signal attributes of blocks from the Communications Blockset or the Signal Processing Blockset in order to use them in models with blocks from the CDMA Reference Blockset. This makes it even easier to use the CDMA Reference Blockset with those blocksets.

All of the blocks in Version 1.1 allow both frame-based and sample-based signals, with the exception of the following blocks, which allow only frame-based signals:

- IS-95A Fwd Ch Base Station Transmitter Interface
- IS-95A Fwd Ch Descrambler
- IS-95A Fwd Ch Detector
- IS95A Long Code Generator
- IS-95A Rev Ch Detector
- IS-95A Rev Ch Rake Finger
- IS-95 A Rev Ch Walsh Modulation and Spreading
- IS95A Short Code Generator
- IS95A Walsh Code Generator

You can open the new Version 1.1 libraries by typing `cdmalibv1p1` at the MATLAB prompt, or by using the Simulink Library Browser.

Upgrading from an Earlier Release

If you are upgrading from the CDMA Reference Blockset Version 1.0.2 to Version 1.1, models built with Version 1.0.2 will continue to work in Version 1.1.

However, you may encounter problems if you combine old blocks from Version 1.0.2 in a model with the following new Version 1.1 code generators:

- IS95A Long Code Generator
- IS95A Short Code Generator
- IS95A Walsh Code Generator

The Version 1.0.2 blocks that do not support frames, and so cannot be used with the Version 1.1 code generators, are:

- IS-95A Fwd Ch Base Station Transmitter Interface
- IS-95A Fwd Ch Descrambler
- IS-95A Fwd Ch Detector
- IS-95A Rev Ch Detector
- IS-95A Rev Ch Rake Finger
- IS-95 A Rev Ch Walsh Modulation and Spreading

If you continue to add blocks to a model built with Version 1.0.2, we recommend that you use blocks from the Version 1.0.2 libraries. You can open the Version 1.0.2 libraries by typing `cdma1lib` at the MATLAB prompt.

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Introduction to the CDMA Reference Blockset

Note The CDMA Reference Blockset was not updated for Release 13. The version of the CDMA Reference Blockset that appeared on the Release 12.1 CD is the same as the version that appears on the Release 13 CD.

The CDMA Reference Blockset was introduced as a Web-downloadable product after Release 11.1. It is now part of Release 12.

The CDMA Reference Blockset is a collection of Simulink blocks for creating and simulating the CDMA IS-95A standard for wireless communications. You can create and simulate an entire, end-to-end (transmitter-to-receiver) model of a wireless system.

Known Software and Documentation Problems

This section updates the CDMA Reference Blockset 1.0.2 documentation set, reflecting known CDMA Reference Blockset 1.0.2 software problems.

Signal Support

The CDMA Reference Blockset does not support frame-based signals or matrix signals. That is, it supports only sample-based one-dimensional signals. If your model combines blocks from the CDMA Reference Blockset with blocks from the Communications Blockset or the Signal Processing Blockset, then you may need to change signal attributes in appropriate parts of your model. Useful blocks for changing signal attributes are

- Convert 1-D to 2-D block in the Signal Processing Blockset
- Frame Status Conversion block in the Signal Processing Blockset
- Reshape block in Simulink

