

ADDRESSED BINARY MESSAGE (MESSAGE 6)

The addressed binary message should be variable in length, based on the amount of binary data. The length should vary between 1 and 5 slots. Since the data content of this binary message is defined by the application, Message 6 is an [Application Specific Message \(click on this link for a registry of recognized Application Specific Messages\)](#).

Parameter	Number of bits	Description			
Message ID	6	Identifier for Message 6; always 6			
Repeat indicator	2	Used by the repeater to indicate how many times a message has been repeated. 0-3; default = 0; 3 = do not repeat any more			
Source ID	30	MMSI number of source station			
Sequence number	2	0-3			
Destination ID	30	MMSI number of destination station			
Retransmit flag	1	Retransmit flag should be set upon retransmission: 0 = no retransmission = default; 1 = retransmitted			
Spare	1	Not used. Should be zero. Reserved for future use			
Binary data	Maximum 936	Application identifier	16 bits	Bit	Description
				15-6	Designated area code (DAC). This code is based on the maritime identification digits (MID). Exceptions are 0 (test) and 1 (international). Although the length is 10 bits, the DAC codes equal to or above 1 000 are reserved for future use
				5-0	Function identifier (FI). The meaning should be determined by the authority which is responsible for the area given in the designated area code
		Application data	Maximum 920 bits	Application specific data	
Maximum number of bits	Maximum 1 008	Occupies up to 3 slots, or up to 5 slots when able to use FATDMA reservations. For Class B "SO" mobile AIS stations the length of the message should not exceed 3 slots For Class B "CS" mobile AIS stations should not transmit;			

Additional bit stuffing will be required for these message types. The table below gives the number of binary data bytes (including application ID and application data), so that the whole message fits into a given number of slots. It is recommended that any application minimizes the use of slots by limiting the number of binary data bytes to the numbers given, if possible:

Number of slots	Maximum binary data bytes
1	8
2	36
3	64
4	92
5	117

(Source: [Rec. ITU-R M.1371-5](#))