



Office of Liquor Gaming and Regulation

Hash Algorithms

Version 1.6

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1 Introduction

Policy

It is Office of Liquor Gaming and Racing (OLGR) policy for a wide range of Regulated Gaming Equipment in Queensland, such as gaming machines, jackpot systems and other regulated gaming systems in general to be able to produce a hash, or fingerprint of their software or firmware for verification and auditing purposes using an acceptable hashing algorithm.

Hashing algorithms are also used extensively by the OLGR throughout the submission and approval process and for auditing purposes.

Purpose

The purpose of this document is to list the acceptable hashing algorithms for use with OLGR technical requirements documents. For example:

- OLGR EGM Communications Protocol (QCOM)
- Program Storage Device Verification minimum requirements.
- Jackpot System Minimum Requirements.
- Submission Requirements.
- System Auditing.

Scope

This document is applicable to all organisations designing regulated gaming equipment, systems, or software to any of OLGR's technical requirements documents, or submitting software to the OLGR.

Please refer to the revision history for inception dates of each release of this document.

2 General

Please note, the hashing algorithms listed in this document can be classified as “Key-dependent one way hash functions”. The keys are public so the algorithms should not be confused with a Message Authentication Code (MAC). They should not be confused with Digital Signature Algorithms as used in applied cryptography.

2.1 List of Acceptable Hash Algorithms:

1. SHA-1 (160 bit Secure Hash Algorithm)

This algorithm is the current algorithm for all digital verification, auditing, submission and approvals to the OLGR where HMAC-SHA (see below) is not being used.

SHA-1 is an open standard algorithm readily available off the internet. Refer to the FIPS-180-1 standard for the algorithm. A number of free source code implementations of SHA-1 and associated utilities are also freely available on the internet.

2. HMAC-SHA (utilised by all QCOM v1.6.x EGMs)

HMAC-SHA is the seeded version of the used SHA-1 algorithm. The HMAC-SHA algorithm utilises 20 byte seed and hash results.

HMAC & SHA-1 are open standard algorithms, readily available off the internet. For SHA-1, refer to the standard FIPS-180-1 and for HMAC-SHA, refer to the standard RFC-2104. A number of source code implementations of HMAC-SHA are also freely available off the internet. For examples of HMAC-SHA for testing purposes, refer to the standard: RFC-2202.

HMAC-SHA must be utilised by all QCOM v1.6.x EGMs as their program hash algorithm. This new algorithm replaces the old PSA32 algorithm currently utilised by QCOM v1.5 EGMs.

3. CRC (Cyclic Redundancy Check)

16 & 32 bit CRCs may still be utilised but purely for error checking applications, for example CRCs in communications protocols and critical memory / data integrity. If a particular application of a hashing algorithm has any aspect of security, then CRCs must not be used.

3 Regarding Regulated Gaming Equipment

This section applies to regulated gaming equipment, such as Gaming Machines and Jackpot Triggering Devices etc that are required to produce a 'program hash'. The remainder of the document will refer to them simply as a '**Device**'. However where required, particular reference is made to Gaming Machines and the QCOM Protocol.

3.1 Data that must be included in an overall Device program hash.

The program hash calculation must encompass all data stored within the Device for which it is physically possible to be executed by the Device's CPU/s (regardless of whether or not this is normally done by the device during operation). "CPU" refers to the CPU(s) & micro-controllers (including FPGAs & CPLDs) which may control, or could potentially affect play/gamble outcomes and critical meters or areas, or data which is considered a significant integrity or security risk by the regulator. This also includes data which can be loaded and executed from Device RAM.

At this time this does not include peripheral device programs such as banknote or coin acceptor program data, or configuration data which may change on a day to day basis.

If unsure of whether to include a Program Storage Device into the hash calculation, then either include it by default, or check with the OLGR.

Acceptance of the data and device set to be included in the hash calculation is at the discretion of the Executive Director of the OLGR.

With the increased use of new devices containing file systems, such as flash chips, the above requirement may not be suitable in all cases. If a storage device has a file system then approval may be granted for the hash calculation to encompass only the file data on the device.

Also, to expedite hash calculations with regards to QCOM Gaming Machines, sound and graphics data may be exempted from direct inclusion in the hash calculation. This exemption may be granted provided the following conditions are met:

1. A hash result of the excluded sound and graphics data must be hard coded in the data region that is contained in the hash calculation.
2. The sound and graphics data must be verified against this hard coded value at least every time the CPU is reset.
3. OLGR is provided with a method of verifying that the hash of the sound and graphics in source code is identical to the hard coded value.

3.2 Regarding unused space on storage devices.

Typically, all unused space on a Program Storage Device must be also included in the program hash calculation, however, if the Device has remote upgrade capability, then unused data space does not have to be included in the hash calculation. However, other requirements may apply, check with the OLGR.

For slightly better protection against Trojans, unused data space contained on a Program Storage Device that is included in the hash could be filled with non-algorithmically generated random white noise which has been run through a compression algorithm to prevent it from being compressed any further. (Pseudo Random Number Generators are not suitable as white noise generators as the algorithm makes the data highly compressible). This is not mandatory in any case.

3.2.1 Devices with File Systems

If a Device has a file system which does not lend itself well to making perfect copies of itself (e.g. flash memory) then only the contents of files themselves are required to be included in the hash calculation. File system directories, file allocation tables, sector/cluster headers and footers etc do not have to be included in the hash calculation.

3.2.2 Devices with multiple Program Storage Devices

It is preferred for Devices with multiple physical or logical Program Storage Devices, if the overall hash calculation result is a result from an independent hash calculation over each physical/logical Program Storage Devices within the Device, 'exclusive-OR'ed' (XOR) together (as opposed to daisy chaining an overall result together).

A Device may calculate its program hash in any desired program memory byte/bit order and in parallel over separate systems.

The Device must combine multiple hash results (e.g. from different sub-systems) into one result via modulo 2 addition (XOR).

4 Submission requirements regarding program hashes:

1. The OLGR must be supplied with exact details of how the Device performs the hash over its software/firmware. I.e. the methodology, byte/word order of the data included in the hash calculation.
2. For Devices (such as gaming machines and other JTD's) where the OLGR (or ATF) is also building and reconciling built code with production code, a utility program and/or procedure must also be provided where required, that converts the Device's object code into one or more files, in such a way so that if a byte order hash over those files is performed, then the combined result (via XOR) would yield the same result as the Device's program hash calculation. (These files are required for upload onto the OLGR program hash server which generates hashes for use with QCOM and system audits.)

4.1 Retired Hash Algorithms (For Information Only):

PSA32 (utilised by all QCOM v1.5.x Gaming Machines)

This algorithm is basically a standard Cyclic Redundancy Check (CRC) algorithm but with a slight modification to further randomize the result. Refer to the algorithm section for more information.

This algorithm has been retired and is in the process of being phased out.

5 Hashing Algorithms - Specifications

5.1 The HMAC-SHA Algorithm

Refer standard FIPS-180-1 for the SHA-1 algorithm and standard RFC-2104 for HMAC-SHA algorithm. These two standards are freely available from the internet.

5.2 The PSA32 Algorithm (retired)

This algorithm is a slightly modified 32 bit, CRC algorithm, operating one byte at a time. The modification is that each partial CRC result (i.e. after each byte) is exclusive OR'ed with the current unsigned 32 bit wide, 8 bit check-sum, see below. The standard 32 bit CRC algorithm is provided in the Appendix.

ie. In "C" notation, the PSA32 algorithm:

```
unsigned long int Checksum    = 0;                // 32 bit unsigned int
unsigned long int CRC        = Seed;              // 32 bit unsigned int
                                                Seed

unsigned char *b = StartOfProgramSpace; // pointer to 8 bit unsigned char

do {
    Checksum += *b;    // "b" is 8 bits (one byte) of Program Data
    // CRC_Calc is a function performing a standard 32 bit Cyclic
    Redundancy Check
    CRC = CRC_Calc(*b, CRC) ^ Checksum; // Note the XOR ^ !!!
    b++;
} while (!EndOfProgramSpace);
```

Notes

Refer below for the CRC32 algorithm regarding the CRC_Calc() function above.

32 bit algorithms are a fairly weak for a one way hashing function, so to compensate the above algorithm should be used on a periodic basis with a variable seed. It is not a major concern if more than one program works out to have the same hash for a given seed. But it should be noted that this is possible.

5.3 The CCITT 16 bit CRC Algorithm

This is the well known standard 16 bit Cyclic Redundancy Check represented in “C” and used in many applications. (It is provided here for reference only.) For example, this algorithm is used for OLGR EGM Protocol (i.e. “QCOM”) message CRC generation.

```
//// crccitt.h

extern unsigned int CRCccittTable[256];

#define CRCccittMACRO(b, crc) (CRCccittTable[(crc ^ b) & 0xff] ^ (crc >> 8))
// Returns (unsigned int) CCITT CRC, b is an unsigned char, crc is an unsigned int

unsigned int CRCccitt(unsigned char b, unsigned int CRC);
unsigned int CRCccittBlock(unsigned char *b, unsigned int CRC, unsigned int Length);

//// crccitt.c

#include "crccitt.h"

// 16 bit CCITT CRC repeats every 32767 iterations when performed over uniform data
// ie there is one reserved value

// This CCITT CRC routine is basically a LSB first HDLC CCITT CRC but with the following differences:
// 1) The Seed is bit reversed
// 2) The result is bit reversed

// Some short examples
// data 0x0F seed 0xAA55 result is FD75
// data 0x01 seed 0x0000 result is 1189
// data 0x00 0x00 seed 0xffff result is 0xF0B8

unsigned int CRCccittTable[] =
{
    0x0000, 0x1189, 0x2312, 0x329B, 0x4624, 0x57AD, 0x6536, 0x74BF,
    0x8C48, 0x9DC1, 0xAF5A, 0xBED3, 0xCA6C, 0xDBE5, 0xE97E, 0xF8F7,
    0x1081, 0x0108, 0x3393, 0x221A, 0x56A5, 0x472C, 0x75B7, 0x643E,
    0x9CC9, 0x8D40, 0xBFDB, 0xAE52, 0xDAED, 0xCB64, 0xF9FF, 0xE876,
    0x2102, 0x308B, 0x0210, 0x1399, 0x6726, 0x76AF, 0x4434, 0x55BD,
    0xAD4A, 0xBCC3, 0x8E58, 0x9FD1, 0xEB6E, 0xFAE7, 0xC87C, 0xD9F5,
    0x3183, 0x200A, 0x1291, 0x0318, 0x77A7, 0x662E, 0x54B5, 0x453C,
    0xBDCB, 0xAC42, 0x9ED9, 0x8F50, 0xFBEB, 0xEA66, 0xD8FD, 0xC974,
    0x4204, 0x538D, 0x6116, 0x709F, 0x0420, 0x15A9, 0x2732, 0x36BB,
    0xCE4C, 0xDFC5, 0xED5E, 0xFCD7, 0x8868, 0x99E1, 0xAB7A, 0xBAF3,
```

```

0x5285, 0x430C, 0x7197, 0x601E, 0x14A1, 0x0528, 0x37B3, 0x263A,
0xDECD, 0xCF44, 0xFDDF, 0xEC56, 0x98E9, 0x8960, 0xBBFB, 0xAA72,
0x6306, 0x728F, 0x4014, 0x519D, 0x2522, 0x34AB, 0x0630, 0x17B9,
0xEF4E, 0xFEC7, 0xCC5C, 0xDDD5, 0xA96A, 0xB8E3, 0x8A78, 0x9BF1,
0x7387, 0x620E, 0x5095, 0x411C, 0x35A3, 0x242A, 0x16B1, 0x0738,
0xFFCF, 0xEE46, 0xDCDD, 0xCD54, 0xB9EB, 0xA862, 0x9AF9, 0x8B70,
0x8408, 0x9581, 0xA71A, 0xB693, 0xC22C, 0xD3A5, 0xE13E, 0xF0B7,
0x0840, 0x19C9, 0x2B52, 0x3ADB, 0x4E64, 0x5FED, 0x6D76, 0x7CFF,
0x9489, 0x8500, 0xB79B, 0xA612, 0xD2AD, 0xC324, 0xF1BF, 0xE036,
0x18C1, 0x0948, 0x3BD3, 0x2A5A, 0x5EE5, 0x4F6C, 0x7DF7, 0x6C7E,
0xA50A, 0xB483, 0x8618, 0x9791, 0xE32E, 0xF2A7, 0xC03C, 0xD1B5,
0x2942, 0x38CB, 0x0A50, 0x1BD9, 0x6F66, 0x7EEF, 0x4C74, 0x5DFD,
0xB58B, 0xA402, 0x9699, 0x8710, 0xF3AF, 0xE226, 0xD0BD, 0xC134,
0x39C3, 0x284A, 0x1AD1, 0x0B58, 0x7FE7, 0x6E6E, 0x5CF5, 0x4D7C,
0xC60C, 0xD785, 0xE51E, 0xF497, 0x8028, 0x91A1, 0xA33A, 0xB2B3,
0x4A44, 0x5BCD, 0x6956, 0x78DF, 0x0C60, 0x1DE9, 0x2F72, 0x3EFB,
0xD68D, 0xC704, 0xF59F, 0xE416, 0x90A9, 0x8120, 0xB3BB, 0xA232,
0x5AC5, 0x4B4C, 0x79D7, 0x685E, 0x1CE1, 0x0D68, 0x3FF3, 0x2E7A,
0xE70E, 0xF687, 0xC41C, 0xD595, 0xA12A, 0xB0A3, 0x8238, 0x93B1,
0x6B46, 0x7ACF, 0x4854, 0x59DD, 0x2D62, 0x3CEB, 0x0E70, 0x1FF9,
0xF78F, 0xE606, 0xD49D, 0xC514, 0xB1AB, 0xA022, 0x92B9, 0x8330,
0x7BC7, 0x6A4E, 0x58D5, 0x495C, 0x3DE3, 0x2C6A, 0x1EF1, 0x0F78
};

```

```

unsigned int CRCccitt(unsigned char b, unsigned int CRC)

```

```

{
return CRCccittMACRO(b,CRC);
}

```

```

unsigned int CRCccittBlock(unsigned char *b, unsigned int CRC, unsigned
int Length)

```

```

{
int i;

for (i = 0; i != Length; i++) {
    CRC = CRCccittMACRO(b[i],CRC);
}
return CRC;
}

```

5.4 The 32 bit CRC Algorithm

This is the standard 32 bit Cyclic Redundancy Check algorithm represented in “C” source code. It is used in many applications including the PSA32 algorithm.

(Note, the CRC-32 algorithm shown below is not the PSA32 algorithm, but it does form a significant part of the overall method. Refer to the previous section on the PSA32 for more information.)

```

//// CRC32.h

```

```

extern unsigned long int CRC32Table[256];

#define CRC32MACRO(b, crc) (CRC32Table[((int)crc ^ b) & 0xff] ^ ((crc >> 8) & 0x0FFFFFFF))
// returns unsigned long crc value, b unsigned char, crc unsigned long int

// This macro below is equivalent to arj & pkzip CRCs (ie. it inverts the input bytes)
// #define CRC32MACRO(b, crc) (CRC32Table[((int)crc ^ b ^ 0xff) & 0xff] ^ ((crc >> 8) |
0xff000000))

unsigned long int CRC32(unsigned char b, unsigned long int CRC);
unsigned long int CRC32Block(unsigned char *b, unsigned long int CRC, unsigned int Length);

//// CRC32.c

#include "crc32.h"

/*
 * Copyright (C) 1986 Gary S. Brown. You may use this program, or
 * code or tables extracted from it, as desired without restriction.
 */

/* First, the polynomial itself and its table of feedback terms. The */
/* polynomial is */
/* X^32+X^26+X^23+X^22+X^16+X^12+X^11+X^10+X^8+X^7+X^5+X^4+X^2+X^1+X^0 */
/* Note that we take it "backwards" and put the highest-order term in */
/* the lowest-order bit. The X^32 term is "implied"; the LSB is the */
/* X^31 term, etc. The X^0 term (usually shown as "+1") results in */
/* the MSB being 1. */

/* Note that the usual hardware shift register implementation, which */
/* is what we're using (we're merely optimizing it by doing eight-bit */
/* chunks at a time) shifts bits into the lowest-order term. In our */
/* implementation, that means shifting towards the right. Why do we */
/* do it this way? Because the calculated CRC must be transmitted in */
/* order from highest-order term to lowest-order term. UARTs transmit */
/* characters in order from LSB to MSB. By storing the CRC this way, */
/* we hand it to the UART in the order low-byte to high-byte; the UART */
/* sends each low-bit to high-bit; and the result is transmission bit */
/* by bit from highest- to lowest-order term without requiring any bit */
/* shuffling on our part. Reception works similarly.

/* The feedback terms table consists of 256, 32-bit entries. Notes:
/*
/* The table can be generated at runtime if desired; code to do so
/* is shown later. It might not be obvious, but the feedback
/* terms simply represent the results of eight shift/xor opera-
/* tions for all combinations of data and CRC register values.
/*
/* The values must be right-shifted by eight bits by the "updcrc"
/* logic; the shift must be unsigned (bring in zeroes). On some
/* hardware you could probably optimize the shift in assembler by
/* using byte-swap instructions.

```

```

unsigned long int CRC32Table[] = { /* CRC polynomial 0xedb88320 */
0x00000000, 0x77073096, 0xee0e612c, 0x990951ba, 0x076dc419, 0x706af48f, 0xe963a535,
0x9e6495a3,
0x0edb8832, 0x79dcb8a4, 0xe0d5e91e, 0x97d2d988, 0x09b64c2b, 0x7eb17cbd, 0xe7b82d07,
0x90bf1d91,
0x1db71064, 0x6ab020f2, 0xf3b97148, 0x84be41de, 0x1adad47d, 0x6ddde4eb, 0xf4d4b551,
0x83d385c7,
0x136c9856, 0x646ba8c0, 0xfd62f97a, 0x8a65c9ec, 0x14015c4f, 0x63066cd9, 0xfa0f3d63,
0x8d080df5,
0x3b6e20c8, 0x4c69105e, 0xd56041e4, 0xa2677172, 0x3c03e4d1, 0x4b04d447, 0xd20d85fd,
0xa50ab56b,
0x35b5a8fa, 0x42b2986c, 0xdbbbc9d6, 0xacbcf940, 0x32d86ce3, 0x45df5c75, 0xdcd60dcf,
0xabd13d59,
0x26d930ac, 0x51de003a, 0xc8d75180, 0xbfd06116, 0x21b4f4b5, 0x56b3c423, 0xcfba9599,
0xb8bda50f,
0x2802b89e, 0x5f058808, 0xc60cd9b2, 0xb10be924, 0x2f6f7c87, 0x58684c11, 0xc1611dab,
0xb6662d3d,
0x76dc4190, 0x01db7106, 0x98d220bc, 0xefd5102a, 0x71b18589, 0x06b6b51f, 0x9fbbfe4a5,
0xe8b8d433,
0x7807c9a2, 0x0f00f934, 0x9609a88e, 0xe10e9818, 0x7f6a0dbb, 0x086d3d2d, 0x91646c97,
0xe6635c01,
0x6b6b51f4, 0x1c6c6162, 0x856530d8, 0xf262004e, 0x6c0695ed, 0x1b01a57b, 0x8208f4c1,
0xf50fc457,
0x65b0d9c6, 0x12b7e950, 0x8bbbeb8ea, 0xfcb9887c, 0x62dd1ddf, 0x15da2d49, 0x8cd37cf3,
0xfbd44c65,
0x4db26158, 0x3ab551ce, 0xa3bc0074, 0xd4bb30e2, 0x4adfa541, 0x3dd895d7, 0xa4d1c46d,
0xd3d6f4fb,
0x4369e96a, 0x346ed9fc, 0xad678846, 0xda60b8d0, 0x44042d73, 0x33031de5, 0xaa0a4c5f,
0xdd0d7cc9,
0x5005713c, 0x270241aa, 0xbe0b1010, 0xc90c2086, 0x5768b525, 0x206f85b3, 0xb966d409,
0xce61e49f,
0x5edef90e, 0x29d9c998, 0xb0d09822, 0xc7d7a8b4, 0x59b33d17, 0x2eb40d81, 0xb7bd5c3b,
0xc0ba6cad,
0xedb88320, 0x9abfb3b6, 0x03b6e20c, 0x74b1d29a, 0xead54739, 0x9dd277af, 0x04db2615,
0x73dc1683,
0xe3630b12, 0x94643b84, 0x0d6d6a3e, 0x7a6a5aa8, 0xe40ecf0b, 0x9309ff9d, 0x0a00ae27,
0x7d079eb1,
0xf00f9344, 0x8708a3d2, 0x1e01f268, 0x6906c2fe, 0xf762575d, 0x806567cb, 0x196c3671,
0x6e6b06e7,
0xfed41b76, 0x89d32be0, 0x10da7a5a, 0x67dd4acc, 0xf9b9df6f, 0x8ebeeff9, 0x17b7be43,
0x60b08ed5,
0xd6d6a3e8, 0xa1d1937e, 0x38d8c2c4, 0x4fdff252, 0xd1bb67f1, 0xa6bc5767, 0x3fb506dd,
0x48b2364b,
0xd80d2bda, 0xaf0a1b4c, 0x36034af6, 0x41047a60, 0xdf60efc3, 0xa867df55, 0x316e8eef,
0x4669be79,
0xcb61b38c, 0xbc66831a, 0x256fd2a0, 0x5268e236, 0xcc0c7795, 0xbb0b4703, 0x220216b9,
0x5505262f,
0xc5ba3bbe, 0xb2bd0b28, 0x2bb45a92, 0x5cb36a04, 0xc2d7ffa7, 0xb5d0cf31, 0x2cd99e8b,
0x5bdeae1d,
0x9b64c2b0, 0xec63f226, 0x756aa39c, 0x026d930a, 0x9c0906a9, 0xeb0e363f, 0x72076785,
0x05005713,

```

```

0x95bf4a82, 0xe2b87a14, 0x7bb12bae, 0x0cb61b38, 0x92d28e9b, 0xe5d5be0d, 0x7cdcefb7,
0x0bdbbdf21,
0x86d3d2d4, 0xf1d4e242, 0x68ddb3f8, 0x1fda836e, 0x81be16cd, 0xf6b9265b, 0x6fb077e1,
0x18b74777,
0x88085ae6, 0xff0f6a70, 0x66063bca, 0x11010b5c, 0x8f659eff, 0xf862ae69, 0x616bffd3,
0x166ccf45,
0xa00ae278, 0xd70dd2ee, 0x4e048354, 0x3903b3c2, 0xa7672661, 0xd06016f7, 0x4969474d,
0x3e6e77db,
0xaed16a4a, 0xd9d65adc, 0x40df0b66, 0x37d83bf0, 0xa9bcae53, 0xdebb9ec5, 0x47b2cf7f,
0x30b5ffe9,
0xbdbdf21c, 0xcabac28a, 0x53b39330, 0x24b4a3a6, 0xbad03605, 0xcd70693, 0x54de5729,
0x23d967bf,
0xb3667a2e, 0xc4614ab8, 0x5d681b02, 0x2a6f2b94, 0xb40bbe37, 0xc30c8ea1, 0x5a05df1b,
0x2d02ef8d
};

unsigned long int CRC32(unsigned char b, unsigned long int CRC)
{
    return CRC32MACRO(b,CRC);
}

unsigned long int CRC32Block(unsigned char *b, unsigned long int CRC,unsigned int Length)
{
    int i;

    for (i = 0; i != Length; i++)
        CRC = CRC32MACRO(b[i],CRC);
    return CRC;
}

```

6 Examples

6.1 HMAC-SHA

For examples of HMAC-SHA please refer to RFC-2202 which is readily available from the internet. For example; refer <http://www.slavasoft.com/hashcalc/index.htm> for a free HMAC-SHA1 & SHA1 utility.

OpenSSL also has a command line implementation of SHA1 adhering to FIPS-180-1 for testing purposes.

6.2 Examples of the CRC CCITT, CRC-32, PSA16 and PSA32 algorithms

```
40 Octets filled with "0x00", Length = 40 bytes
Seeds = 0xffff, 0x1234 ..... CRC CCITT = 0x9BA1, 0x0F61
Seeds = 0xffff, 0x1234 ..... PSA16 = 0x9BA1, 0x0F61
Seeds = 0xffffffff, 0x12345678 CRC-32 = 0x1613C24E, 0xBEC53640
Seeds = 0xffffffff, 0x12345678 PSA32 = 0x1613C24E, 0xBEC53640
char pkt_data[40] = {
    0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
    0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
    0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
    0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00};
```

```
40 Octets filled with "0xff", Length = 40 bytes
Seeds = 0x0000, 0x1234 ..... CRC CCITT = 0xFDE6, 0xF287
Seeds = 0x0000, 0x1234 ..... PSA16 = 0x0825, 0x0744
Seeds = 0x00000000, 0x12345678 CRC-32 = 0x653C71C2, 0xDBF94782
Seeds = 0x00000000, 0x12345678 PSA32 = 0x75E30C7A, 0xCB263A3A
char pkt_data[40] = {
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff};
```

```
40 Octets counting: 1 to 40, Length = 40 bytes
Seeds = 0x0000, 0x1234 ..... CRC CCITT = 0x0374, 0x0C15
Seeds = 0x0000, 0x1234 ..... PSA16 = 0xC552, 0xCA33
Seeds = 0x00000000, 0x12345678 CRC-32 = 0xA6581D74, 0x189D2B34
Seeds = 0x00000000, 0x12345678 PSA32 = 0x949208D4, 0x2A573E94
char pkt_data[40] = {
    0x01,0x02,0x03,0x04,0x05,0x06,0x07,0x08,0x09,0x0a,
    0x0b,0x0c,0x0d,0x0e,0x0f,0x10,0x11,0x12,0x13,0x14,
    0x15,0x16,0x17,0x18,0x19,0x1a,0x1b,0x1c,0x1d,0x1e,
    0x1f,0x20,0x21,0x22,0x23,0x24,0x25,0x26,0x27,0x28};
```

```
16843010 Octets filled with "0xff", Length = 16843010 bytes
```

Seeds = 0x0000, 0x1234 CRC CCITT = 0xD949, 0x6F13
 Seeds = 0x0000, 0x1234 PSA16 = 0x37CA, 0x8190
 Seeds = 0x00000000, 0x12345678 CRC-32 = 0xD5781E9F, 0xE5AA45DE
 Seeds = 0x00000000, 0x12345678 . PSA32 = 0x632521B2, 0x53F77AF3

7 Revision History

Version	Changes	QIR	Who	Release Date	Incept Date
1.0	Initial Release		RL	30/05/1997	
1.1	<ul style="list-style-type: none"> Fixed up copyright notice as per policy Added additional PSA examples Minor clarifications elsewhere, refer redline etc 		RL	29/01/1998	
1.2	<ul style="list-style-type: none"> Converted to Word Document is to be generally released Made general clarifications prior public release of this document 		RL	12/02/2001	
1.3	<ul style="list-style-type: none"> General review Added option on request to remove direct inclusion of sound and graphic data from the overall signature result 		RL	28/06/2004	
1.4	<ul style="list-style-type: none"> Deleted all references to PSA16 (never utilised) Added new Program Signature Algorithm for use with QCOM version 1.6.x. Namely HMAC-SHA 		RL	19/10/2004	
1.5	<ul style="list-style-type: none"> Draft release 11 April 2008 Yearly review (QIR 626) removed references to EGMS, made more generic, removed references to 'signatures', implemented standard Min.Req template, clarified section on <u>'What data must be included in the overall Device program hash?'</u> 	626	RL	01/05/2008	
1.6	<ul style="list-style-type: none"> Updated to new DEEDI report document template QOGR->OLGR 		RL	20/8/2010	

Incept date: Where not stated otherwise the incept date for new or changed minimum requirements in this version of the document is 6 months from the release date of the document in all new submissions to the OLGR.