








Simplex (Direct Radio to Radio) Manual Programming

What You Will Need to Program your Radio:

- **Receive/Transmit Frequency:** ex. 144.520
- Select **Memory Channel** to store the new Frequency

Legend:

-    Click corresponding button
-  Type-in selection using number keys
-  Select using Up and Down Arrows

1. Set your display to “Frequency Mode” from “Channel Mode”. (No channel listed to the right of the display)



2. Set your display to “A”. The triangle to the left of the frequencies will be on the top line and pointing up.



3. Type in your Receive/Transmit Frequency



4. Set Offset/Frequency Direction to “OFF”



5. Delete data from existing programmed channel. (Programmed channels have a “CH” before the channel. Ex. CH-003)



6. Assign Receive Frequency to Memory Channel [Receiving Memory]



7. Assign Transmit Frequency to Memory Channel [Transmitting Memory]





Duplex (Using a Repeater) Manual Programming Guide

What You Will Need to Program your Radio:

- **Receive Frequency:** ex. 146.720 or 449.375
- **Transmit PL Tone:** ex. 100.0 Hz or 88.5 Hz
- **Offset Direction:** Off, + or - (See Step 6)
- **Offset Value:** 600 kHz or 5 MHz (See Step 7)
- Select **Memory Channel** to store the new Frequency

Legend:

- Click corresponding button
- Type-in selection using number keys
- Select using Up and Down Arrows

1. Set your display to "Frequency Mode" from "Channel Mode". (No channel listed to the right of the display)



2. Set your display to "A". The triangle to the left of the frequencies will be on the top line and pointing up.



3. Type in your Receive Frequency



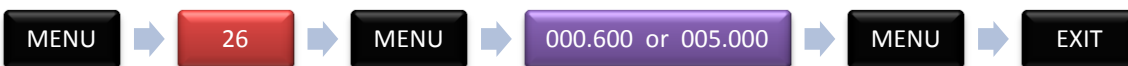
4. Set Transmit CTCSS Tone [PL Tone assigned to the desired repeater]



5. Set Offset Frequency Direction [2 Meter: Minus < 147.0 > Plus], [70cm: Plus < 445.0 > Minus]



6. Set Offset Frequency Value (Standard Offset 2M [144-148 MHz] = 600 kHz and 70cm [420-450 MHz] = 5 MHz)



7. Delete data from existing programmed channel. (Programmed channels have a "CH" before the channel. Ex. CH-003)



8. Assign Receive Frequency to Memory Channel [Receiving Memory]



9. Assign Transmit Frequency to Memory Channel [Transmitting Memory]

