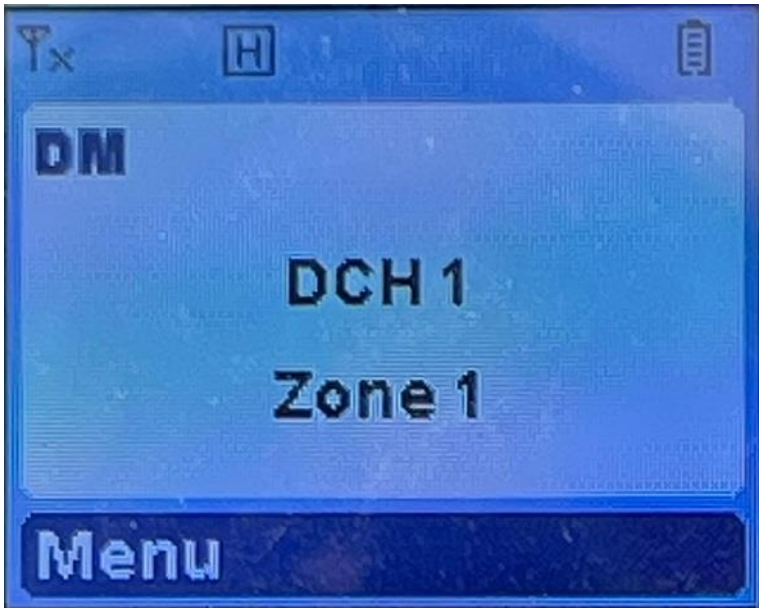
Enhanced Edit

Enhanced Edit Mode allows you to edit your current channel or create a new channel. To get into the Enhanced Edit mode, turn on the radio and you will get a screen such as the one below.



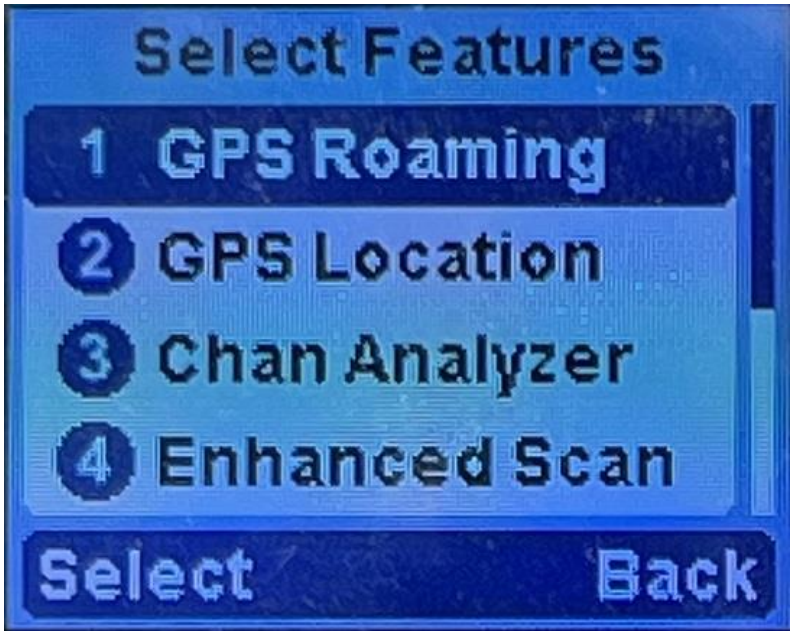
Press the OK button and you will get the following screen:

Push the down arrow key until you get the following screen:

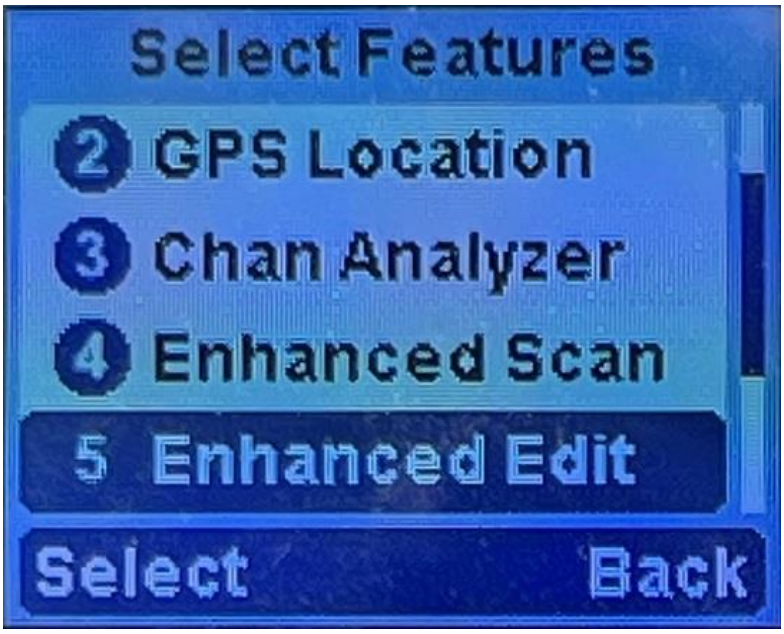
Press the OK button and you will get the following screen:

Press the down arrow key until you get the following screen:

Press the OK button and you get the following screen:



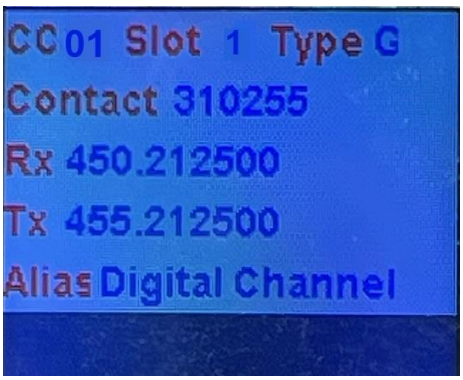
Press the Down arrow key until you get the following screen:

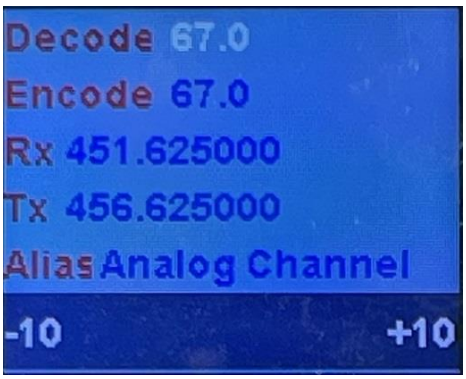


Press the OK key and you start the Enhanced Edit program as shown in the rest of this application note.

The First thing you need to do is select if you want to program a Digital or Analog channel. Use the TK1 button to toggle between programming digital or analog channels

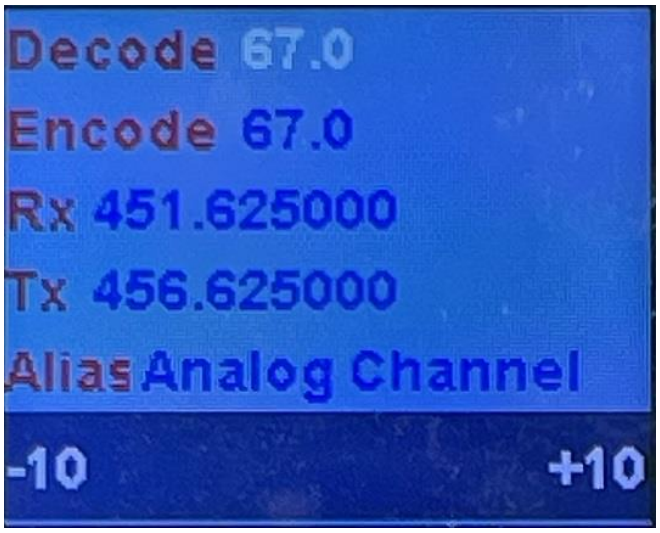
The pictures below show typical Analog and Digital channels.





Programming Analog Channels

The screen below shows what happens when you start editing an Analog channel.



The Decode parameter is arranged as a table. The first 50 entries in the table is CTCSS. The next 104 entries is the DCS code and the last 104 entries is the inverted DCS codes.

Pressing the Up-Arrow key gets you the next entry in the table. If the entry was N754, pressing the Up-Arrow key will get you None and pressing it one more time will get you 67.0.

Pressing the Down-Arrow Key gets you the previous entry in the table. If the entry was 67.0, pressing the down Arrow key will get you None and pressing it one more time will get you N754.

Pressing F1 key will decrease the entry by 10 positions. The wrap around is the same as the Up-Arrow key.

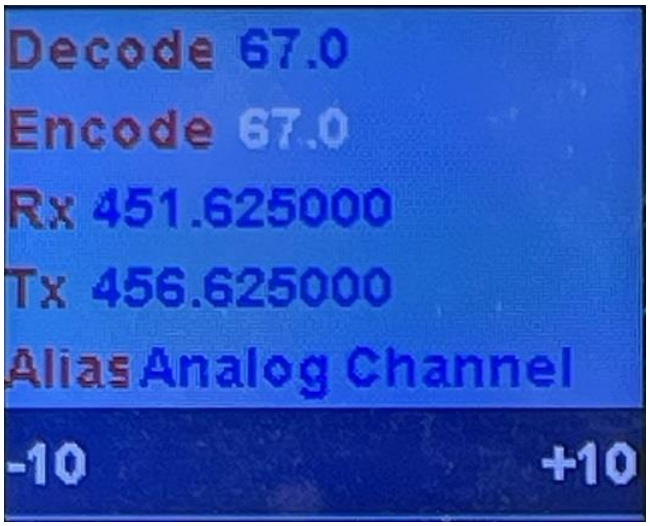
Pressing F2 key will increase the entry by 10 positions. The wrap around is the same as the Down Arrow key.

Pressing the Back-Arrow key will restore the value to what is was when you first started.

Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Digital Mode



The Encode parameter is arranged as a table. The first 50 entries in the table is CTCSS. The next 104 entries is the DCS code and the last 104 entries is the inverted DCS codes.

Pressing the Up-Arrow key gets you the next entry in the table. If the entry was N754, pressing the Up-Arrow key will get you None and pressing it one more time will get you 67.0.

Pressing the Down-Arrow Key gets you the previous entry in the table. If the entry was 67.0, pressing the down Arrow key will get you None and pressing it one more time will get you N754.

Pressing F1 key will decrease the entry by 10 positions. The wrap around is the same as the Up-Arrow key.

Pressing F2 key will increase the entry by 10 positions. The wrap around is the same as the Down Arrow key.

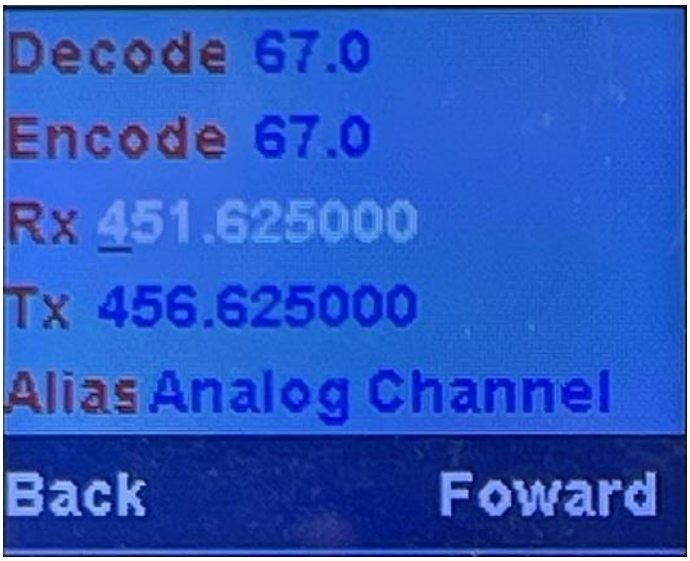
Pressing the Back-Arrow key will restore the value to what is was when you first started.

Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK2 will move to the previous parameter which is the Decode.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Digital Mode



The Rx Frequency parameter is always a nine-digit number. The program puts a decimal point after the first three digits. The first digit must always be a 4 or a 5. If the user puts in something else, the program will put in a 4.

Pressing the numeric keys enters the frequency. The digits are entered above the cursor.

Pressing F1 moves the cursor back one position to allow you to correct a mistake.

Pressing F2 moves the cursor forward one position to allow you to correct a mistake.

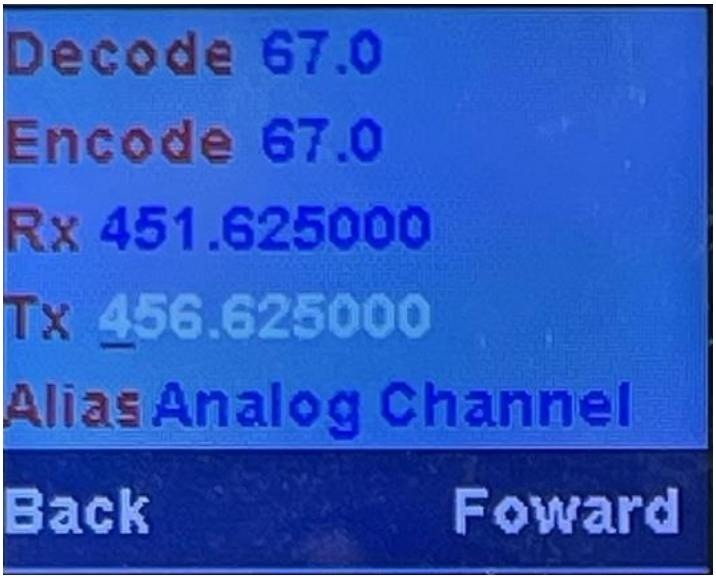
Pressing the Back-Arrow key will restore the value to what it was when you first started.

Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK2 will move to the previous parameter which is the Encode.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Digital Mode



The Tx Frequency parameter is always a nine-digit number. The program puts a decimal point after the first three digits. The first digit must always be a 4 or a 5. If the user puts in something else, the program will put in a 4.

Pressing the numeric keys enters the frequency. The digits are entered above the cursor.

Pressing F1 moves the cursor back one position to allow you to correct a mistake.

Pressing F2 moves the cursor forward one position to allow you to correct a mistake.

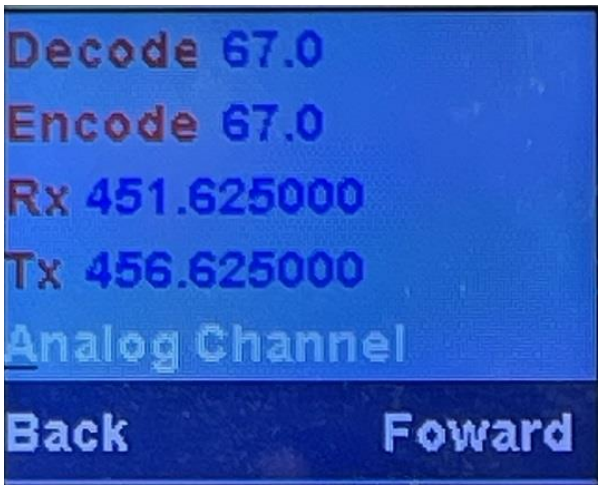
Pressing the Back-Arrow key will restore the value to what it was when you first started.

Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK2 will move to the previous parameter which is the Rx Frequency.

Pressing the SK3 key will move to the next parameter as shown below

Pressing TK1 will toggle to the Digital Mode



When you get to the Alias screen notice the Alias indication has gone away. This is so you can edit all possible 16 characters.

The white indicates where you are editing and the Back and Forward represented by F2 and F3 is for the cursor to allow you to change one character if necessary.

Pressing any numeric keys will enter the character at the cursor location.

Pressing Back will restore the original Alias

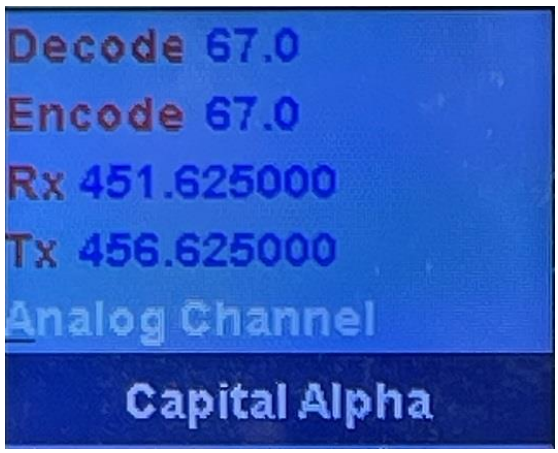
Pressing SK1 will exit from this program and not save anything unless it was already saved.

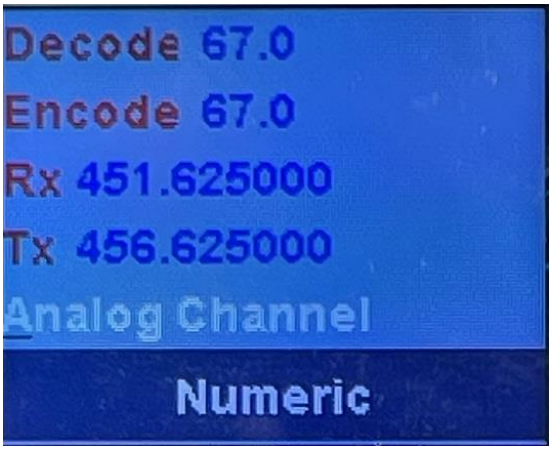
Pressing SK2 will get you to the previous parameter which was Tx Frequency.

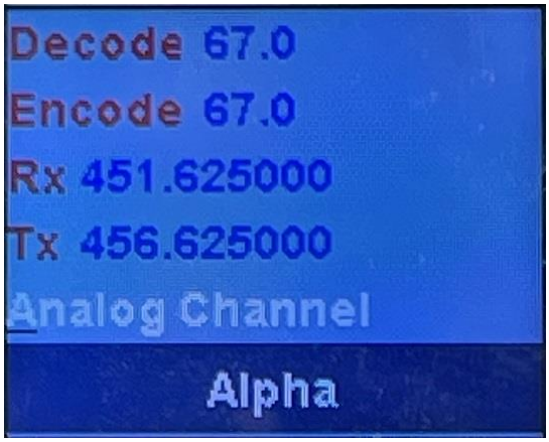
Pressing SK3 will jump to the next screen to allow you to save the channel.

Pressing the # key will generate a space.

Pressing the * key will toggle between Numeric entry, Capital Alpha and Lower case Alpha. Lower case Alpha will allow you to enter in special characters using the 1 key. The three screens showing that mode is below



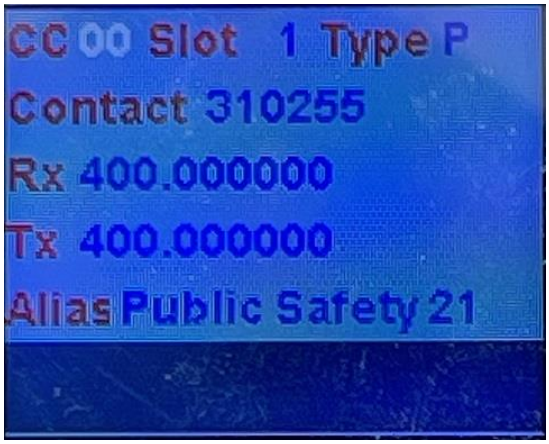




Any other key will generate an error beep.

Programming Digital Channels

The screen below is for editing the Color Code.



The Color Code parameter is arranged as a table with values of 00 to 15.

Pressing the Up-Arrow key gets you the next entry in the table. If the entry was 15, pressing the Up-Arrow key will get you a value of 0.

Pressing the Down-Arrow Key gets you the previous entry in the table. If the entry was 0, pressing the down Arrow key will get you 15

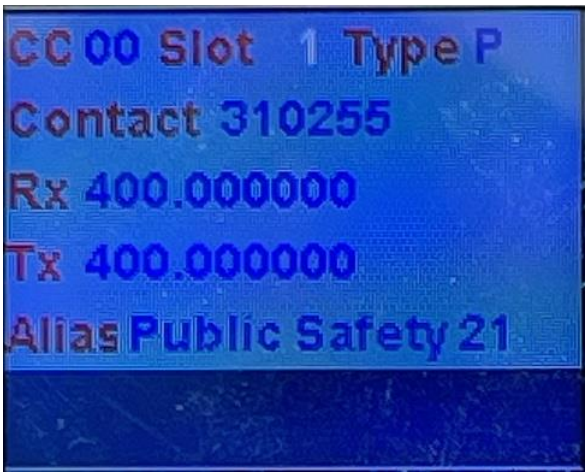
Pressing the Back-Arrow key will restore the value to what is was when you first started.

Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Analog Mode

The screen below is for editing the Slot Number.



The Slot Number is arranged as a table with values of 1 – 2.

Pressing the Up-Arrow key gets you the next entry in the table. If the entry was 2, pressing the Up-Arrow key will get you a value of 1.

Pressing the Down-Arrow Key gets you the previous entry in the table. If the entry was 1, pressing the down Arrow key will get you a value of 2.

Pressing the Back-Arrow key will restore the value to what is was when you first started.

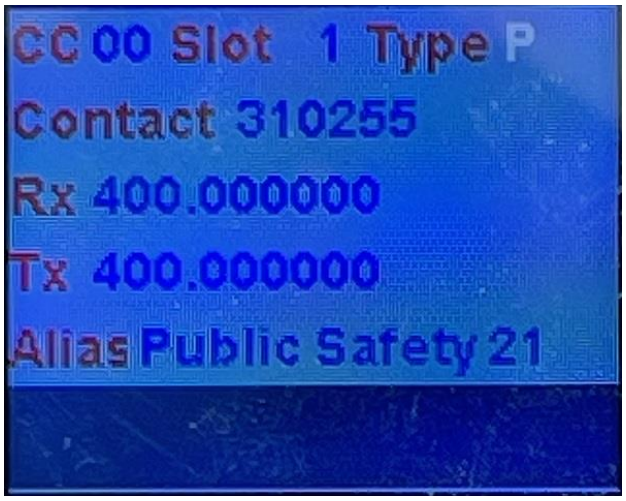
Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK2 will get you to the previous parameter which is Color Code.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Analog Mode

The screen below is for editing the Type.



The Slot Number is arranged as a table with a value of G (Group), P (Private) and A (All).

Pressing the Up-Arrow key allows you to select G,A,P in that order.

Pressing the Down-Arrow key allows you to select P,A,G in that order.

Pressing the Back-Arrow key will restore the value to what is was when you first started.

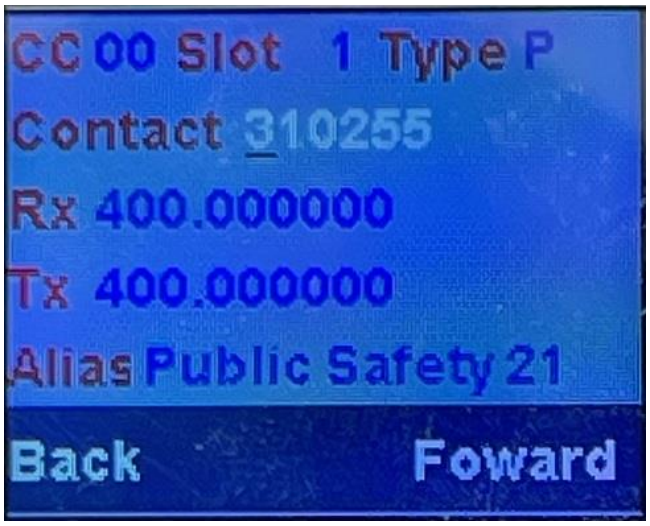
Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK2 will get you to the previous parameter which is Slot Number.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Analog Mode

The screen below is for editing the Tx Contact.



The contact is the destination of the radio and is used to select either a single person in a private call, a group of people in a group call, or all the people in an All call. The user enters a numeric contact number

Pressing the numeric keys enters the contact number. The digits are entered above the cursor.

Pressing F1 moves the cursor back one position to allow you to correct a mistake.

Pressing F2 moves the cursor forward one position to allow you to correct a mistake.

Pressing the Back-Arrow key will restore the value to what is was when you first started.

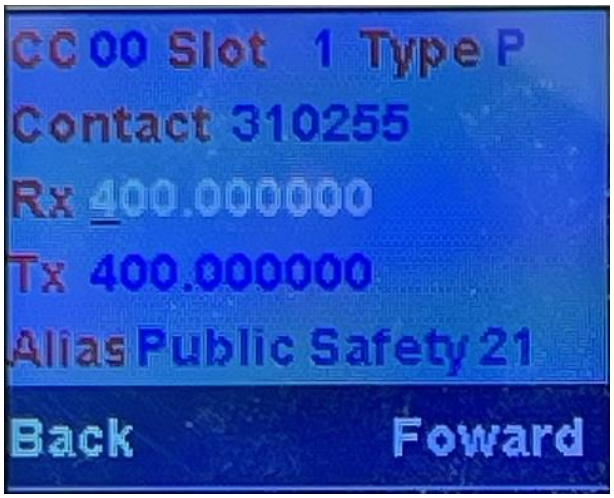
Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK2 will move to the previous parameter which is the Type.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Analog Mode

The Screen below is for editing the Rx Frequency.



The Rx Frequency parameter is always a nine-digit number. The program puts a decimal point after the first three digits. The first digit must always be a 4 or a 5. If the user puts in something else, the program will put in a 4.

Pressing the numeric keys enters the frequency. The digits are entered above the cursor.

Pressing F1 moves the cursor back one position to allow you to correct a mistake.

Pressing F2 moves the cursor forward one position to allow you to correct a mistake.

Pressing the Back-Arrow key will restore the value to what it was when you first started.

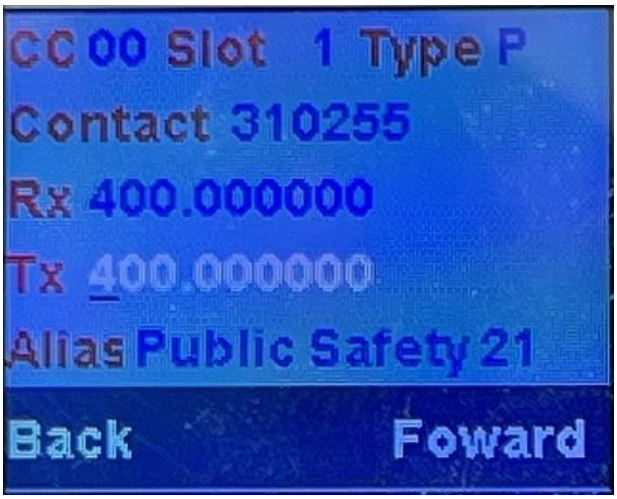
Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK2 will move to the previous parameter which is the Contact.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Analog Mode

The Screen below is for editing the Tx Frequency



The Tx Frequency parameter is always a nine-digit number. The program puts a decimal point after the first three digits. The first digit must always be a 4 or a 5. If the user puts in something else, the program will put in a 4.

Pressing the numeric keys enters the frequency. The digits are entered above the cursor.

Pressing F1 moves the cursor back one position to allow you to correct a mistake.

Pressing F2 moves the cursor forward one position to allow you to correct a mistake.

Pressing the Back-Arrow key will restore the value to what it was when you first started.

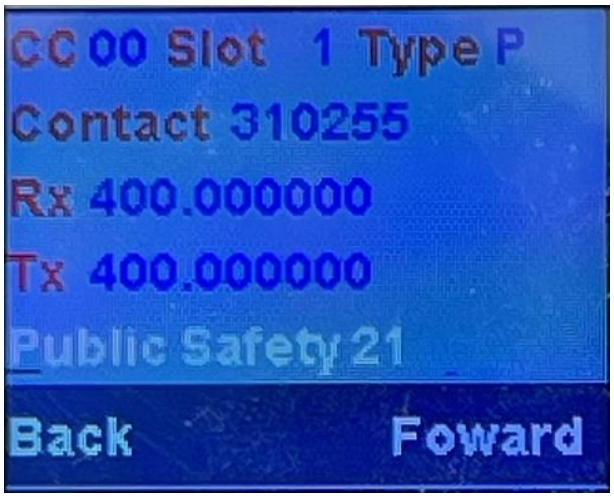
Pressing the SK1 key will immediately exit from this program. You will have lost all your programming data.

Pressing the SK2 will move to the previous parameter which is the Rx Frequency.

Pressing the SK3 key will move to the next parameter as show on the next page.

Pressing TK1 will toggle to the Analog Mode

The screen below is for editing the Alias.



When you get to the Alias screen notice the Alias indication has gone away. This is so you can edit all possible 16 characters.

The white indicates where you are editing and the Back and Forward represented by F2 and F3 is for the cursor to allow you to change one character if necessary.

Pressing any numeric keys will enter the character at the cursor location.

Pressing Back will restore the original Alias

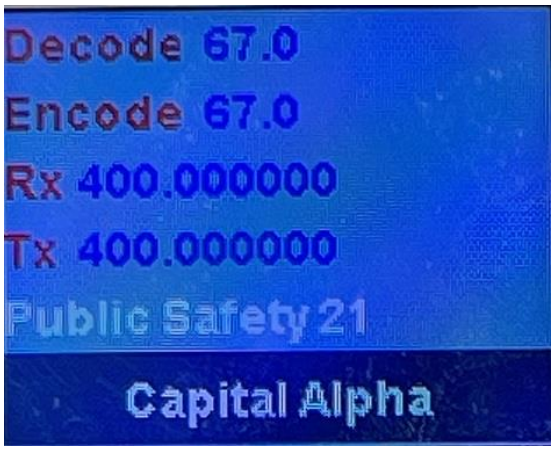
Pressing SK1 will exit from this program and not save anything unless it was already saved.

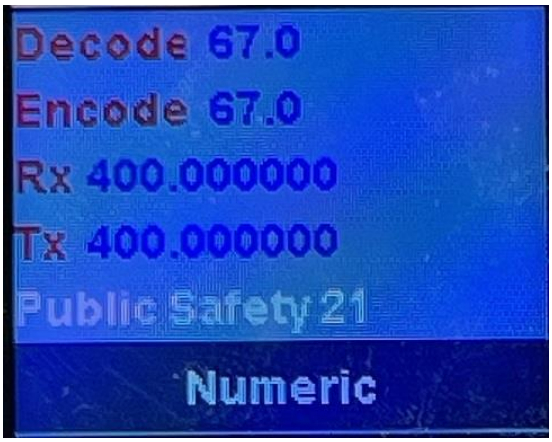
Pressing SK2 will get you to the previous parameter

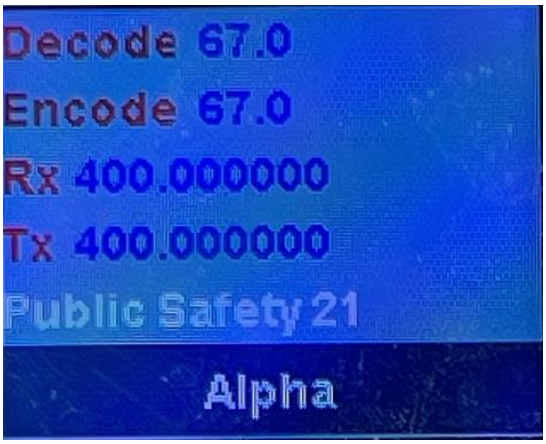
Pressing SK3 will jump to the screen to allow you to save the channel.

Pressing the # key will generate a space.

Pressing the * key will toggle between Numeric entry, Capital Alpha and Lower case Alpha. Lower case Alpha will allow you to enter in special characters using the 1 key. The three screens showing that mode is below







Any other key will generate an error beep.

Locking in and Saving the Channel

The Screen after the Alias.

At this point you have the following choices.

Pressing F1 will get you to the next screen which will give you a choice of saving the data.

Pressing SK1 will exit from this program and not save anything unless it was already saved.

Pressing SK2 will get you to the previous parameter which is Alias and allow you to start editing again.

The screen below is for saving the channel.

Notice that the Alias label came back after you pressed the lock key.

The user now has four choices.

Pressing SK1 will exit this program but save the channel as configured. Changing the channel or turning off the radio will then loose the data.

Pressing SK2 will put you in the previous screen which will now allow you to edit the parameters.

Pressing F1 will save the data in the current channel and exit this feature.

Pressing F2 button will save the data in the first free channel and exit this feature. This radio maintains 64 free channels. If they are all used, you will need to go to the CPS to move the channels someplace else and free up that channel.

If you forgot to change the name of the channel when you pressed the Current or Free button, you can go to the edit function again and change it there. Also, it can be changed in the CPS as the first 64 channels are reserved for the free channels.