Details on CS100 Voice File Convert and Download

- 1) Add a new subdirectory in the PC program called wav_prompts
- 2) Transfer all of the supplied .wav programs into that directory. The programs that should now be in the directory is as follows:
 - 00_0.wav
 - 01_1.wav
 - 02_2.wav
 - 03_3.wav
 - 04_4.wav
 - 05_5.wav

 - 06_6.wav
 - 07_7.wav
 - 08_8.wav
 - 09_9.wav
 - 10_radioID.wav
 - 11_point.wav
 - 12_degrees.wav
 - 13_hours.wav
 - 14_minutes.wav
 - 15_seconds.wav
 - 16_empty.wav
 - 17_ri_days.wav
 - 18_EmergencyCall.wav
 - 19 east.wav
 - 20_west.wav
 - 21_northlatitude.wav
 - 22_southlatitude.wav
 - 23_altitudeof.wav
 - 24 thousand.wav
 - 25_hundred.wav
 - 26_channel.wav
 - 27_timeis.wav
 - 28_meter.wav
 - 29_positionunsucessful.wav
 - 30_negative.wav
 - 31_positioned.wav
 - 32_longitude.wav
 - 33_10.wav

- 34_11.wav
- 35_12.wav
- 36_13.wav
- 37_14.wav
- 38_15.wav
- 39_16.wav
- 40_17.wav
- 41_18.wav
- 42_19.wav
- 43_20.wav
- 44_30.wav
- 45 40.wav
- 46_50.wav
- 47_60.wav
- -48_70.wav
- 49_80.wav
- ____
- 50_90.wav
- 51_scanning.wav
- 52_empty.wav
- 53_wireless clone.wav
- 54_wired clone.wav
- 55_error.wav
- 56_succeed.wav
- 57_security check.wav
- 58_killed.wav
- 59_stunned.wav
- 60_activated.wav
- 61_revived.wav
- 62_ALARM.wav
- 63_high.wav
- 64_middle.wav
- 65 low.wav
- 66_very low.wav
- 67_information.wav
- 68_message.wav
- 69_status.wav
- 70_caller ID.wav
- 71_channel lock.wav
- 72_key lock.wav
- 73_busy.wav
- 74_time out.wav
- 75_out of range.wav
- 76_patrolling.wav
- 77_battery.wav

78_empty.wav 79_squelch level.wav

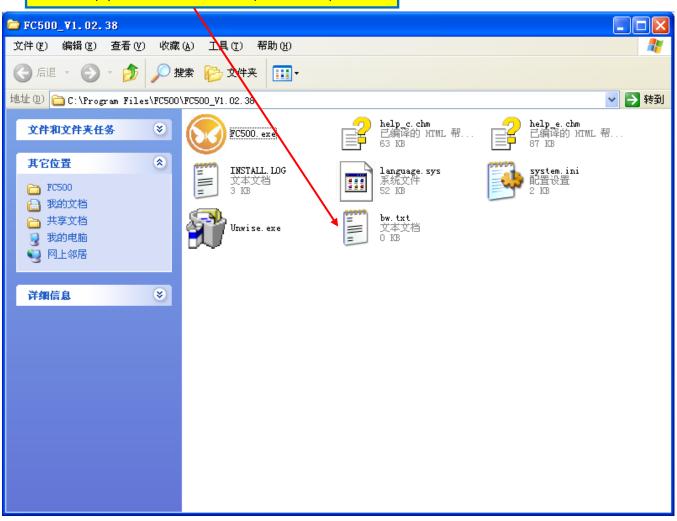
- 3) Create new Wave files to replace the existing ones as needed. As an example, if you want to use the alias of the channel number instead of the channel number, you must replace the following files:
 - 00_0.wav
 - 01_1.wav
 - 02_2.wav
 - 03_3.wav
 - 04_4.wav
 - 05_5.wav
 - 06_6.wav
 - 07_7.wav
 - 08_8.wav
 - 09_9.wav
 - 33_10.wav
 - 34_11.wav
 - __ 35_12.wav
 - 36_13.wav
 - 37_14.wav
 - __ 38_15.wav
 - 39_16.wav

Be aware if you change the numbers to the alias of the channel, then any function that used the numbers before would not work.

4) Remove silence from the wav files you created to minimize the amount of space you use. This radio can use up to 60 seconds worth of recordings. If you run out of space, make wav files that are not needed, empty. The easiest way to do this is copy 78_empty.wav into the files you want to get rid of. Not all of the wav files are always needed.

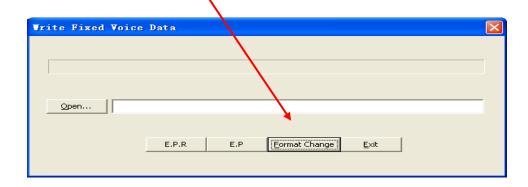
5) Add a back door file to enable the convert feature:

Add an empty "bw.txt" file to the correspond directory :



6) And then run the PC programming software

Click "Program" => "Write Fixed Voice Data"; And you will see following;

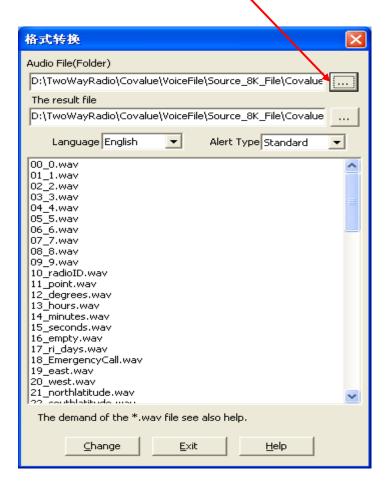


7) And then click "Fromat Change", you will get the following,

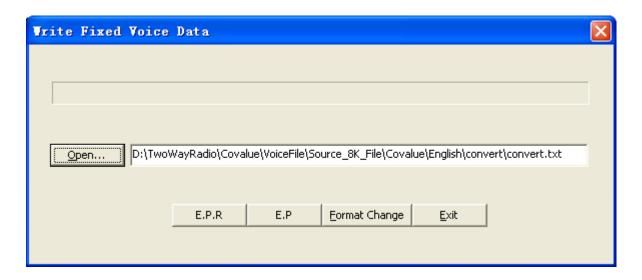
And please Click "this button" to find the orginal 8KHz *.wav files,

and double click the first "00,0.wav" file, and choose Language as English and Alert Type as Standard.

And then click "Change" button, you will get a "convert .txt" file which can be used to download to the radio.



8) Open the "convert.txt", and click "E(rase).P(rogram)" to download. The "convert.txt" will be in a subdirectory of "wav_prompts" called "convert"



- 9) The description of how to use this program specified an exact way of doing things. This program is more flexible so the changes that you might use is described below.
 - a) The file name "wav_prompts" can have any name and any location.
 - b) The naming of the wav files is more flexible than indicated. As an example, the wav file "02_2.wav" could be changed. Only the first three characters should stay the same. The file can be named "02_police tactical" to indicate what the wav file is actually saying.