

General notes for configuring a DMR radio.

These notes are general in nature but are aimed at the new Anytone/Retevis/TYT user. It is written to show the logical sequence used to build up a code plug.

Contacts can be made simplex, via a local repeater, a distant repeater on the same network or even by bridged connections to other networks.

To access a local or distant network the user radio needs to have been programmed for its desired use.

Apart from the usual spec for a radio channel, DMR requires :

A color code

A Talk group

A time Slot

For any network you use there will be some information on that network you need to collect.

You can then start to program your radio (the code plug) using the programming software (CPS) for your radio.

The order to do this is:

Before you start: Copy from the radio to the CPS and save the default to a backup file.

1 In your CPS add your callsign and DMR ID in the page used for this.

2 Find the page for your "Contacts". Add as many TalkGroups as you intend to use. You will be choosing from them later.

3 Find the page for RX Groups. Create an RX Group for each Talkgroup. (The term RX Group can be misunderstood). Just one TG per RX Group. You will be choosing from this list later.

4 Create a digital channel:

Set all the values you need here.

Color code = 1 (always for VK use)

Talk group and RX group are chosen from a list you prepared earlier.

The Time Slot (1 or 2) must match what has been set by network admin (check network website for info)

Repeat this step for as many channels as you need.

5. Allocate your channels into "Zones". You won't see them on your radio if you don't do this.(a common newby mistake).

6. Save your config to file. Give the file a new name as significant changes are made (the older file can be reloaded if you mess up the new one).

7. Connect to your radio and copy your config (code plug) to the radio and try it out.

Summary: Your Radio ID (once only)

Contacts

RX Groups

Channels

Zones.