

2.3 Programmieranweisung

2.3 Programming Instructions

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● Übersicht

Seite 0:

- * Programm-Nummer
- ☒ Kunden-Nummer
- ↕ Jahreszahl
- ☐
- ▲
-
- ▲
- ▼

Seite 1:

- * Ruf-Tonfolge-Eingabe
- ☒ Quittungsauswerter-Eingabe
- ↕ Anruf-Nummer
- ☐ Gruppenruf-Nummer
- ▲ Quittungsgeber-Eingabe
- Kennungsgeber-Eingabe
- ▲ Sonderruf-Auswahl
- ▼ Ruf-Eingabe

Seite 2:

- * Sendezeitbegrenzung
- ☒ Stellenzahl der Kanalnummer
- ↕ Einschaltkanal
- ☐ Einschalt-Lautstärke
- ▲ S-PLL
-
- ▲
- ▼

Seite 3:

- * Trägersperre 1
- ☒ Trägersperre 2
- ↕
- ☐ Quittung erwartet
- ▲ Kennung mit Sprechttaste
- Geberkennung vor Sonderruf
- ▲ Geberkennung nach Sonderruf
- ▼

Seite 4:

- * Vorlaufdauer
- ☒ Vorlaufton
- ↕ Wartezeit
- ☐ Anzahl der Ruf-Wiederholungen
- ▲ Suchtonzeit
-
- ▲
- ▼

Seite 5:

- * Anrufsuche
- ☒ Selektivruf
- ↕ Gruppenruf
- ☐ Sammelruf
- ▲ Quittung senden
- Anrufton
- ▲ Lautsprecher ein
- ▼ Gruppen-/Sammelrufsignalisierung

● Overview

Page 0:

- * Program number
- ☒ Customer number
- ↕ Year number
- ☐
- ▲
-
- ▲
- ▼

Page 1:

- * Call tone sequence entry
- ☒ Acknowledgement decoder entry
- ↕ Selective call number
- ☐ Group call number
- ▲ Acknowledgement encoder entry
- Identification encoder entry
- ▲ Special call signal selection
- ▼ Call signal entry

Page 2:

- * Transmit time limitation
- ☒ Number of digits CHAN. NO.
- ↕ Switch-on channel
- ☐ Switch-on volume
- ▲ Transmitter PLL (S-PLL)
-
- ▲
- ▼

Page 3:

- * Carrier blocking 1
- ☒ Carrier blocking 2
- ↕
- ☐ Acknowledgement expected
- ▲ Identification with PTT key
- Identification before special call
- ▲ Identification after special call
- ▼

Page 4:

- * Pre-run time
- ☒ Pre-run tone
- ↕ Waiting time
- ☐ Number of call repetitions
- ▲ Search tone time
-
- ▲
- ▼

Page 5:

- * Call search
- ☒ Selective call
- ↕ Group call
- ☐ Common call
- ▲ Transmit acknowledgement
- Alarm tone
- ▲ Loudspeaker on
- ▼ Group call/Common call signalling

Seite 6:

- * Rastzeit
- ☒ Sammelruf-Ton
- ↕ Sammelruf-Dauer
- ☐ Anzahl der Anruftöne
- ◀ Anrufton-Dauer
- D Lautsprecher-Öffnungszeit
- ▲ Verzögerung
- ▼ Verweilzeit

Seite 7:

Zielwahlspeicher 0 – 9

Seite 8:

Eintonspeicher 0 – 9

Seite 9:

Kanalspeicher

Paßwort 2

- * Sende-Frequenz
- ☒ Empfangs-Frequenz
- ↕ Rauschsperr/Senderleistung
- ☐ Raster/ZBV
- ◀ Modulationsart
- D Tonreihe/Wiederholung
- ▲ Sende-/Empfangspilotton
- ▼ Suchton/Anrufsuche

Seite A:

- * AWSP programmierbar
- ☒ Rufweiterleitung
- ↕ Rückrufspeicher
- ☐ Folgetelegramm
- ◀ Kennungsauswerter 1
- D Kennungsauswerter 2
- ▲ Tastenpieps
- ▼ Einschaltung über Zündschalter

Seite B:

Paßwort 1

Seite C:

- * Anwenderspeicher
- ☒ S-PLL
- ↕ Schleifenart
- ☐ Betriebsart (Lautsprecher)

Page 6:

- * Locking time
- ☒ Common call tone
- ↕ Common call duration
- ☐ Number of call tones
- ◀ Alarm tone duration
- D Loudspeaker on-time
- ▲ Delay
- ▼ Dwell time

Page 7:

Short call memory 0 – 9

Page 8:

Single-tone memory 0 – 9

Page 9:

Channel memory

Password 2

- * Transmit frequency
- ☒ Receive frequency
- ↕ Squelch/transmitter power output
- ☐ Channel spacing/FSA
- ◀ Modulation mode
- D Tone series/repet. tone
- ▲ Transmit/receive pilot tone
- ▼ Search tone/call search

Page A:

- * User memory programmable
- ☒ Call transfer
- ↕ Call-back memory
- ☐ Added call sequence
- ◀ Identification decoder 1
- D Identification decoder 2
- ▲ Key bleep
- ▼ Switching-on via ignition switch

Page B:

Password 1

Page C:

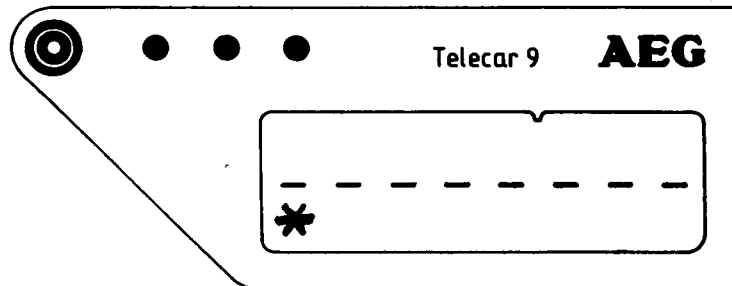
- * User Memory
- ☒ Transmitter PLL (S-PLL)
- ↕ Type of loop
- ☐ Operation mode (loudspeaker)

● **Programmier-Mode einschalten**

● **Switching on the Programming Mode**

⊛ -Taste lang drücken
Anzeige:

⊛ -Press key for long time
Display:



① - ① : Paßwort eingeben
⊛ : Eingabe abschließen

① - ① : Enter password
⊛ : Terminate entry

Es kann ein 1 – 8stelliges Paßwort im HEX-Code definiert werden. Die eingegebenen Stellen werden nicht angezeigt. Mit der ⊛ -Taste die Eingabe abschließen.

A 1 – 8 digit password can be defined in HEX code. The entered digits are not displayed. Terminate the entry with the ⊛ key.

Ein gültiges Paßwort schaltet auf Seitenwahl um.

A valid password switches the system over to page selection.

Ein ungültiges Paßwort schaltet zurück in den Betriebszustand des Gerätes.

An invalid password switches back to the unit operating state.

– **Aufbau des Anwenderspeichers**

– **Structure of the User Memory**

Hierzu gehört die Beschreibung:

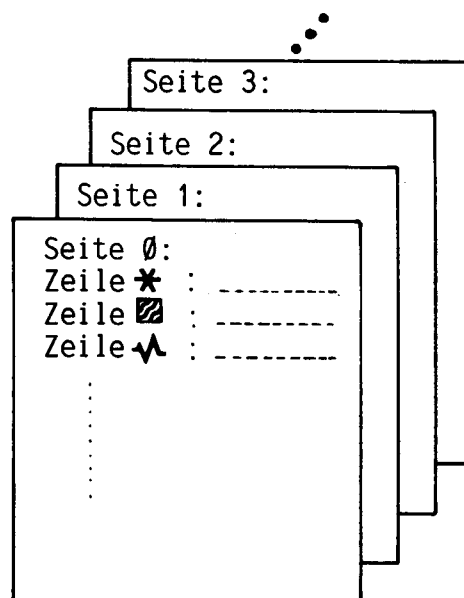
This is described in:

Anwenderspeicher für Tonruf-Programm Vers. 3.x

User Memory for Tone Call Program Vers. 3.x

Der Anwenderspeicher ist für die verschiedenen Funktionsblöcke in 12 Seiten unterteilt. Diese Seiten beinhalten wieder bis zu 8 Zeilen für die einzelnen Eingaben.

The user memory is divided into 12 pages for the various function blocks. These pages in turn contain up to 8 lines for the individual entries.



Seite = page
Zeile = line

- Tasten-Funktionen

- ① - ① Ziffern-Eingabe
- ⊕ Eingabe Löschen/Blättern
- * Eingabe speichern
- Ⓜ Zeilenwahl
- Ⓜ Seitenwahl
- Ⓜ Betriebszustand

Diese Tasten-Funktionen gelten grundsätzlich für alle Punkte. Abweichungen werden auf den einzelnen Seiten speziell angegeben.

Für die Ziffern-Tasten gilt:

Taste - Kurz

Taste - lang

0
1
2
3
4
5
6
7
8
9

0
1
2
3
4
5
6
7
8
9

Für die angezeigten Cursor sind grundsätzlich Eingaben zu machen.

Für freie Stellen muß „F“ eingegeben werden.

Eingaben werden blinkend angezeigt und müssen mit *-Taste abgespeichert werden.

- Function of the keys

- ① - ① Entering of numbers
- ⊕ Cancel of entering/scroll
- * Storing of entry
- Ⓜ Line selection
- Ⓜ Page selection
- Ⓜ Operating status

These key functions always apply to all points. Deviations are indicated specifically on the individual pages.

The numerical keys are as follows:

Key - short

Key - long

0
1
2
3
4
5
6
7
8
9

0
1
2
3
4
5
6
7
8
9

Entries must be made whenever the cursor is displayed.

“F” must be entered for empty spaces.

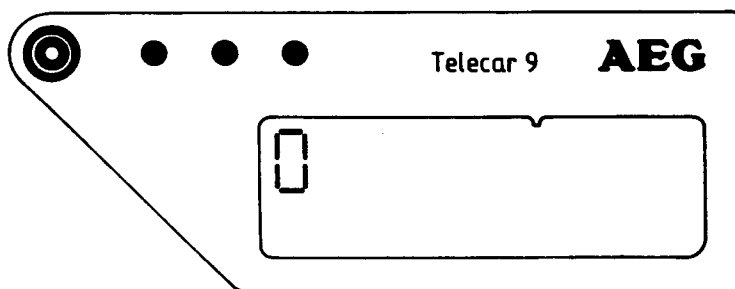
Entries are displayed flashing and must be stored with the * key.

● Seitenwahl

Nach gültiger Eingabe des Paßwortes erscheint in der Anzeige die Seite 0:

● Page Selection

When a valid password has been entered, page 0 is displayed:



① – ① Seitenwahl eingeben

☎ Zeilenwahl aufrufen

⊞ Seiten weiterblättern

① – ① Enter page selection

☎ Call up line selection

⊞ Scroll through pages

Folgende **Seiten** stehen zur Auswahl:

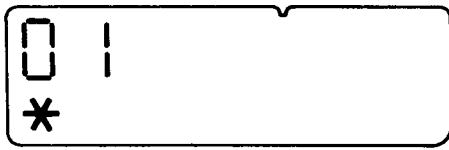
Seite 0: System-Speicher
Seite 1: Rufnummernspeicher
Seite 2: Parameter-Speicher
Seite 3: Ablaufspeicher „Senden“
Seite 4: Sende-Parameter
Seite 5: Ablaufspeicher „Empfang“
Seite 6: Empfangs-Parameter
Seite 7: Zielwahlspeicher
Seite 8: Eintön-Speicher
Seite 9: Kanalspeicher
Seite A: Ablaufspeicher „System“
Seite B: Paßwort
Seite C: Optionen

The following **pages** can be selected:

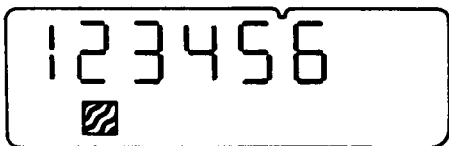
Page 0: System Memory
Page 1: Call Number Memory
Page 2: Parameter Memory
Page 3: "Transmit" Procedure Memory
Page 4: Transmit Parameters
Page 5: "Receive" Procedure Memory
Page 6: Receive Parameters
Page 7: Short Call Memory
Page 8: Single-Tone Memory
Page 9: Channel Memory
Page A: "System" Procedure Memory
Page B: Password
Page C: Options

● Seite 0: Systemspeicher

Programm-Nummer: z.B. '01'
(Software)



Kunden-Nummer: z.B. '1 2 3 4 5 6'

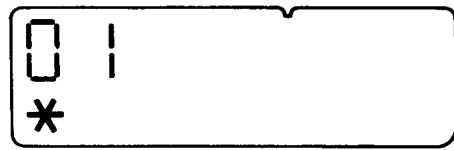


Jahreszahl: z.B. '85'

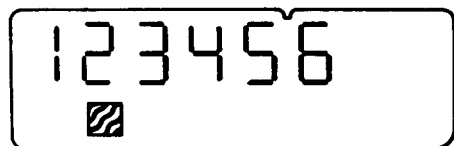


● Page 0: System Memory

Program Number: e.g. '01'
(software)



Customer Number: e.g. '1 2 3 4 5 6'



Year Number: e.g. '85'



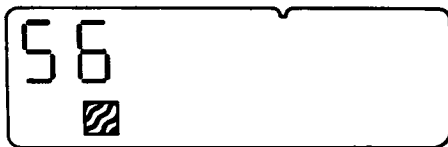
● Seite 1: Rufnummernspeicher

Ruf-Tonfolge-Eingabe:
z.B. '2 1 A A A F F F'

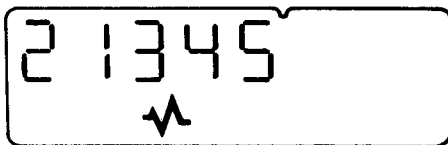


„A“ kennzeichnet die variablen Stellen (Rufnummer)

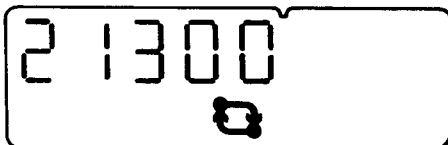
Quittungsauswerter-Eingabe:
z.B. '5 6 F F F F F F'



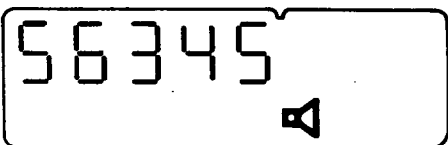
Anruf-Nummer: z.B. '2 1 3 4 5 F F F'



Gruppenruf-Nummer: z.B. '2 1 3 0 0 F F F'



Quittungsgeber-Eingabe:
z.B. '5 6 3 4 5 F F F'



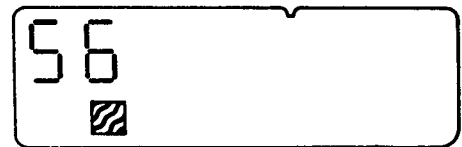
● Page 1: Call Number Memory

Call Tone Sequence Entry:
e.g. '2 1 A A A F F F'

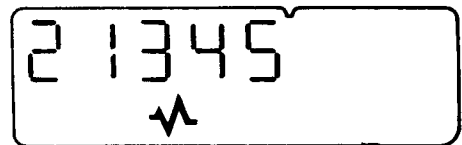


“A” indicates the variable digit positions (directory number)

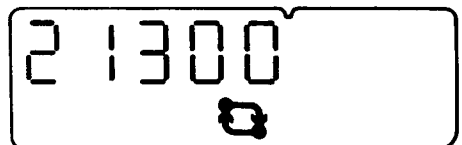
Acknowledgement Decoder-Entry:
e.g. '5 6 F F F F F F'



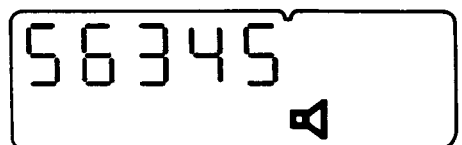
Selective Call Number: e.g. '2 1 3 4 5 F F F'



Group Call Number: e.g. '2 1 3 0 0 F F F'

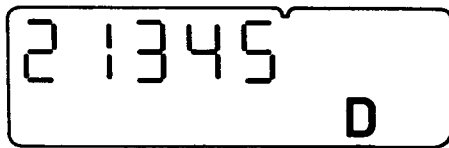


Acknowledgement Encoder-Entry:
e.g. '5 6 3 4 5 F F F'



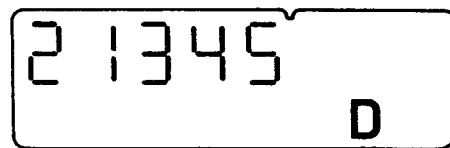
Kennungsgeber-Eingabe:

z.B. '2 1 3 4 5 F F F'



Identification Encoder-Entry:

e.g. '2 1 3 4 5 F F F'



Sonderruf-Auswahl:

z.B. „Eintonruf“



Special Call Signal Selection:

e.g. "Single-tone call signal"



Auswahl:

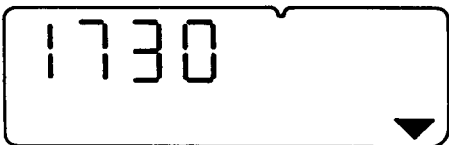
- 0 = Einton in Hz
- 1 = Einton nach Tabelle
- 2 = Doppelton nach Tabelle
- 3 = Tonfolge nach Tabelle
- 4 = ohne Sonderruf

Selection

- 0 = Single-tone signal in Hz
- 1 = Single tone as per Schedule
- 2 = Dual tone as per Schedule
- 3 = Tone sequence as per Schedule
- 4 = No special call signal

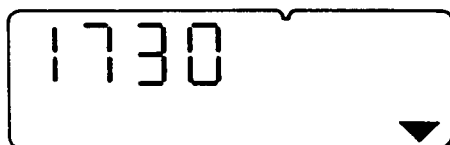
Ruf-Eingabe

Einton in Hz: z.B. '1 7 3 0'



Call Signal Input

Single-Tone in Hz: e.g. '1 7 3 0'



Einton nach Tabelle 1:

z.B. Ziffer '7'

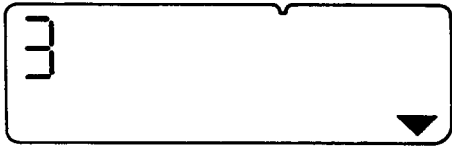


Single Tone as per Schedule 1:

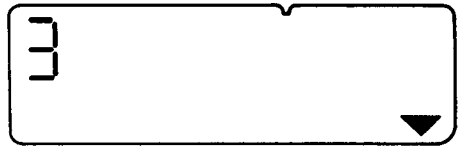
e.g. number '7'



Doppelton nach Tabelle 2:
z.B. Ziffer '3'



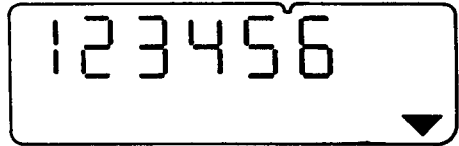
Double Tone as per Schedule 2:
e.g. '3'



Tonfolge:
z.B. '1 2 3 4 5 6 F F'

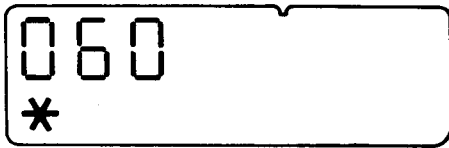


Tone Sequence:
e.g. '1 2 3 4 5 6 F F'



● Seite 2: Parameter-Speicher

Sendezeitbegrenzung: z.B. '060' Sekunden
 '000' = keine Zeitbegrenzung,
 Bereich: bis zu 255 sec

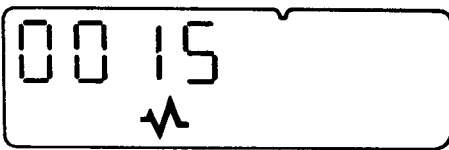


Stellenzahl der Kanalnummer:
 z.B. '1'stellig
 wählbar: 1, 2, 3



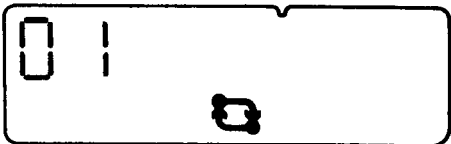
Einschaltkanal:

'8XXX' '0015'
 ↑ ↑
 0 = Einschaltkanal fest
 8 = Ausschaltkanal wird gespeichert



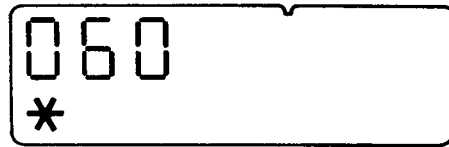
Einschalt-Lautstärke
 Stufe 1 – 7 möglich

'8' '01'
 ↑ ↑
 0 = Einschalt-Lautstärke fest
 8 = Ausschalt-Lautst. wird gespeichert



● Page 2: Parameter Memory

Transmit Time Limitation: e.g. '060' seconds
 '000' = no time limitation,
 Range: to 255 sec

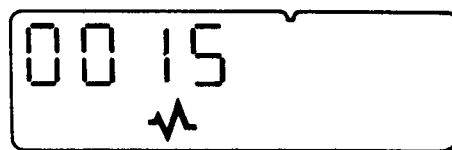


Number of Digits in channel Number:
 e.g. '1' digit
 options: 1, 2, 3



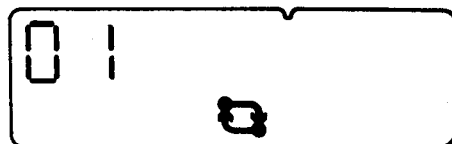
Switch-on Channel:

'8XXX' '0015'
 ↑ ↑
 0 = Switch-on channel fixed
 8 = Switch-off channel is stored



Switch-on Volume
 Steps 1 – 7 possible

'8' '01'
 ↑ ↑
 0 = Switch-on volume fixed
 8 = Switch-off volume is stored



● Seite 3: Ablaufspeicher „Senden“

● Page 3: "Transmit" Procedure Memory

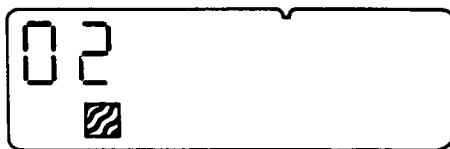
Trägersperre 1: 00 = ohne
01 = mit



Carrier Blocking 1: 00 = without
01 = with



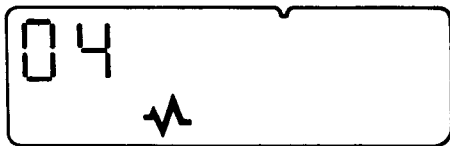
Trägersperre 2: 00 = ohne
02 = mit



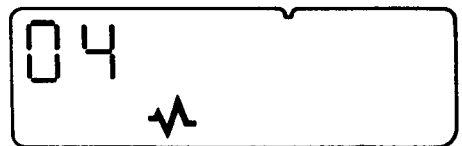
Carrier Blocking 2: 00 = without
02 = with



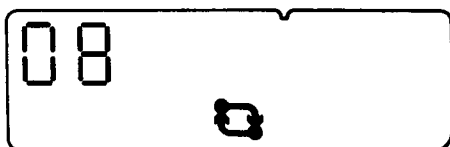
Sender-Vorlauf: 00 = nein
04 = ja



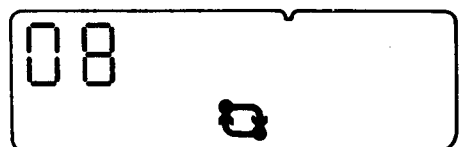
Transmitter pre-run: 00 = no
04 = yes



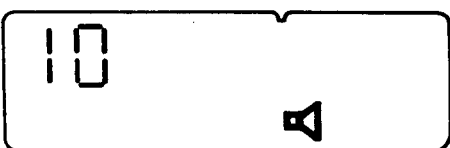
Quittung erwartet: 00 = nein
08 = ja



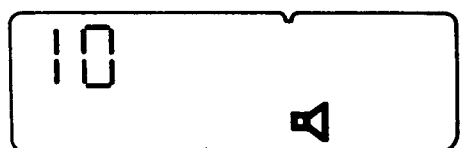
Acknowledgement expected: 00 = no
08 = yes



Kennung mit Sprechtaete: 00 = nein
10 = ja



Identification with PTT Key: 00 = no
10 = yes



Kennung vor Sonderruf: 00 = nein
20 = ja



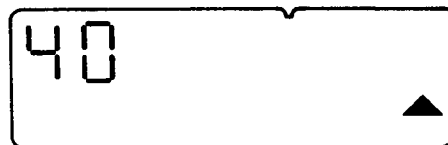
Identification before special call: 00 = no
20 = yes



Kennung nach Sonderruf: 00 = nein
40 = ja

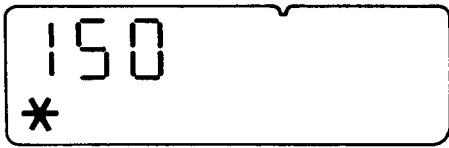


Identification after special call: 00 = no
40 = yes



● Seite 4: Sende-Parameter

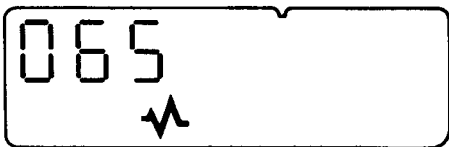
Vorlauf-Dauer: z.B. '1 5 0' = 1,5 sec
 '000' = kein Vorlauf Bereich = 0–2,55 sec



Vorlauf-ton: z.B. '1 7 5 0' Hz
 kein Vorlauf-ton: 'FFFF'



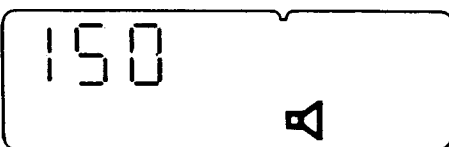
Wartezeit: z.B. '0 6 5' = 650 ms
 '000' = keine Wartezeit,
 Bereich = 0–2,55 sec



Anzahl der Ruf-Wiederholungen: z.B. '1 0'
 wählbar: 0–99

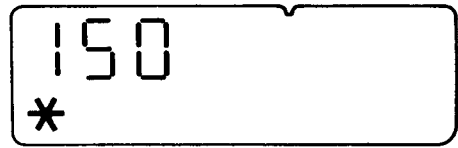


Suchtonzeit: z.B. '150' = 1,5 sec
 Bereich = 0–2,55 sec

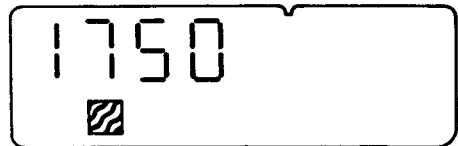


● Page 4: Transmit Parameter

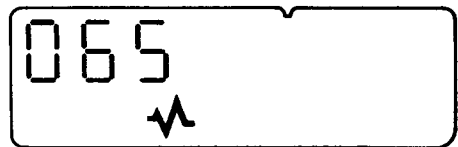
Pre-run Duration: e.g. '1 5 0' = 1.5 sec
 '000' = no pre-run, Range = 0–2.55 sec



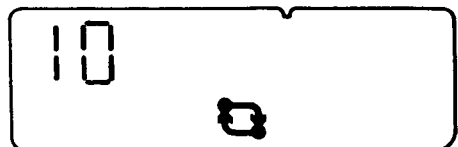
Pre-run Tone: e.g. '1 7 5 0' Hz
 No pre-run tone: 'FFFF'



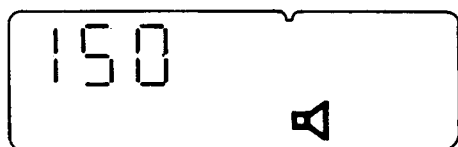
Waiting time: e.g. '0 6 5' = 650 ms
 '000' = no waiting time,
 Range = 0–2.55 sec



Number of Call Repetitions: e.g. '1 0'
 options: 0–99



Search Tone Time: e.g. '150' = 1.5 sec
 Range = 0–2.55 sec

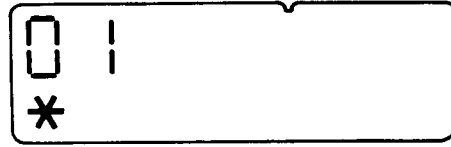
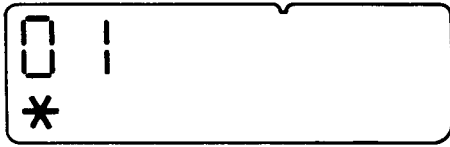


● Seite 5: Ablaufspeicher „Empfang“

● Page 5: "Receive" Procedure Memory

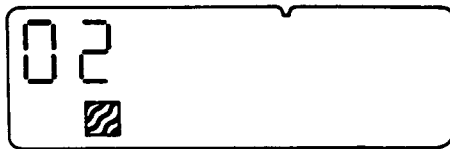
Anrufsuche: 00 = nein
01 = ja

Call Search: 00 = no
01 = yes



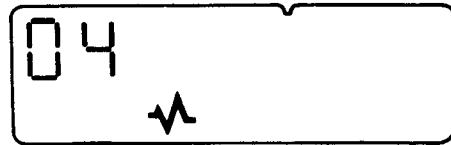
Selektivruf: 00 = nein
02 = ja

Selective Call: 00 = no
02 = yes



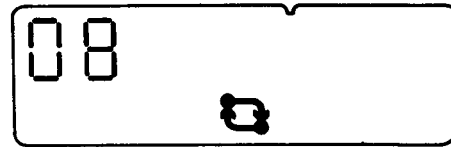
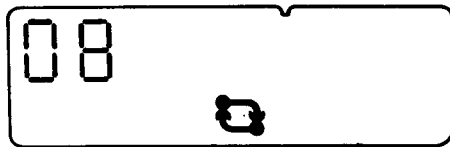
Gruppenruf: 00 = nein
04 = ja

Group Call: 00 = no
04 = yes



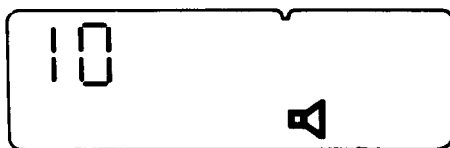
Sammelruf: 00 = nein
08 = ja

Common Call: 00 = no
08 = yes



Quittung senden: 00 = nein
10 = ja

Transmit Acknowledgement: 00 = no
10 = yes



Anrufton

00 = nein
20 = ja

A rectangular digital display with a notch at the top center. It shows the number '20' on the left and the letter 'D' on the right.

Alarm Tone:

00 = no
20 = yes

A rectangular digital display with a notch at the top center. It shows the number '20' on the left and the letter 'D' on the right.

Lautsprecher einschalten:

00 = nein
40 = ja

A rectangular digital display with a notch at the top center. It shows the number '40' on the left and a solid black upward-pointing triangle on the right.

Switch on Loudspeaker:

00 = no
40 = yes

A rectangular digital display with a notch at the top center. It shows the number '40' on the left and a solid black upward-pointing triangle on the right.

Gruppen-/Sammelruf-Signalisierung: 00 = nein
80 = ja

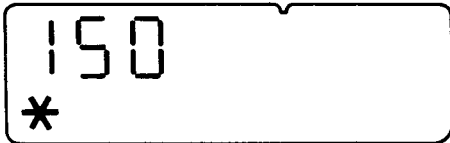
A rectangular digital display with a notch at the top center. It shows the number '80' on the left and a solid black downward-pointing triangle on the right.

Group call/Common call signalling: 00 = no
80 = yes

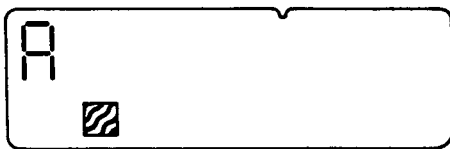
A rectangular digital display with a notch at the top center. It shows the number '80' on the left and a solid black downward-pointing triangle on the right.

● Seite 6: Empfangsparameter

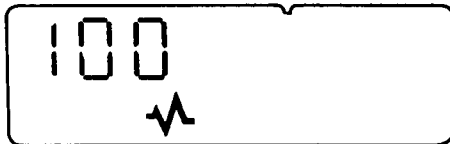
Rastzeit: z.B. '150' = 1,5 sec
 '000' = keine Rastzeit,
 Bereich = 10 ms – 2,55 sec



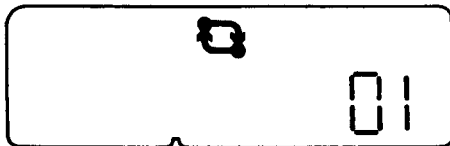
Sammelruf-Ton, z.B. 'A' = 2800 Hz
 Ton aus Tonreihe



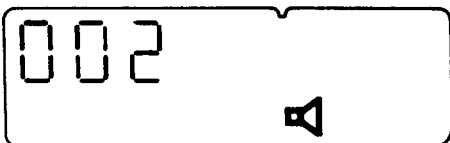
Sammelruf-Dauer: z.B. '100' = 1 sec
 '000' = 2,56 sec, Bereich: 10 – 2,56 sec



Anzahl der Anruftöne: z.B. '10'
 wählbar: 0 – 99



Anrufton-Dauer: z.B. '002' = 2 sec
 '000' = 256 sec, Bereich: 1 – 256 sec



● Page 6: Receive Parameters

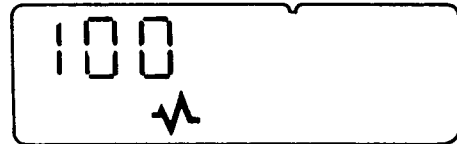
Locking Time: e.g. '150' = 1.5 sec
 '000' = no locking time,
 range = 10 ms – 2.55 sec



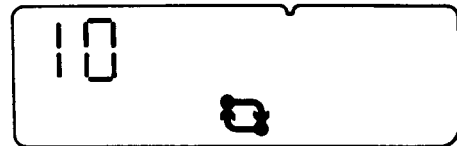
Common Call Tone, e.g. 'A' = 2800 Hz
 Tone from tone series



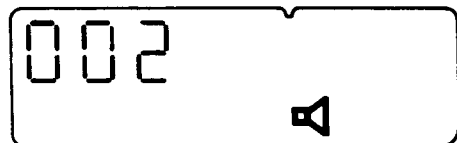
Common Call Duration: e.g. '100' = 1 sec
 '000' = 2.56 sec, Range: 10 – 2.56 sec



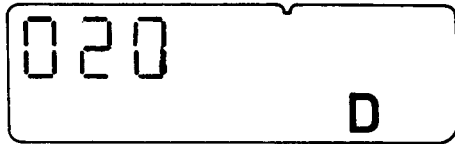
Number of Call Tones: e.g. '10'
 Options: 0 – 99



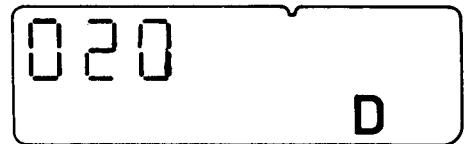
Alarm Tone Duration: e.g. '002' = 2 sec
 '000' = 256 sec, Range: 1 – 256 sec



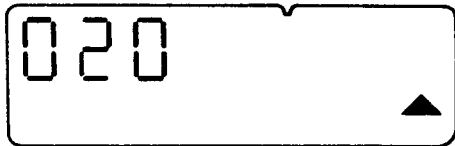
Lautsprecher-Öffnungszeit: z.B. '020' = 20 sec
'000' = keine Zeitbegrenzung,
Bereich = 1 – 256 sec



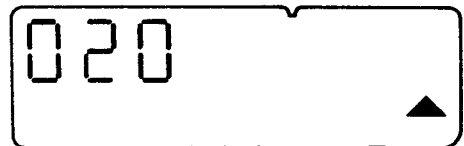
Loudspeaker On-Time: e.g. '020' = 20 sec
'000' = no time limitation,
Range = 1 – 256 sec



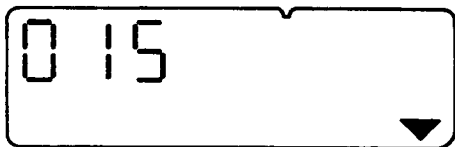
Verzögerungszeit: z.B. '020' = 200 ms
'000' = keine Verzögerungszeit
Bereich: 10 ms – 2,55 sec



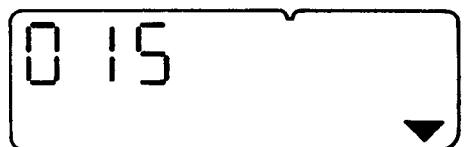
Delay Time: e.g. '020' = 200 ms
'000' = no delay time
Range: 10 ms – 2,55 sec



Verweilzeit: z.B. '015' = 15 sec
'000' = keine Verweilzeit, Bereich: 1 – 255 sec



Dwell Time: e.g. '015' = 15 sec
'000' = no dwell time, Range: 1 – 255 sec



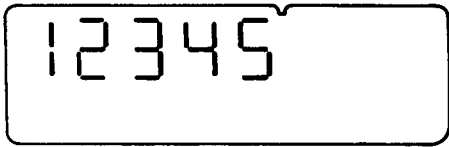
● Seite 7: Zielwahlspeicher


Aufruf durch 



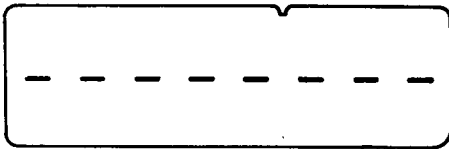
① - ① Zifferntaste ruft Speicher auf

Anzeige

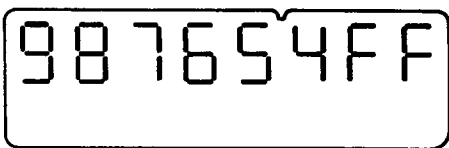


 löscht die Anzeige

Programmierung: z.B. '987654'



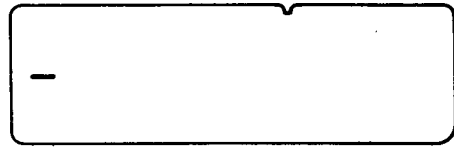
① - ① Zielwahl eingeben



 Zielwahl abspeichern

● Page 7: Short Call Memory

Call-up by means of 



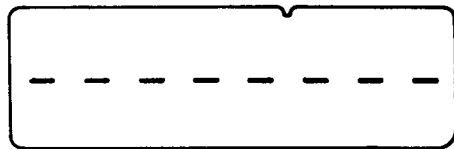
① - ① Numerical key calls up memory

Display

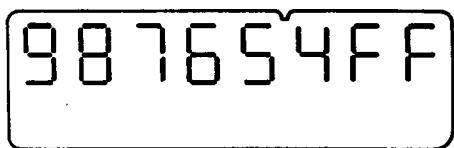


 cancels the display

Programming: e.g. '987654'



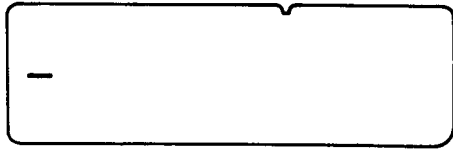
① - ① Enter short call selection



 Store short call selection

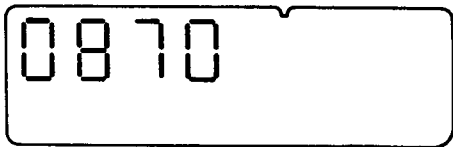
● Seite 8: Einton-Speicher

Aufruf durch 



 -  Zifferntaste ruft Speicher auf

Anzeige: z.B. '0 8 7 0' Hz

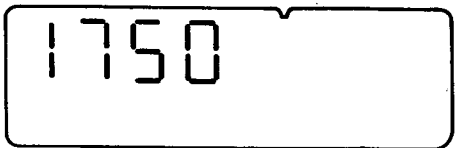


 Löscht Anzeige

Programmierung: z.B. '1750' Hz



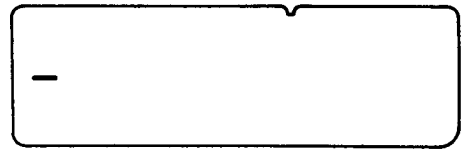
 -  Eintoneruf eingeben



 Eintoneruf abspeichern

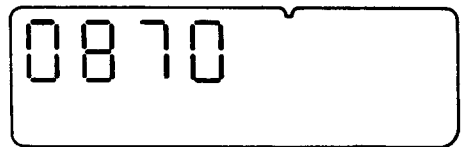
● Page 8: Single-Tone Memory

Call-up by means of 



 -  Numerical key calls up memory

Display: e.g. '0 8 7 0' Hz

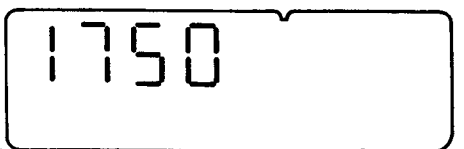


 cancels display

Programming: e.g. '1750' Hz



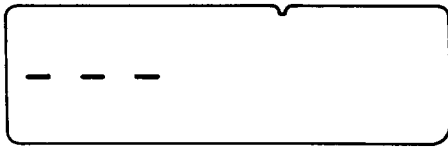
 -  Enter single-tone call signal



 Store single-tone call signal

● Seite 9: Kanalspeicher

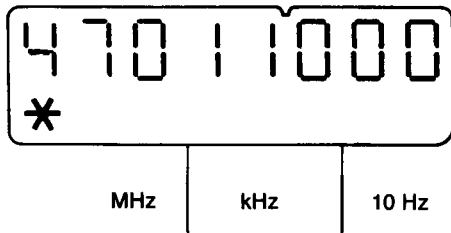
Kanal-Nummer aufrufen durch ☎



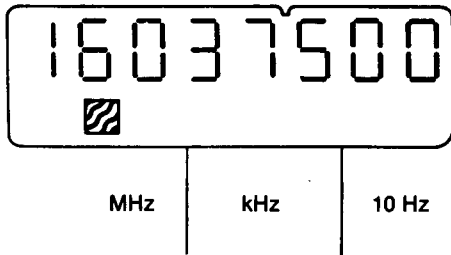
① - ① Kanal-Nummer eingeben

Nicht programmierte Kanal-Nummer blinkt.
Zum Programmieren * -Taste drücken.

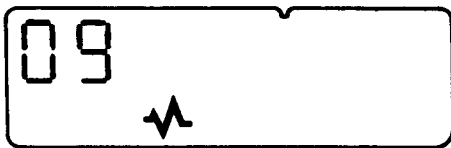
Sende-Frequenz: z.B. '470,11' MHz



Empfangs-Frequenz: z.B. '160,375' MHz



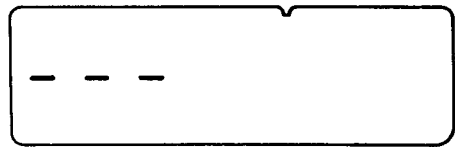
Rauschsperrung, Sendeleistung



Rauschsperrung	Sendeleistung (Watt)			
0 = 25 dB	1 = 0,1	1	1	1,0
1 = 12 dB	2 = 0,1	2	2	4
2 = 18 dB	5 = 0,1	3	5	8
	9 = 0,1	6	10	15

● Page 9: Channel Memory

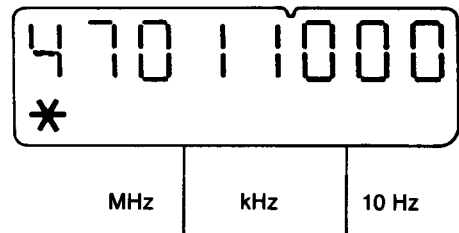
Call up Channel Number by means of ☎



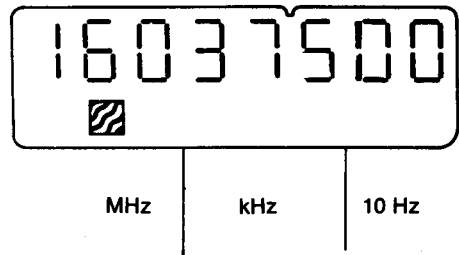
① - ① Enter channel number

Non-programmed channel number flashes.
To program, press * key.

Transmit Frequency: e.g. '470.11' MHz



Receive Frequency: e.g. '160.375' MHz

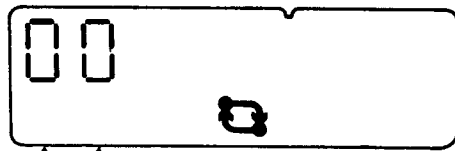


Squelch, Transmitter Power Output



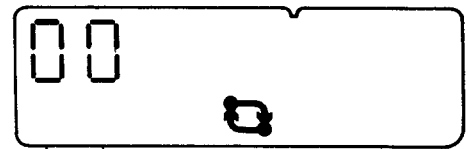
Squelch	Transmitter power output (watts)			
0 = 25 dB	1 = 0,1	1	1	1,0
1 = 12 dB	2 = 0,1	2	2	4
2 = 18 dB	5 = 0,1	3	5	8
	9 = 0,1	6	10	15

Raster*/ZBV



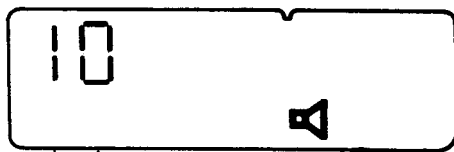
Referenzfrequenz		Raster	zur besonderen Verwendung
160	460		Ziffer 0 - F
5	10	0 = 20 kHz 1 = 25 kHz/12,5 kHz	
6,25	12,5	2 = 20 kHz 3 = 25/12,5 kHz	

Channel Spacing/FSA*



Reference frequency		Channel spacing	for special application
160	460		Digit 0 - F
5	10	0 = 20 kHz 1 = 25 kHz/12,5 kHz	
6,25	12,5	2 = 20 kHz 3 = 25/12,5 kHz	

Modulationsart



Sender	Empfänger
0 = FM	0 = FM
1 = PM	1 = PM

Type of modulation



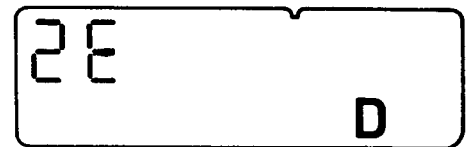
Transmitter	Receiver
0 = FM	0 = FM
1 = PM	1 = PM

Tonauswertung



Tonreihe	Wiederholton
1 = ZVEI I	0 - E gemäß Tonreihe
2 = EIA	
3 = CCIR	
4 = EAA	
5 = ZVEI II	ab Programm-Nr. 02
6 = ZVEI S	ab Programm-Nr. 02
7 = CCITT	ab Programm-Nr. 02

Tone Decoding

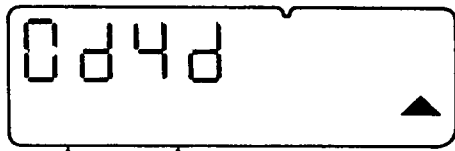


Tone series	Repeat tone
1 = ZVEI I	0 - E according to tone series
2 = EIA	
3 = CCIR	
4 = EAA	
5 = ZVEI II	from Program No. 02
6 = ZVEI S	from Program No. 02
7 = CCITT	from Program No. 02

* Sende und Empfangsfrequenz müssen **ohne Rest** durch die Ref.-Frequenz teilbar sein!

* Transmit and receive frequency must be divisible by the reference frequency **without remainder**.

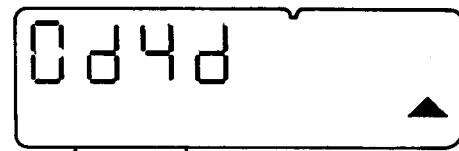
Pilotton: z.B. 100,0 Hz
Eingabe gemäß Tabelle: '0D4D'



Sender

Empfänger

Pilot tone: e.g. 100.0 Hz
Input as per table: '0D4D'



Transmitter

Receiver

Code-Tabelle für den Pilotton/ Code table for the pilot tone

Frequenz Frequency Hz	Code		Frequenz Frequency Hz	Code	
	Sender Transmitter	Empfänger Receiver		Sender Transmitter	Empfänger Receiver
67,0	3F	7F	136,5	10	58
71,0	1F	5F	141,3	08	48
74,4	3E	7E	146,2	17	57
77,0	0F	4F	151,4	07	47
79,7	3D	7D	156,7	16	56
82,5	1E	5E	162,2	06	46
85,4	3C	7C	167,9	15	55
88,5	0E	4E	173,8	05	45
91,5	3B	7B	179,9	14	54
94,8	1D	5D	186,2	04	44
97,4	3A	7A	192,8	13	53
100,0	0D	4D	203,5	03	43
103,5	1C	5C	210,7	12	52
107,2	0C	4C	218,1	02	42
110,9	1B	5B	225,7	11	51
114,8	0B	4B	233,6	01	41
118,8	1A	5A	241,8	10	50
123,0	0A	4A	250,3	00	40
127,3	19	59	ohne/without	C0	C0
131,8	09	49			

Anrufsuche



Suchton

Version

Ton der unter der Spalte „D“ in der Anlage C gewählten Tabelle 1 entnehmen (F = ohne)

0 = keine
1 = Version 1: Träger
2 = Version 2: Suchton
3 = Version 3: Suchton + Tonfolge

Call Search



Search tone

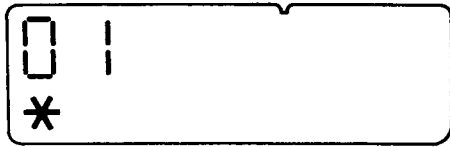
Version

Take tone from schedule 1 selected in column "D" of annex C (F = without)

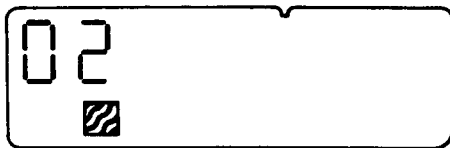
0 = none
1 = Version 1: Carrier
2 = Version 2: Search tone
3 = Version 3: Search tone + tone sequence

● Seite A: Ablaufspeicher „System“

Anwenderspeicher: 00 = nicht programmierbar
01 = programmierbar



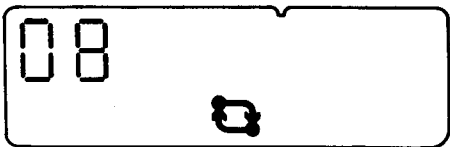
Rufweiterleitung: 00 = ohne
02 = mit



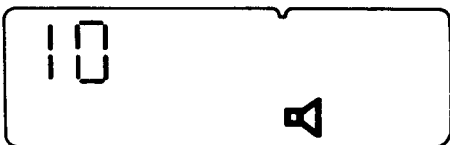
Rückrufspeicher: 00 = ohne
04 = mit



Folgetelegramm: 00 = ohne
08 = mit

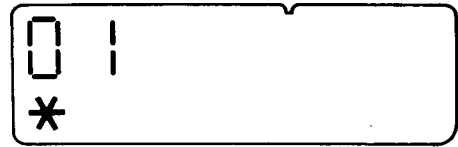


Kennungsauswerter 1: 00 = ohne
10 = mit

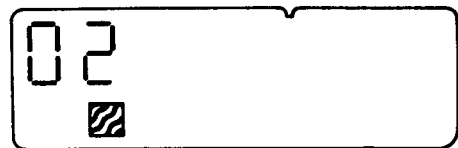


● Page A: "System" Procedure Memory

User Memory: 00 = not programmable
01 = programmable



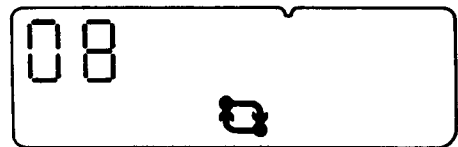
Call Transfer: 00 = without
02 = with



Call-Back Memory: 00 = without
04 = with



Added Call Sequence: 00 = without
08 = with



Identification Decoder 1: 00 = without
10 = with



Kennungsauswerter 2: 00 = ohne
20 = mit



Identification Decoder 2: 00 = without
20 = with



Tastenpieps: 00 = ohne
40 = mit



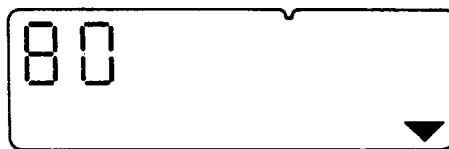
Key Bleep: 00 = without
40 = with



Zündschalttereinschaltung-Abfrage: 00 = ohne
80 = mit



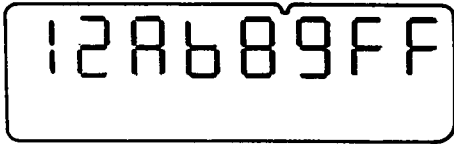
Switching on via Ignition Switch: 00 = without
80 = with



Diese Option ist nur möglich, wenn das Telecar 9 **nicht** mit einem Schalter (wie bei H16 und ML79) eingeschaltet wird.

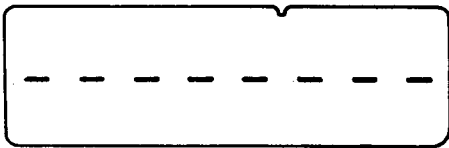
This option is only available if the Telecar 9 is **not** switched on by means of a switch (as in the case of H16 and ML79).

● Seite B: Paßwort 1



⊞ löscht Anzeige

Programmierung: z.B. '2641'

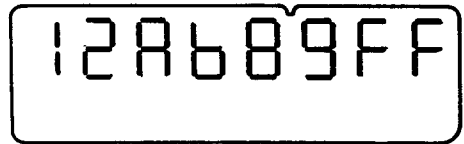


① - ① Paßwort eingeben



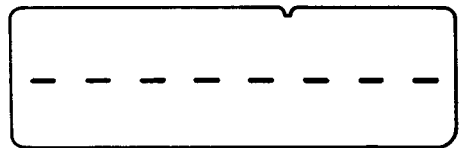
* Paßwort abspeichern

● Page B: Password 1



⊞ cancels display

Programming: e.g. '2641'



① - ① Enter password



* Store password

● Seite C: Optionen

Anwenderspeicher:

- 01 = 2k-EEPROM (108 Kanäle)
- 00 = 8kEEPROM (469 Kanäle)

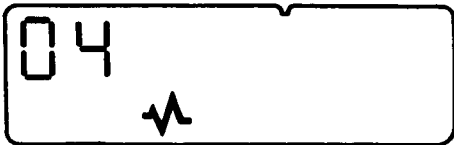


S-PLL



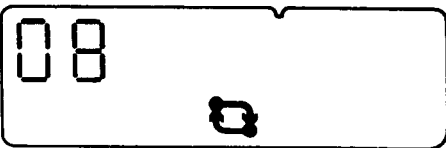
PLL	ART	Schleifen-	ZAHL
1	Basis = 04		1 = 02
2	Basis + 2. Schleife = 00		2 = 00
3	Basis + Modulator = 04		2 = 00

15.3 **Schleifen-Art**



Betriebsart (Lautsprecher)

- 08 = geschlossen
- 00 = offen



● Page C: Options

User memory:

- 01 = 2k-EEPROM (108 channels)
- 00 = 8kEEPROM (469 channels)

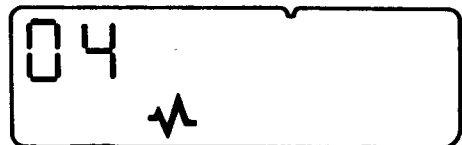


Transmitter PLL (S-PLL)



PLL	TYPE	Loop	NUMBER
1	Basic = 04		1 = 02
2	Basic + 2nd loop = 00		2 = 00
3	Basic + modulator = 04		2 = 00

Type of loop



Operation mode (loudspeaker)

- 08 = closed
- 00 = open

