

DIP SETTINGS FOR THE ARDF EVENT FORMAT



N.B: ALL TXs MUST HAVE THE SAME DIP SETTINGS (EXCEPT MO) - (TX No. is PRESET in ROM)

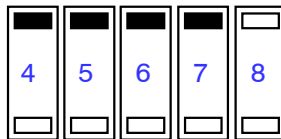
No. OF TXs (1) **TXs in the Event**
 (0) **On time**

0	0	0	1	continuous	(MO override)
1	0	0	2	x 60secs	
0	1	0	3	x 60	
1	1	0	4	x 60	
0	0	1	5	x 60	(standard IARU)
1	0	1	6	x 50	
0	1	1	7	x 43/42	
1	1	1	8	x 37/38	

1 2 4 8 16 hrs(addative)

½ 1 2 4

DELAY



SW8-ON 16 to 31 hrs in 1 hr increments

SW8-OFF 0 to 7½ hrs in ½ hr increments

CHANGING THE PRESET MEMORY SETTINGS

Hold the LOAD switch down at TX switch-on
 Release immediately and press -
 2 more times for MO setting.
 3 more times for CALLSIGN setting.
 Tx will send 'AR' then current setting.

Set dip switch SW1 to 3 for new TX no.
 Set dip switch SW1 to 8 for the first call sign character
 Press load switch to save.
 Repeat, if required, to correct the TX no, or to add another character to the call sign.
 Turn off tx

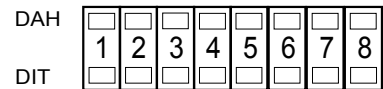
n.b. The memory LOAD switch is the sync. port for ATX units and the tactile switch for TRO units

SETTING THE TX NUMBER (please avoid changing)

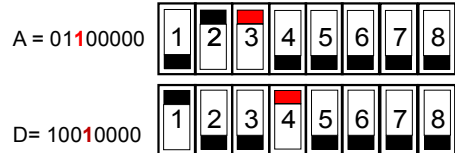
ON (1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	1	2	3	
OFF(0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

1	0	0	0	MOe
2	1	0	0	MOi
3	0	1	0	MOs
4	1	1	0	MOh
5	0	0	1	MO5
6	1	0	1	MO n
7	0	1	1	MO d
8	1	1	1	MO b

SETTING A CALLSIGN CHARACTER



EXAMPLES



n.b. The **last** right-most switch set to **ON**, is treated as the end-of-character marker.

SPECIAL CODES

10000000	DE
00000001	default code
10000001	1 sec tone
11000001	2 sec tone
11100001	3 sec tone
11110001	4 sec tone
11111001	5 sec tone
11111101	6 sec tone
11111111	clear/end/quit