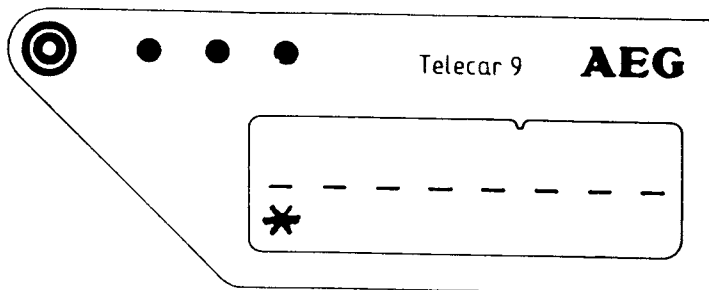


1 Programmier-Mode einschalten

⊛ -Taste lang drücken
Anzeige:



① - ⑦ : Paßwort eingeben
⊛ : Eingabe abschließen

Es kann ein 7-8stelliges Paßwort im HEX-Code definiert werden. Die eingegebenen Stellen werden nicht angezeigt. Mit der ⊛-Taste die Eingabe abschließen.

Ein gültiges Paßwort schaltet auf Seitenwahl um.

Ein ungültiges Paßwort schaltet zurück in den Betriebszustand des Gerätes.

1.1 Aufbau des Anwenderspeichers

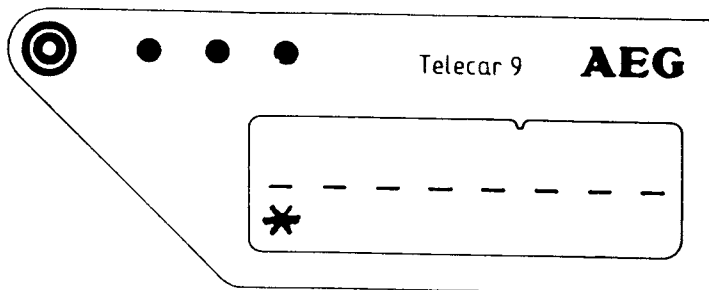
Hierzu gehört die Beschreibung:

Anwenderspeicher für Tonruf-Programm 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.

1 Switching on the Programming Mode

⊛ -Press key for long time
Display:



① - ⑦ : Enter password
⊛ : Terminate entry

A 7-8 digit password can be defined in HEX code. The entered digits are not displayed. Terminate the entry with the ⊛ key.

A valid password switches the system over to page selection.

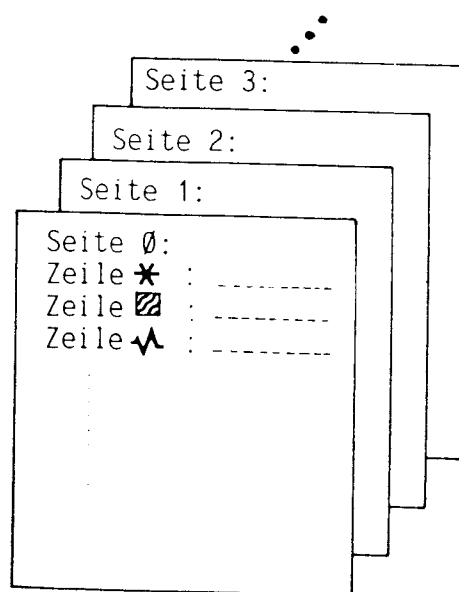
An invalid password switches back to the unit operating state.

1.1 Structure of the User Memory

This is described in:

User Memory for Tone Call Program Vers. 3.x

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

1.2 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

0
1
2
3
4
5
6
7
8
9

Taste – lang

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.

1.2 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

0
1
2
3
4
5
6
7
8
9

Key – long

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.

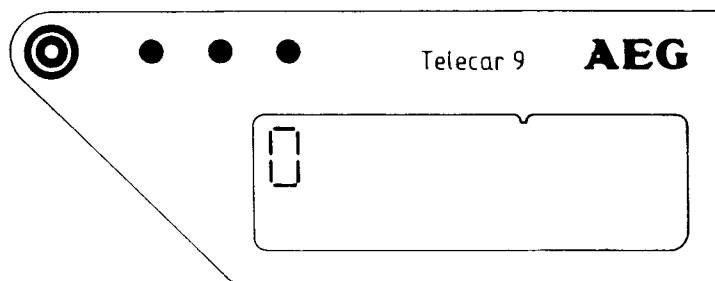
Entries are displayed flashing and must be stored with the * key.

2 Seitenwahl

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

2 Page Selection

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



① – ① Seitenwahl eingeben

⏪ Seitenwahl aufzurufen

⏩ Seiten weiterblättern

① – ① Enter page selection

⏪ Call line selection

⏩ Scroll through pages

Folgende **Seiten** stehen zur Auswahl:

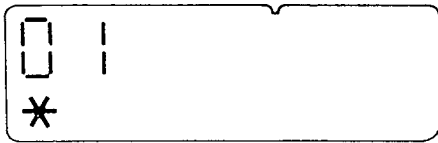
Seite 0: System-Speicher
Seite 1: Rufnummernspeicher
Seite 2: Parameter-Speicher
Seite 3: Ablaufspeicher „Senden“
Seite 4: Sende-Parameter
Seite 5: Ablaufspeicher „Empfang“
Seite 6: Empfangs-Parameter
Seite 7: Zielwahlspeicher
Seite 8: Einton-Speicher
Seite 9: Kanalspeicher
Seite A: Ablaufspeicher „System“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

The following **pages** can be selected:

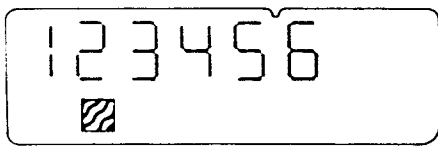
Page 0: System Memory
Page 1: Call Number Memory
Page 2: Parameter Memory
Page 3: "Transmit" Procedure Memory
Page 4: Transmit Parameters
Page 5: "Receive" Procedure Memory
Page 6: Receive Parameters
Page 7: Short Call Memory
Page 8: Single-Tone Memory
Page 9: Channel Memory
Page A: "System" Procedure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

3 Seite 0: Systemspeicher

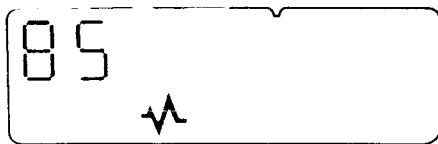
3.1 Programm-Nummer: z.B. '01'
(Software)



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



3.3 Jahreszahl: z.B. '85'

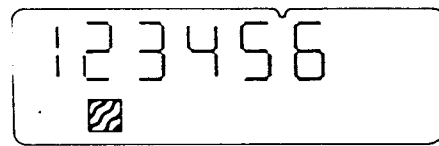


3 Page 0: System Memory

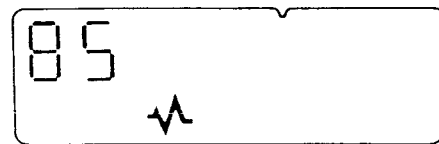
3.1 Program Number: e.g. '01'
(software)



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

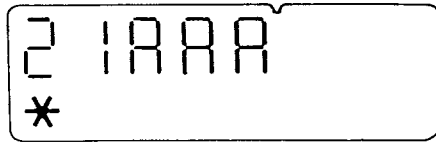


3.3 Year Number: e.g. '85'



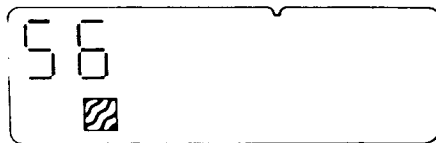
4 Seite 1: Rufnummernspeicher

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

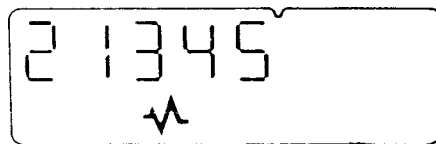


„A“ kennzeichnet die variablen Stellen (Rufnummer)

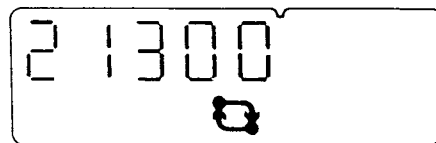
4.2 Quittungsauswerter-Eingabe:
z.B. '5 6 F F F F F F'



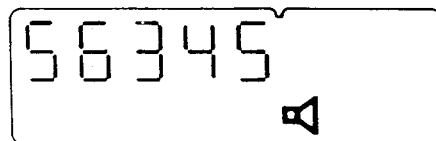
4.3 Anruf-Nummer: z.B. '2 1 3 4 5 F F F'



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

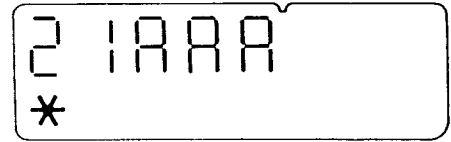


4.5 Quittungsgeber-Eingabe:
z.B. '5 6 3 4 5 F F F'



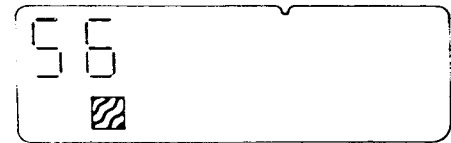
4 Page 1: Call Number Memory

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

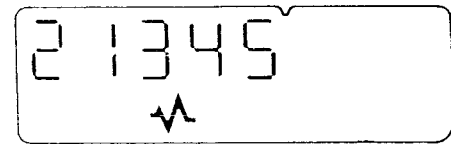


"A" indicates the variable digit positions (directory number)

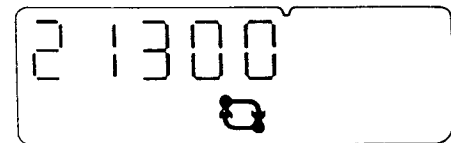
4.2 Acknowledgement Decoder-Entry:
e.g. '5 6 F F F F F F'



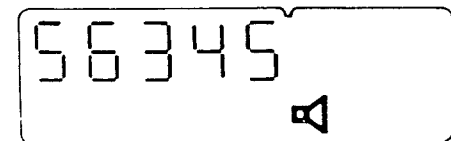
4.3 Selective Call Number: e.g. '2 1 3 4 5 F F F'



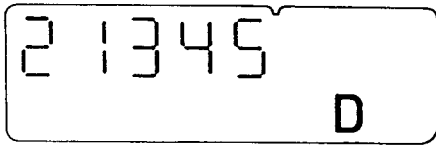
4.4 Group Call Number: e.g. '2 1 3 0 0 F F F'



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



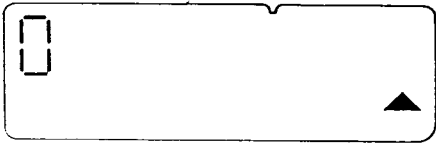
4.6 Kennungsgeber-Eingabe:
z.B. '2 1 3 4 5 F F F'



4.6 Identification Encoder-Entry:
e.g. '2 1 3 4 5 F F F'



4.7 Sonderruf-Auswahl:
z.B. „Eintonruf“



4.7 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

Wenn Rufsuche am Büro Zentrale ruhen soll.

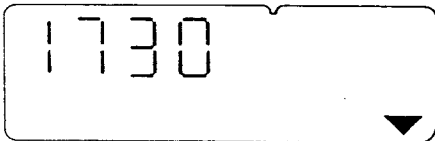
Selection

- 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

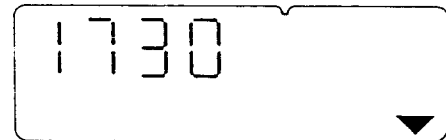
4.8 Ruf-Eingabe

4.8 Call Signal Input

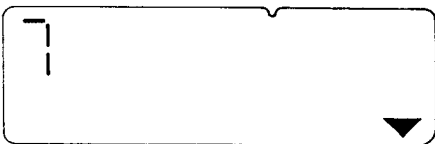
4.8.1 Einton in Hz: z.B. '1 7 3 0'
u u s?onfolge z.B. 21540



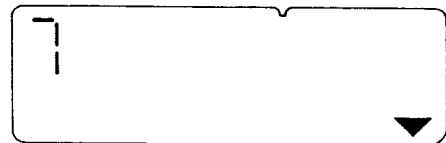
4.8.1 Single-Tone in Hz: e.g. '1 7 3 0'



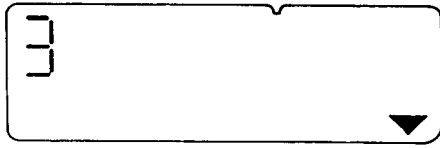
4.8.2 Einton nach Tabelle 1:
z.B. Ziffer '7'



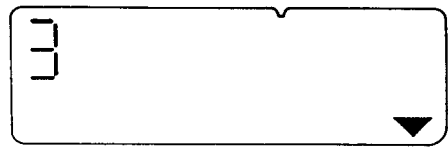
4.8.2 Single Tone as per Schedule 1:
e.g. number '7'



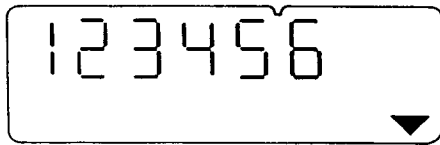
4.8.3 Doppelton nach Tabelle 2:
z.B. Ziffer '3'



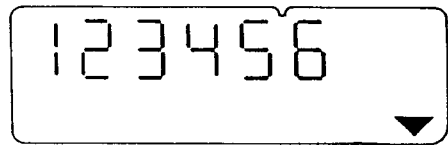
4.8.3 Double Tone as per Schedule 2:
e.g. '3'



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

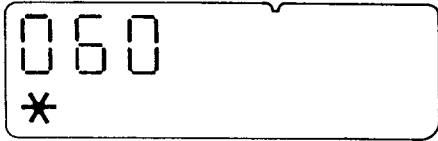


4.8.4 Tone Sequence:
e.g. '1 2 3 4 5 6 FF'

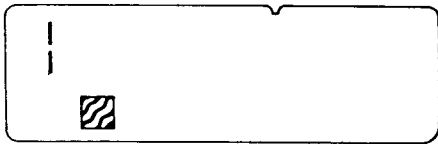


5 Seite 2: Parameter-Speicher

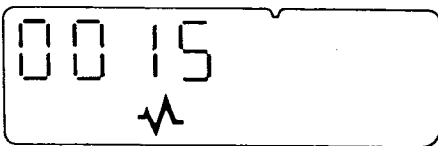
5.1 Sendezeitbegrenzung: z.B. '060' Sekunden
 '000' = keine Zeitbegrenzung,
 Bereich: bis zu 255 sec



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



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

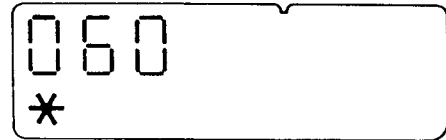


5.4 Einschalt-Lautstärke
 Stufe 1 - 7 möglich
 '8' '01'
 ↑ ↑
 0 = Einschalt-Lautstärke fest
 8 = Ausschalt-Lautst. wird gespeichert



5 Page 2: Parameter Memory

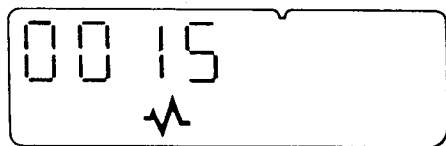
5.1 Transmit Time Limitation: e.g. '060' seconds
 '000' = no time limitation,
 Range: to 255 sec



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



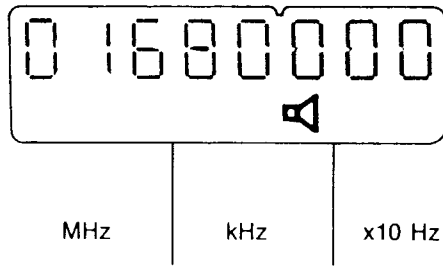
5.3 Switch-on Channel:
 '8XXX' '0015'
 ↑ ↑
 0 = Switch-on channel fixed
 8 = Switch-off channel is stored



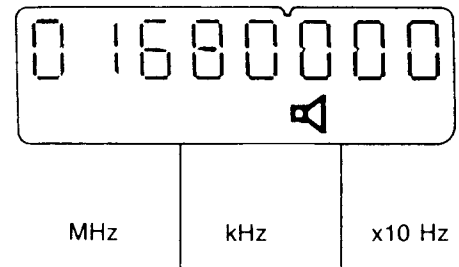
5.4 Switch-on Volume
 Steps 1 - 7 possible
 '8' '01'
 ↑ ↑
 0 = Switch-on volume fixed
 8 = Switch-off volume is stored



5.5 S-PLL: z.B. 16,8 MHz



5.5 Transmitter PLL (S-PLL): e.g. 16.8 MHz



6 Seite 3:
Ablaufspeicher „Senden“

6.1 Trägersperre 1: 00 = ohne
01 = mit



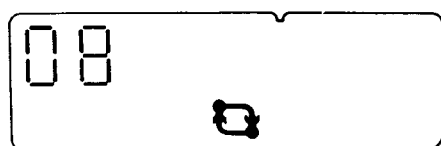
6.2 Trägersperre 2: 00 = ohne
02 = mit



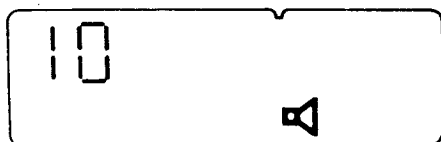
6.3 Sender-Vorlauf: 00 = nein
04 = ja



6.4 Quittung erwartet: 00 = nein
08 = ja



6.5 Kennung mit Sprechaste: 00 = nein
10 = ja



6 Page 3:
"Transmit" Procedure Memory

6.1 Carrier Blocking 1: 00 = without
01 = with



6.2 Carrier Blocking 2: 00 = without
02 = with



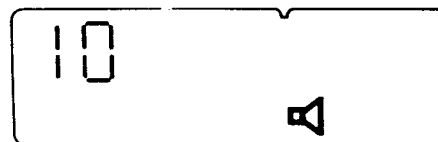
6.3 Transmitter pre-run: 00 = no
04 = yes



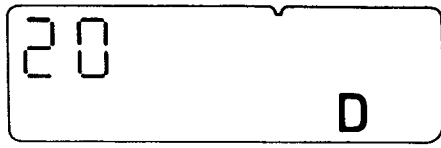
6.4 Acknowledgement expected: 00 = no
08 = yes



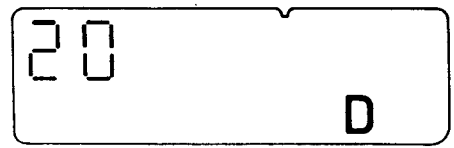
6.5 Identification with PTT Key: 00 = no
10 = yes



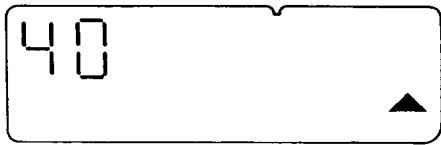
6.6 Kennung vor Sonderruf: 00 = nein
20 = ja



6.6 Identification before special call: 00 = no
20 = yes



6.7 Kennung nach Sonderruf: 00 = nein
40 = ja

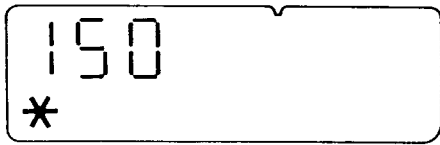


6.7 Identification after special call: 00 = no
40 = yes

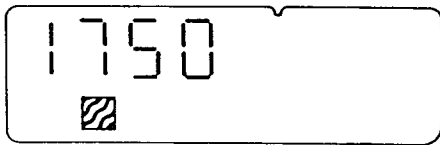


7 Seite 4: Sende-Parameter

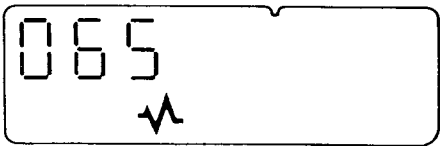
7.1 Vorlauf-Dauer: z.B. '1 5 0' = 1,5 sec
'000' = kein Vorlauf Bereich = 0 – 2,55 sec



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



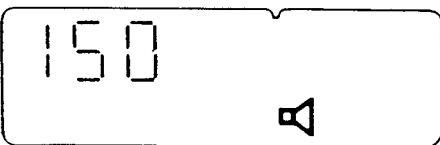
7.3 Wartezeit: z.B. '0 6 5' = 650 ms
'000' = keine Wartezeit,
Bereich = 0 – 2,55 sec



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

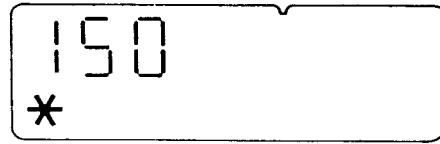


7.5 Suchtonzeit: z.B. '150' = 1,5 sec
Bereich = 0 – 2,55 sec

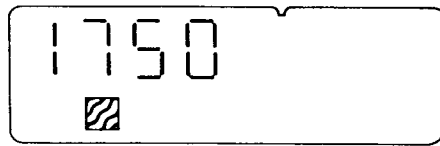


7 Page 4: Transmit Parameter

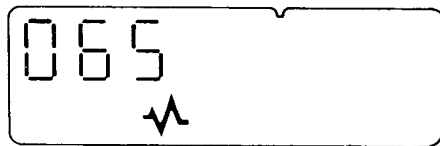
7.1 Pre-run Duration: e.g. '1 5 0' = 1.5 sec
'000' = no pre-run, Range = 0 – 2.55 sec



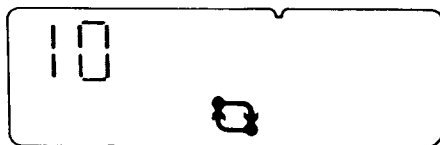
7.2 Pre-run Tone: e.g. '1 7 5 0' Hz
No pre-run tone: 'F F F F'



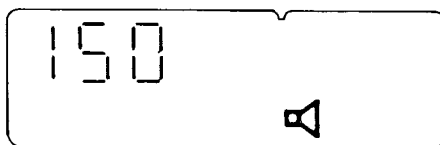
7.3 Waiting time: e.g. '0 6 5' = 650 ms
'000' = no waiting time,
Range = 0 – 2.55 sec



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

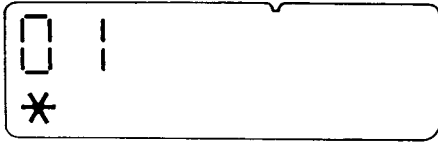


7.5 Search Tone Time: e.g. '150' = 1.5 sec
Range = 0 – 2.55 sec



8 Seite 5:
Ablaufspeicher „Empfang“

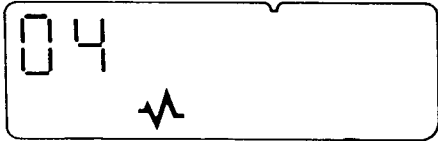
8.1 Anrufsuche: 00 = nein
01 = ja



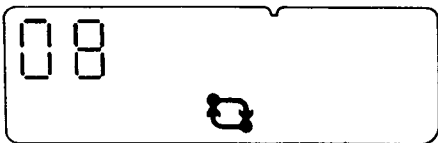
8.2 Selektivruf: 00 = nein
02 = ja



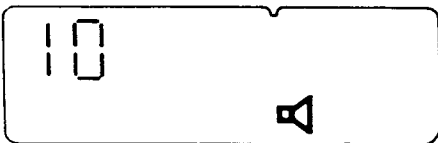
8.3 Gruppenruf: 00 = nein
04 = ja



8.4 Sammelruf: 00 = nein
08 = ja

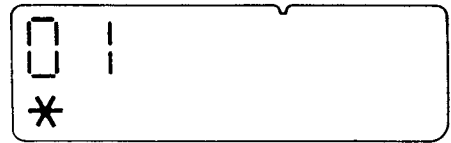


8.5 Quittung senden: 00 = nein
10 = ja



8 Page 5:
"Receive" Procedure Memory

8.1 Call Search: 00 = no
01 = yes



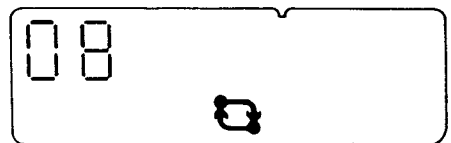
8.2 Selective Call: 00 = no
02 = yes



8.3 Group Call: 00 = no
04 = yes



8.4 Common Call: 00 = no
08 = yes

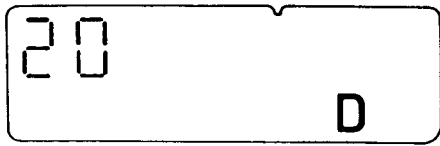


8.5 Transmit Acknowledgement: 00 = no
10 = yes



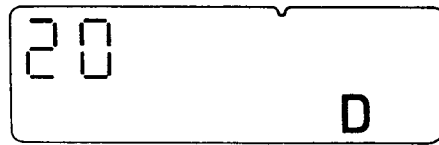
8.6 Anrufton

00 = nein
20 = ja



8.6 Alarm Tone:

00 = no
20 = yes



8.7 Lautsprecher einschalten:

00 = nein
40 = ja



8.7 Switch on Loudspeaker:

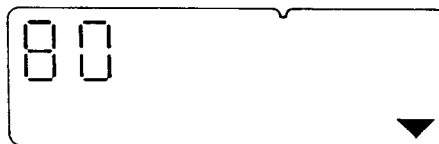
00 = no
40 = yes



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

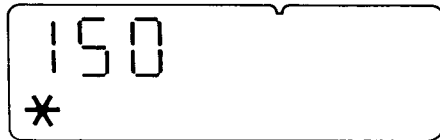


8.8 Group call/Common call signalling: 00 = no
80 = yes



**9 Seite 6:
Empfangsparameter**

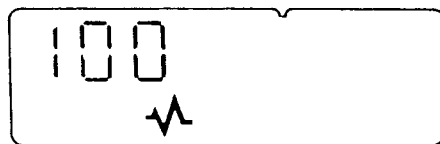
9.1 Rastzeit: z.B. '150' = 1,5 sec
'000' = keine Rastzeit,
Bereich = 10 ms - 2,55 sec



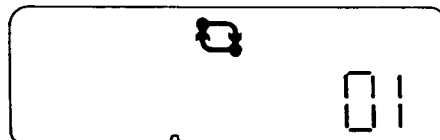
9.2 Sammelruf-Ton, z.B. 'A' = 2800 Hz
Ton aus Tonreihe



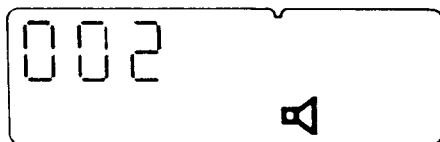
9.3 Sammelruf-Dauer: z.B. '100' = 1 sec
'000' = 2,56 sec, Bereich: 10 - 2,56 sec



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



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



**9 Page 6:
Receive parameters**

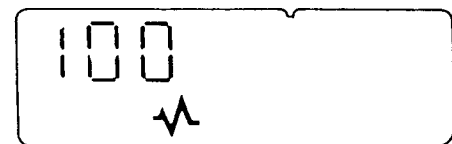
9.1 Locking Time: e.g. '150' = 1.5 sec
'000' = no locking time,
range = 10 ms - 2.55 sec



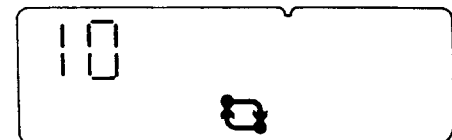
9.2 Common Call Tone, e.g. 'A' = 2800 Hz
Tone from tone series



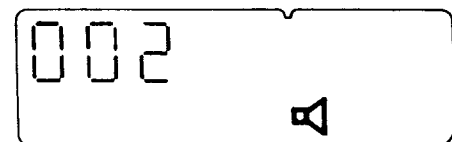
9.3 Common Call Duration: e.g. '100' = 1 sec
'000' = 2.56 sec, Range: 10 - 2,56 sec



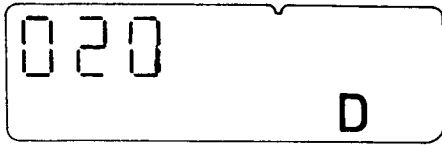
9.4 Number of Call Tones: e.g. '10'
Options: 0 - 99



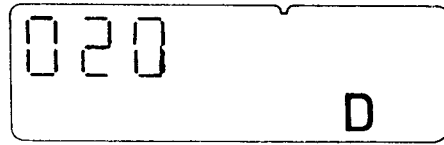
9.5 Alarm Tone Duration: e.g. '002' = 2 sec
'000' = 256 sec, Range: 1 - 256 sec



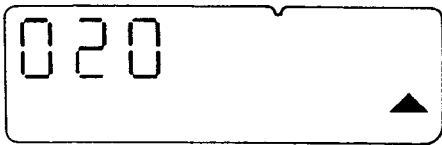
9.6 **Lautsprecher-Öffnungszeit:** z.B. '020' = 20 sec
'000' = keine Zeitbegrenzung,
Bereich = 1 – 256 sec



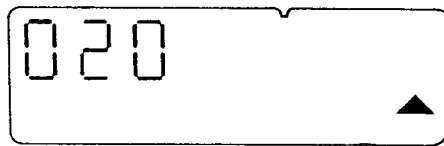
9.6 **Loudspeaker On-Time:** e.g. '020' = 20 sec
'000' = no time limitation,
Range = 1 – 256 sec



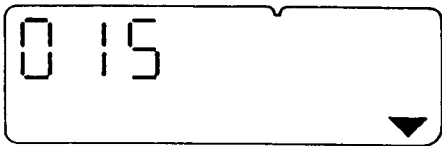
9.7 **Verzögerungszeit:** z.B. '020' = 200 ms
'000' = keine Verzögerungszeit
Bereich: 10 ms – 2,55 sec



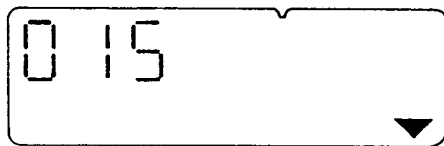
9.7 **Delay Time:** e.g. '020' = 200 ms
'000' = no delay time
Range: 10 ms – 2,55 sec



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




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

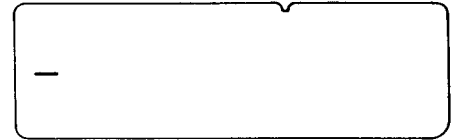




10 Seite 7:
Zielwahlspeicher



10 Page 7:
Short Call Memory

10.1 Aufruf durch 

10.1 Call-up by means of 

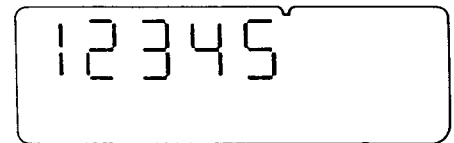
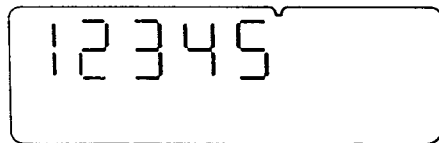



 -  Zifferntaste ruft Speicher auf

 -  Numerical key calls up memory

10.2 Anzeige

10.2 Display

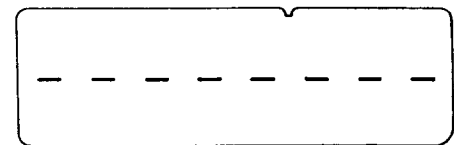
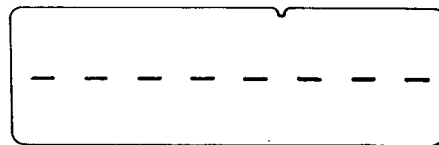


 löscht die Anzeige



 cancels the display

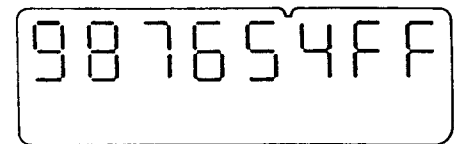
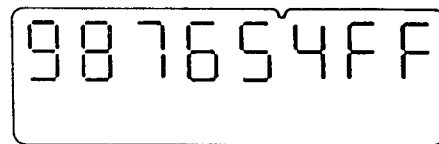
10.3 Programmierung: z.B. '987654'


10.3 Programming: e.g. '987654'




 -  Zielwahl eingeben

 -  Enter short call selection




 Zielwahl abspeichern

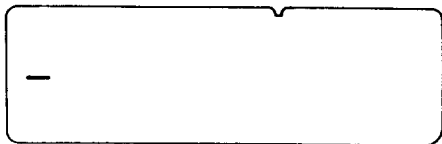
 Store short call selection



11 Seite 8: Einton-Speicher



11 Page 8: Single-Tone Memory

11.1 Aufruf durch 

11.1 Call-up by means of 

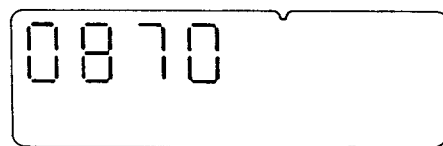
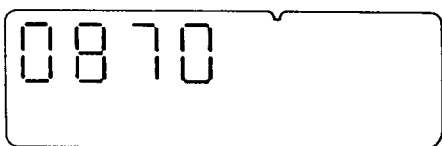



 -  Zifferntaste ruft Speicher auf


 -  Numerical key calls up memory

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

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

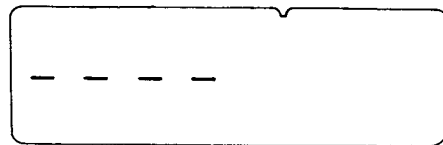


 Löscht Anzeige



 cancels display

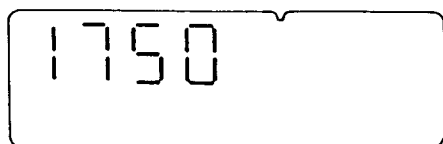
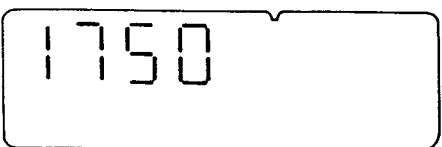
11.3 Programmierung: z.B. '1750' Hz


11.3 Programming: e.g. '1750' Hz




 -  Eintonruf eingeben

 -  Enter single-tone call signal



 Eintonruf abspeichern

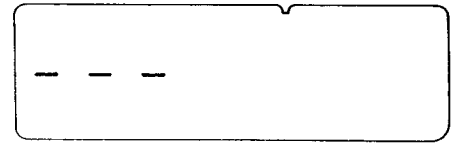
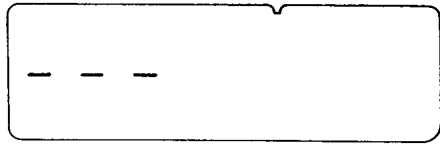
 Store single-tone call signal



12 Seite 9: Kanalspeicher



12 Page 9: Channel Memory


12.1 Kanal-Nummer aufrufen durch 


12.1 Call up Channel Number by means of 



 -  Kanal-Nummer eingeben

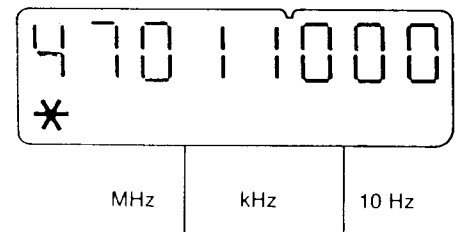
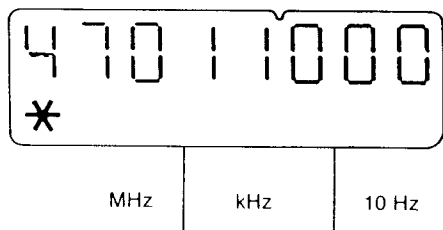
 -  Enter channel number

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

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

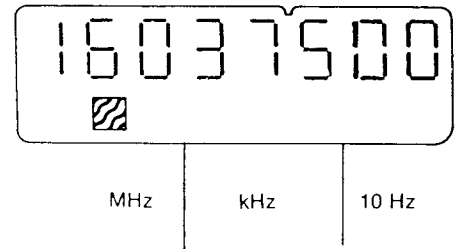
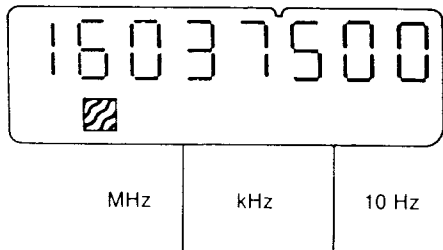
12.2 Sende-Frequenz: z.B. '470,11' MHz

12.2 Transmit Frequency: e.g. '470.11' MHz



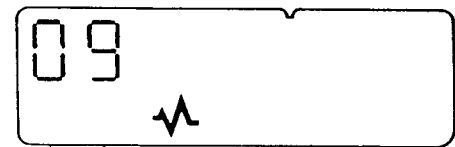
12.3 Empfangs-Frequenz: z.B. '160,375' MHz

12.3 Receive Frequency: e.g. '160.375' MHz



12.4 Rauschsperr, Sendeleistung

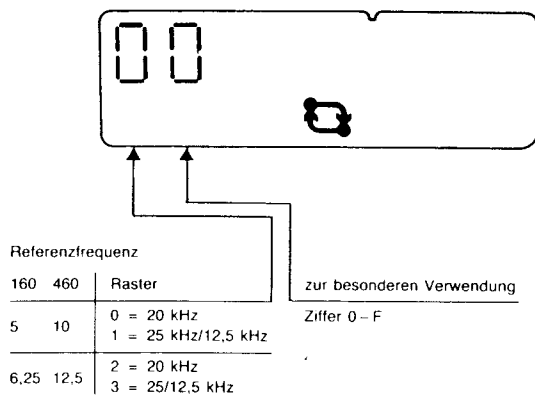
12.4 Squelch, Transmitter Power Output



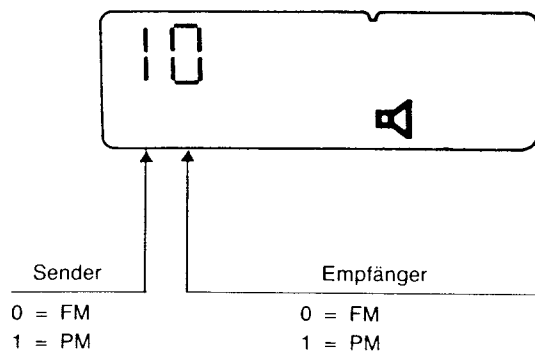
Rauschsperr	Sendeleistung (Watt)			
0 = 25 dB	1 = 0,1	1	1	15
1 = 12 dB	2 = 0,1	2	2	15
2 = 18 dB	5 = 0,1	3	5	15
	9 = 0,1	6	10	25

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

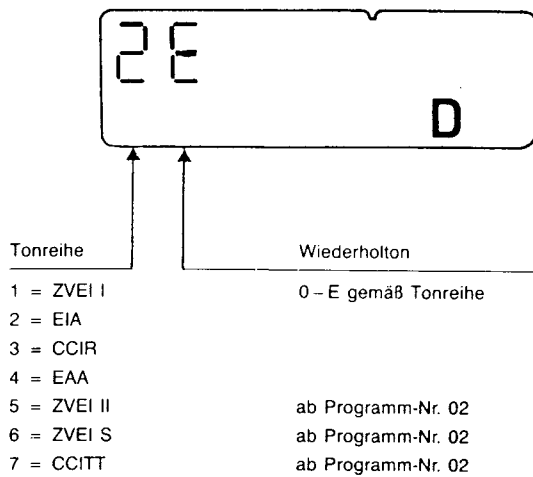
12.5 Raster*/ZBV



12.6 Modulationsart

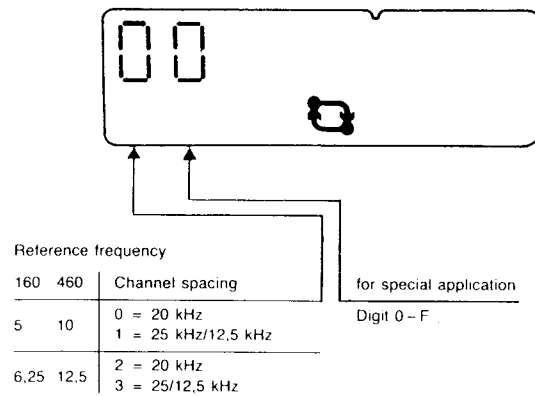


12.7 Tonauswertung

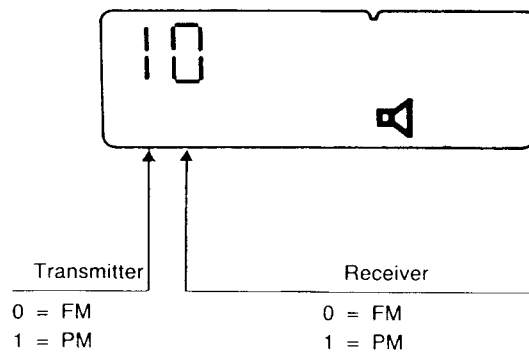


* Sende und Empfangsfrequenz müssen **ohne Rest** durch die Ref.-Frequenz teilbar sein!

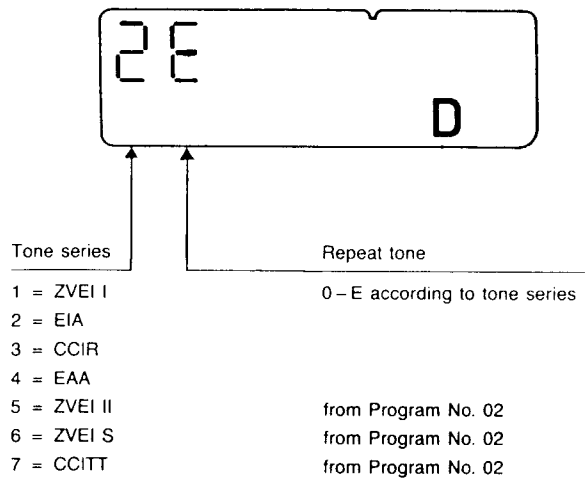
12.5 Channel Spacing/FSA*



12.6 Type of modulation

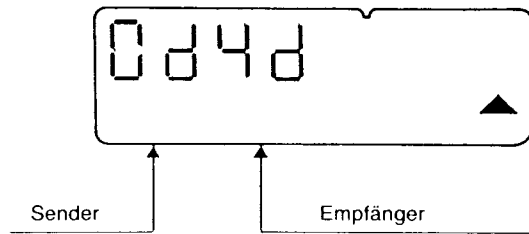


12.7 Tone Decoding

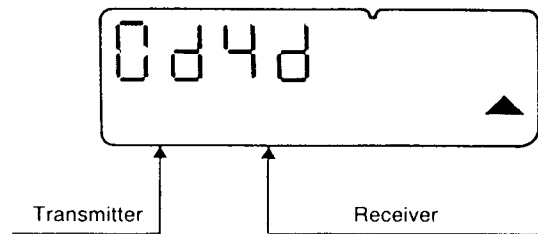


* Transmit and receive frequency must be divisible by the reference frequency **without remainder**.

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



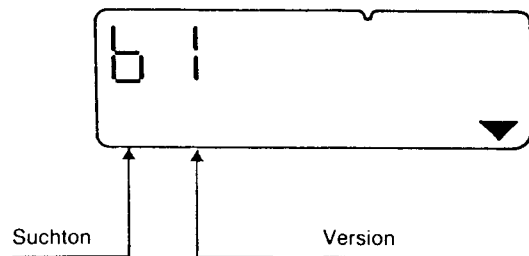
12.8 Pilot tone: e.g. 100.0 Hz
Input as per table: '0D4D'



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			

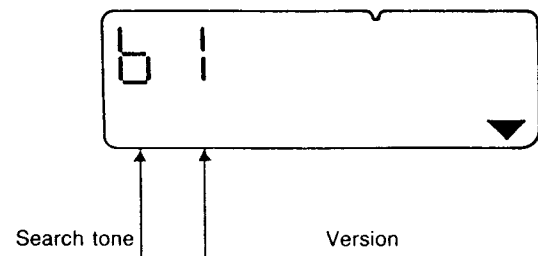
12.9 Anrufsuche



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

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

12.9 Call Search

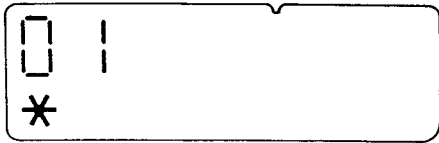


Take tone from schedule 1 selected in column "D" of annex C (F = without)

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

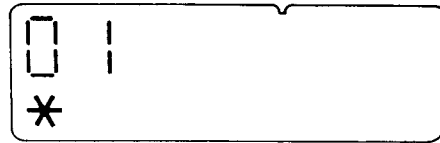
**13 Seite A:
Ablaufspeicher „System“**

13.1 Anwenderspeicher: 00 = nicht programmierbar
01 = programmierbar



**13 Page A:
"System" Procedure Memory**

13.1 User Memory: 00 = not programmable
01 = programmable



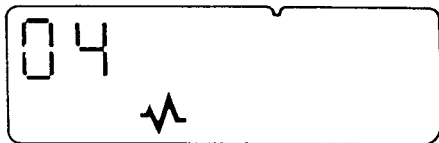
13.2 Rufweiterleitung: 00 = ohne
02 = mit



13.2 Call Transfer: 00 = without
02 = with



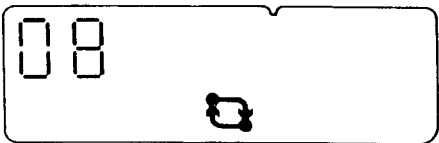
13.3 Rückrufspeicher: 00 = ohne
04 = mit



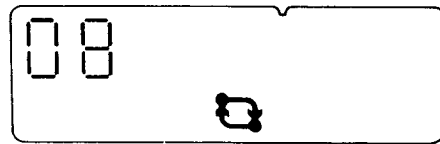
13.3 Call-Back Memory: 00 = without
04 = with



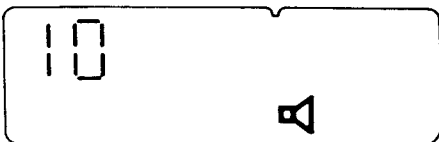
13.4 Folgetelegramm: 00 = ohne
08 = mit



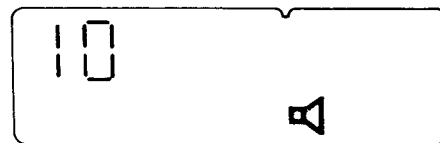
13.4 Added Call Sequence: 00 = without
08 = with



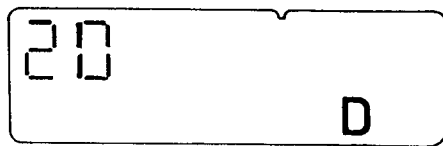
13.5 Kennungsauswerter 1: 00 = ohne
10 = mit



13.5 Identification Decoder 1: 00 = without
10 = with



13.6 Kennungsauswerter 2: 00 = ohne
20 = mit



13.6 Identification Decoder 2: 00 = without
20 = with



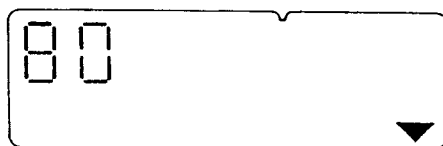
13.7 Tastenpieps: 00 = ohne
40 = mit



13.7 Key Bleep: 00 = without
40 = with



13.8 Zündschaltereinschaltung-Abfrage: 00 = ohne
80 = mit



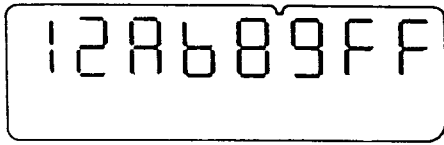
13.8 Switching on via Ignition Switch: 00 = without
80 = with



Diese Option ist nur möglich, wenn das Telecar 9 **nicht** mit einem Schalter (wie bei HBG 9 und ML 79) eingeschaltet wird.

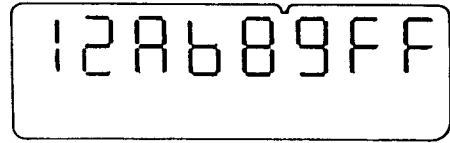
This option is only available if the Telecar 9 is **not** switched on by means of a switch (as in the case of HBG 9 and ML 79).

14 Seite B:
Paßwort 1



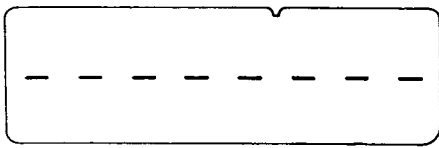
⊞ löscht Anzeige

14 Page B:
Password 1



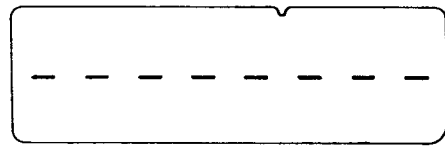
⊞ cancels display

14.1 Programmierung: z.B. '2641'

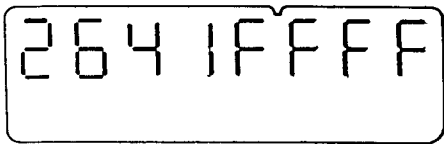


① - ① Paßwort eingeben

14.1 Programming: e.g. '2641'



① - ① Enter password



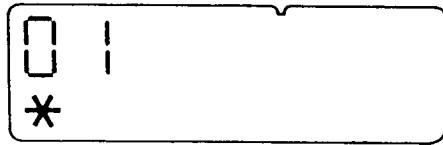
⊛ Paßwort abspeichern



⊛ Store password

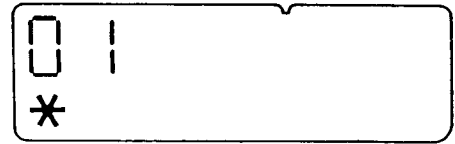
**15 Seite C
Optionen**

- 15.1 Anwenderspeicher:**
 01 = 2k-EEPROM (108 Kanäle)
 00 = 8kEEPROM (469 Kanäle)

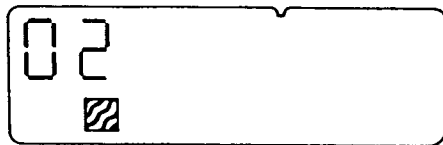


**15 Page C
Options**

- 15.1 User memory:**
 01 = 2k-EEPROM (108 channels)
 00 = 8kEEPROM (469 channels)



15.2 S-PLL



15.2 Transmitter PLL (S-PLL)



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

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

15.3 Schleifen-Art

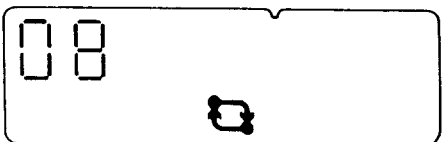


15.3 Type of loop



15.4 Betriebsart (Lautsprecher)

08 = geschlossen
 00 = offen



15.4 Operation mode (loudspeaker)

08 = closed
 00 = open

