

Digital Mobile Radio







What is it and how to get it set up for use

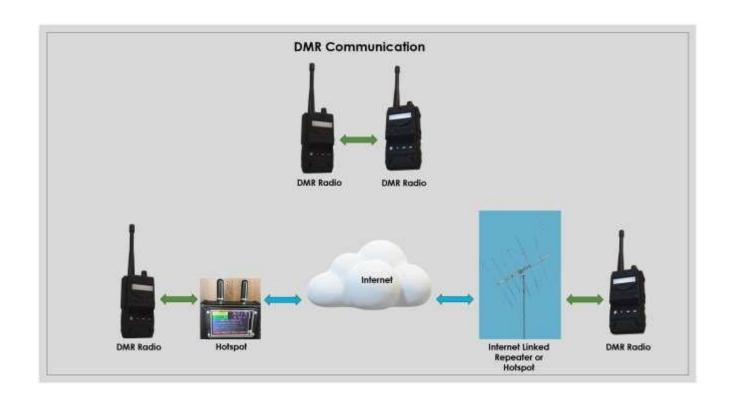


DMR is an exciting way to make contacts locally or worldwide. DMR offers flexible calling facilities – you can call one person or a group of people based on geography or common interests. It leverages technology that allows you to immediately make contacts regardless if you have access to a local DMR repeater, through Hotspots or other digital internet connected devices.

What is DMR?

Like other digital modes such as D-Star, C4FM and APCO P25, the DMR protocol converts your voice into a digital form and sends it out via RF (with other bits of information included) and allows you to communicate to other DMR radios and also DMR repeaters, which are networked together around the world via the internet.

DMR (Digital Mobile Radio) is an open standard defined by ETSI (European Telecommunications Standards Institute). This standard provides for two simultaneous communications paths in a 12.5kHz channel. This is accomplished by utilizing TDMA (Time Division Multiple Access) technology.

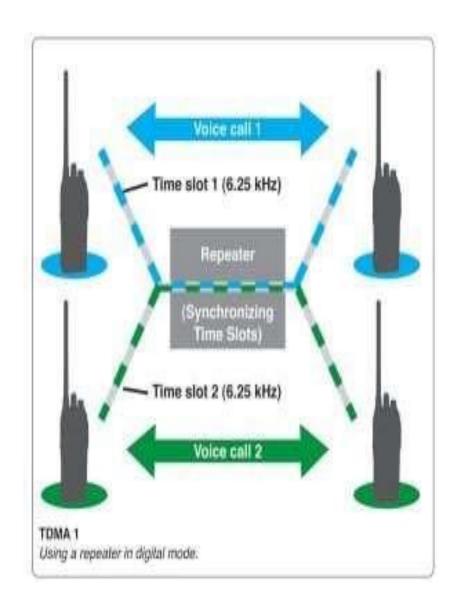


How does DMR operate TDMA (Time Slots) TDMA provides two 30ms "timeslots" (TS1 and TS2) per repeater channel.

When you key up the radio on TS1, the radio will start transmitting for 30ms, stop transmitting for 30ms, continuing to repeat this operation.

On TS2, the radio will do the opposite when the PTT is pushed. It will stop transmitting for 30ms, then start transmitting for 30ms, continuing to repeat this operation.

This provides alternating conversations on the same repeater channel; thus the radio is transmitting only 50% of the time.



This diagram shows how a repeater uses 12.5 kHz to support 2 separate radio communications at the same time. One radio needs to be on Time Slot 1 and the other radio needs to be on Time Slot 2. The repeater listens to both and transmits to both using only half of the bandwidth for each.



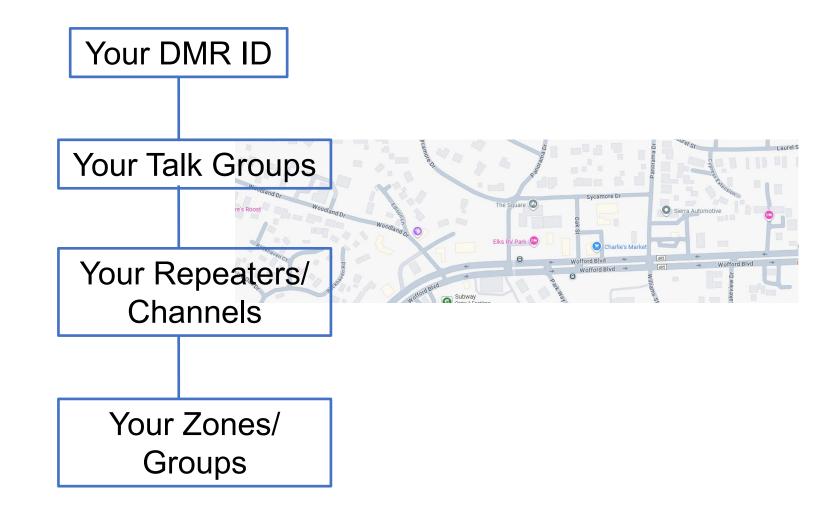
DMR will give you a headache when you are getting started. Understanding what is going on helps, a lot.

We have introduced you to the concept of a Time Slot (TS1 or TS2). When you start programing computer input for your radio you will need to choose either TS1 or TS2. Try to remember TS1 is usually local and private, TS2 is another repeater etc. and public.



Allow plenty of time to work and be ready to wait while everything loads and updates. Keep a cup of coffee handy.

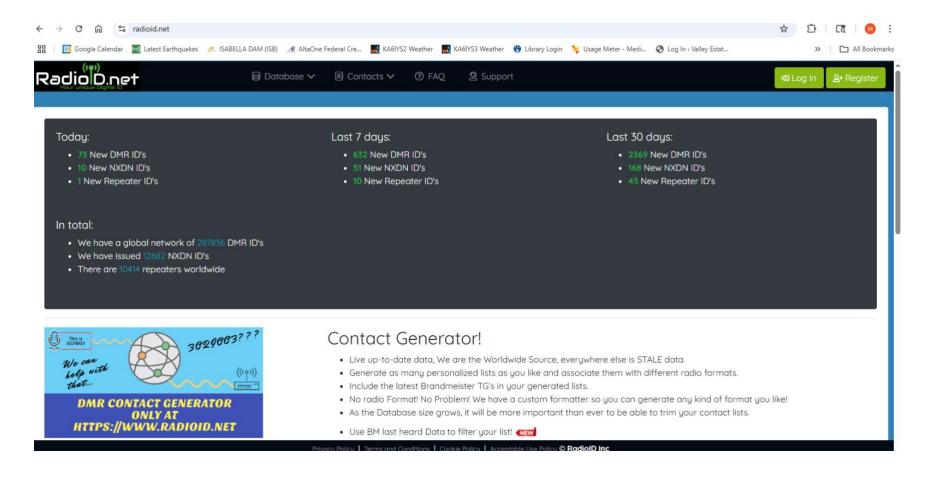
This is the road map for building a Code Plug for your DMR radio. Your analog channels will be programmed as usual, but they will need to be placed in a Zone or you won't have access to them.



We have introduced the TS1 and TS2 concept. Now it's time to talk about YOU. The radio (and the rest of the DMR network) needs to know who is talking to it. Most of the time you only need one DMR ID, for you personally. If a husband and wife (any other persons) share equipment you may want a separate ID for each of you. Unless you will have more than 1 radio on the air at any given time you only need one DMR ID. Your hotspot (if you have one) can share your DMR ID as only one of the devices is accessing the internet at any given time.

A repeater (not a hot spot) will have its own ID number. They are currently being issued a 6-digit number beginning with a 3. The N6SR Rocky Point repeater has the ID of 313572. This is also the number assigned to the static TG on TS2 so that anyone wanting to talk to the Kern River Valley can make a group call to TG313572 and anybody monitoring that TG will hear you, even if the repeater has been quiet for more than 15 minutes. More on this later.

To obtain your DMR ID click on REGISTER at https://radioid.net and follow the instructions. Be sure to read and heed the warnings about duplicate requests, etc.



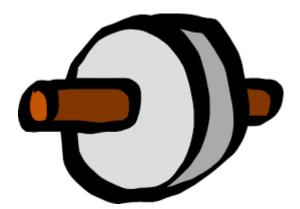
Okay, now we have our DMR ID. It's time to figure out who/where we want to go/talk to when we get on the air. Also, how do we get there from here. For the purposes of this presentation, we will use the Brandmeister network of repeater talk groups to reach our destination. There are thousands, yes thousands, of Talk Groups (TG) available world wide. Most repeater owners will provide you with a suggested group of 10 or 15 of the more popular local TGs used on their repeater. You will need this information BEFORE you start programming your radio.

Think of a TG (Talk Group) as a room with a door. The door is closed until you key up that TG on the repeater or your hot spot. If you don't key it up again within 15 minutes the door will close and you won't hear any traffic from that TG. The exception to this rule is that some repeater owners program a few TGs to be on all the time. This information may be on the sponsor's web site or available from other users. You can choose which TGs you want Static (on all the time) or Dynamic (on only when keyed up) on your Hot Spot. As long as you key up the TG, a Dynamic TG will stay active until you have not keyed up for 15 minutes.



There is a special TG to use if you want to close the door on a Dynamic TG before the 15 minutes expire, TG4000. It will not turn off a Static TG.

Now it's time to start programming the "Code Plug" for your radio. A Code Plug is a form of spreadsheet used to tell your radio what to do. It will contain your DMR ID, the TG IDs, and repeater information such as TS (time slot), Color Code (much like CTCSS), transmit and receive frequency. This is the roadmap that your radio will use to travel the world. Every vendor is slightly different, but most will contain the same information, but perhaps in a different order or call it a different name. This is why it is wise to choose a brand/model that someone nearby already has, so you don't have to re-invent the wheel.



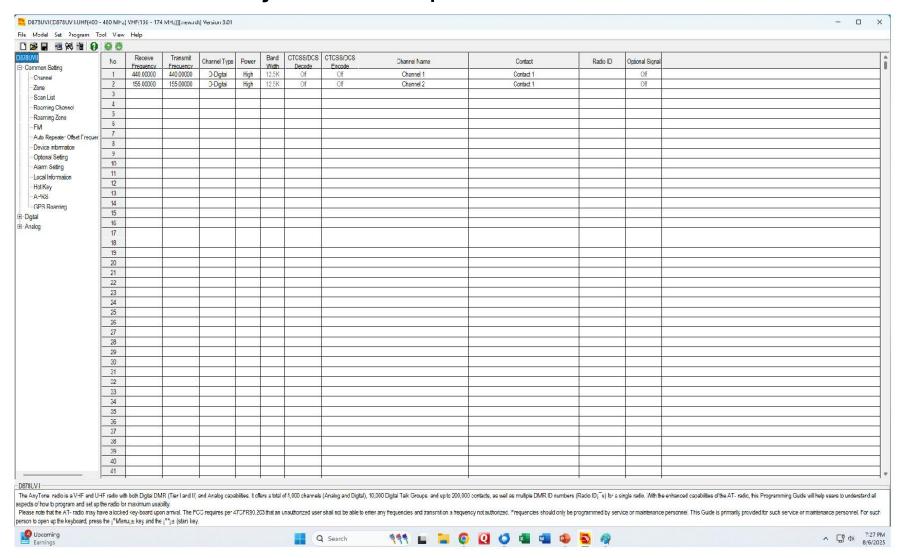
It's time to have your radio communicate with the computer programming software. Open the software for your particular radio and hook the radio up to the computer with the proper cable. You may need to know which COM port your radio is using. You can usually find this out by opening the Device Manager on a Windows computer and watching the COM ports to see which one gets added when you plug in the radio. Some brands do not use a COM port but identify as a USB device.

The first thing you want to do is READ the radio. Next, SAVE the file with a title something like Radio Start.rdt. This gives you a place to return to if you get too messed up. As you go along and find things are working, save your progress. If something doesn't work, go back to the last time it did.

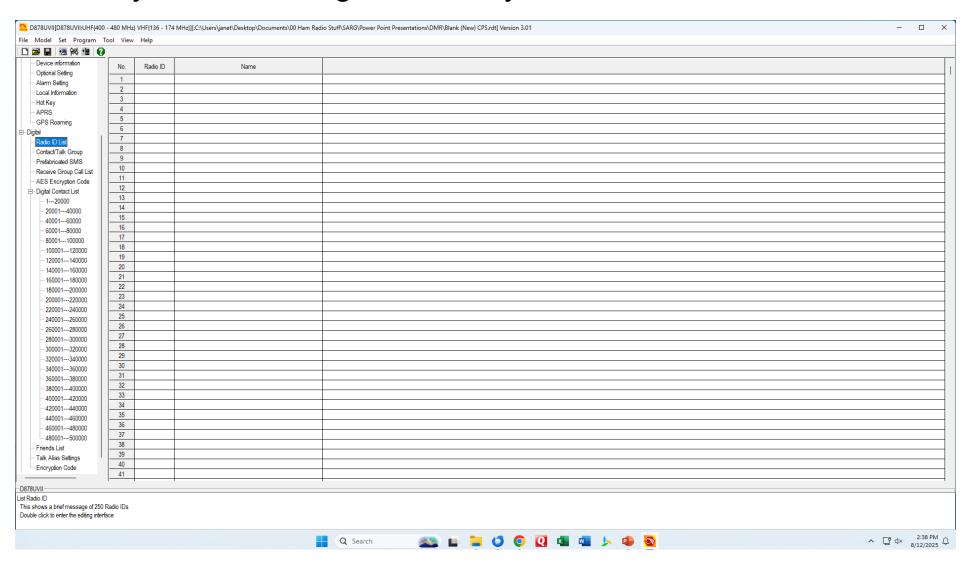
Trust me, it will get messed up!



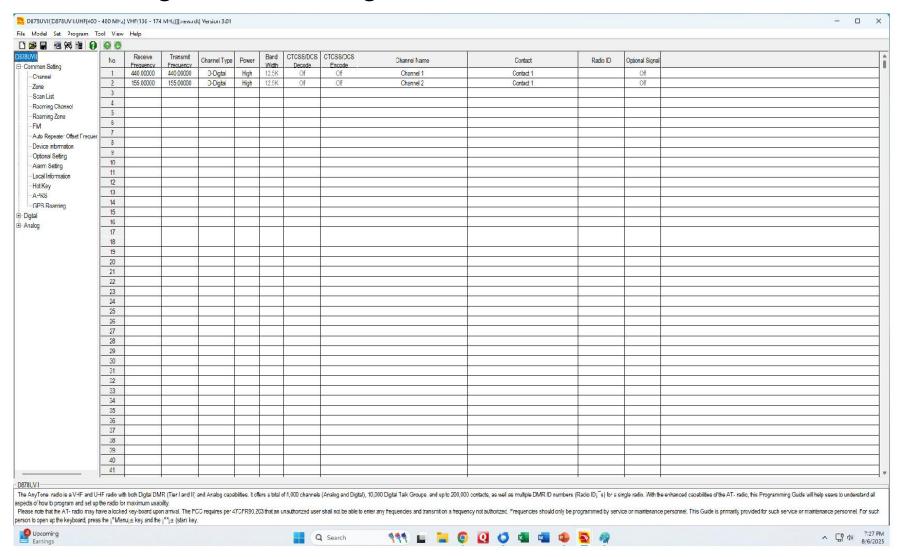
The following slides are from the CPS (Computer Programming Software) used for the Anytone D878UVII. This is the opening screen on a new code plug. As you can see there isn't much there, just two frequencies, one VHF and one UHF.



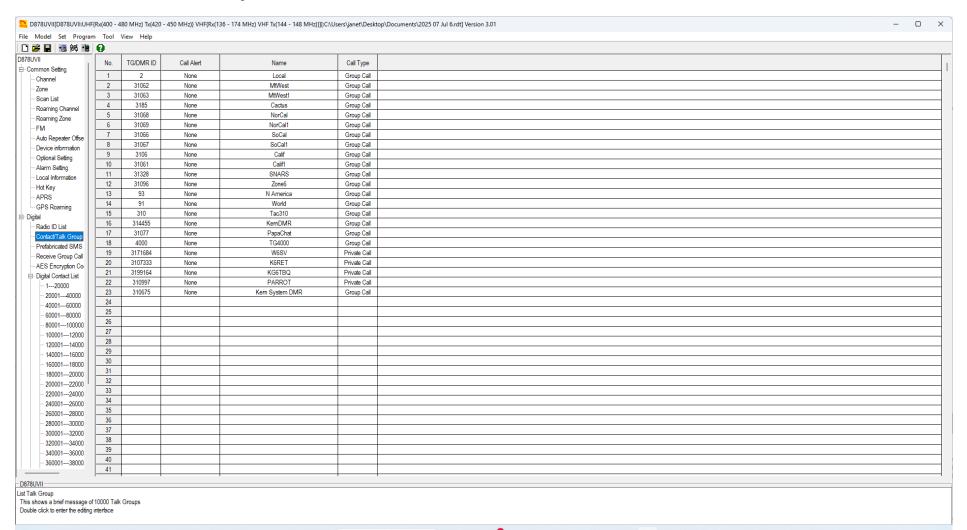
This is the screen (Digital – Radio ID List) where you enter your personal DMR Radio ID. If you are sharing the radio, you can enter the other users IDs also.



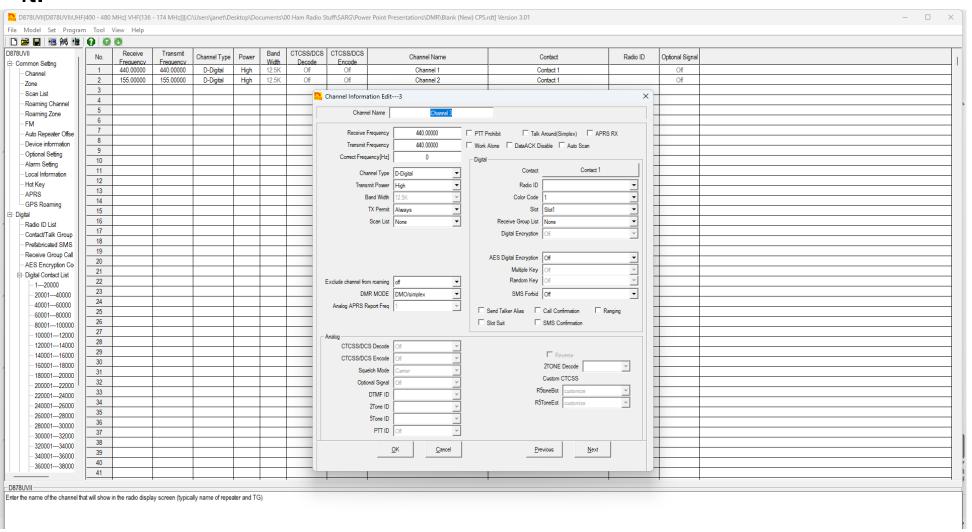
This is the page that will eventually have all of your radio channels listed, analog and digital. If the frequency/channel is not on this page, you won't be able to use it. Your analog as well as digital channels go here.



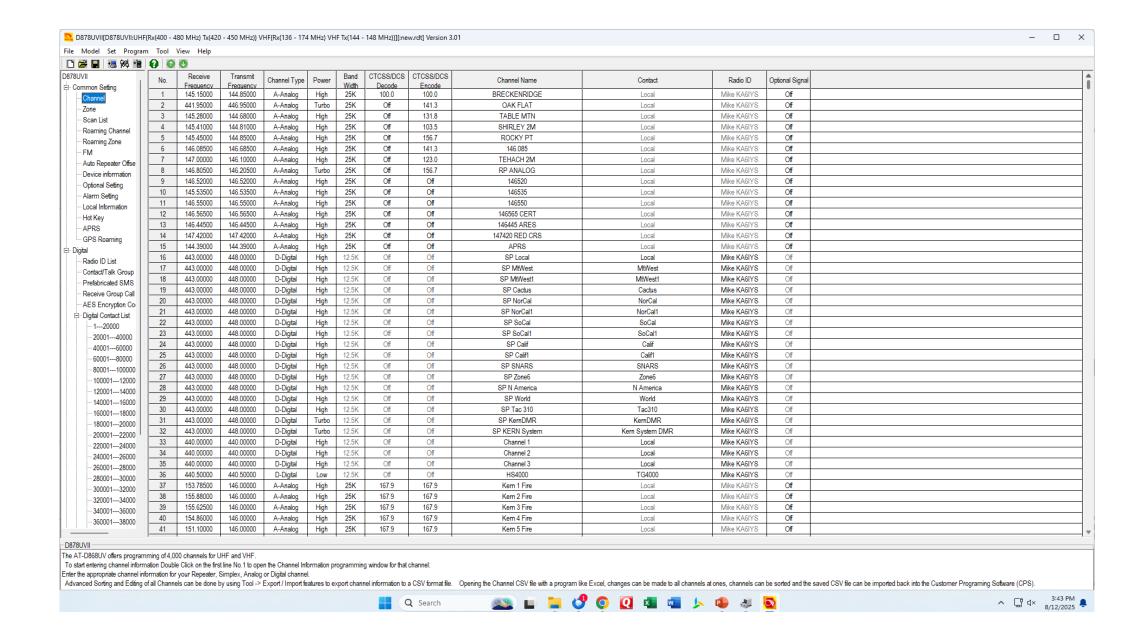
This is where you enter your DMR Talk Groups (TGs). These are not repeater, hot spot, or frequency specific. They are the "Door" you want to open. The "Address" will be added in the Channel screen. If you want to use a specific Talk Group (TG) it MUST be on this list. This is the first list you should build.



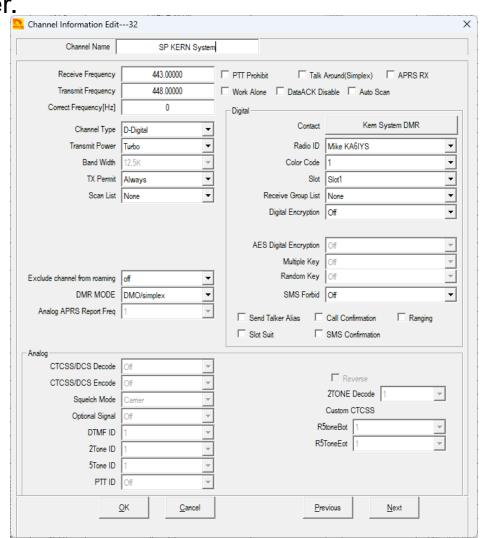
This is where we get to work entering radio channels. Double Click a blank line and the input window will pop up. Give each channel a unique name that represents what TG it is and where you want to use it.



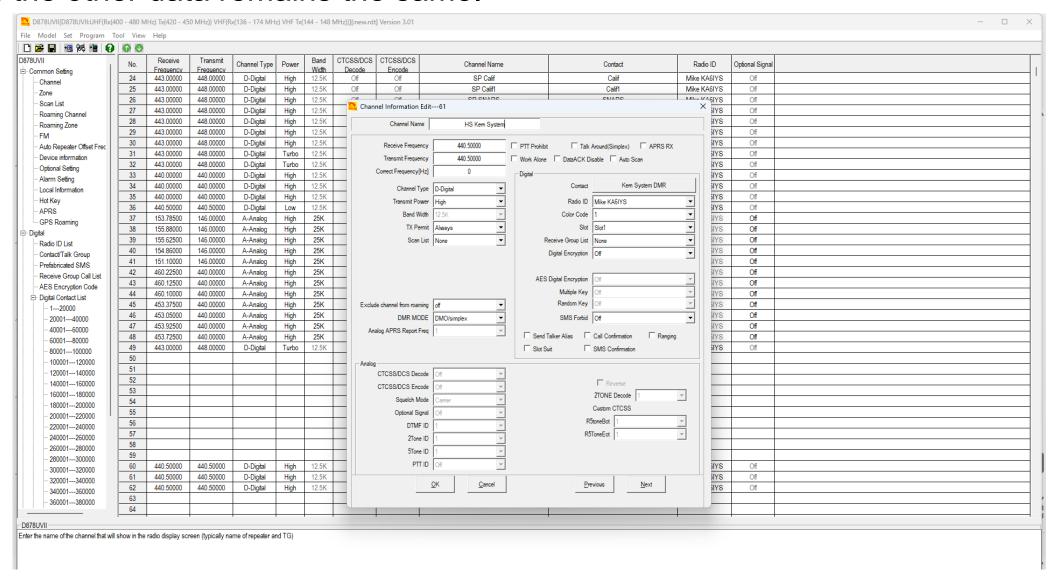
This is the channel list for my radio, it continues beyond the first page.



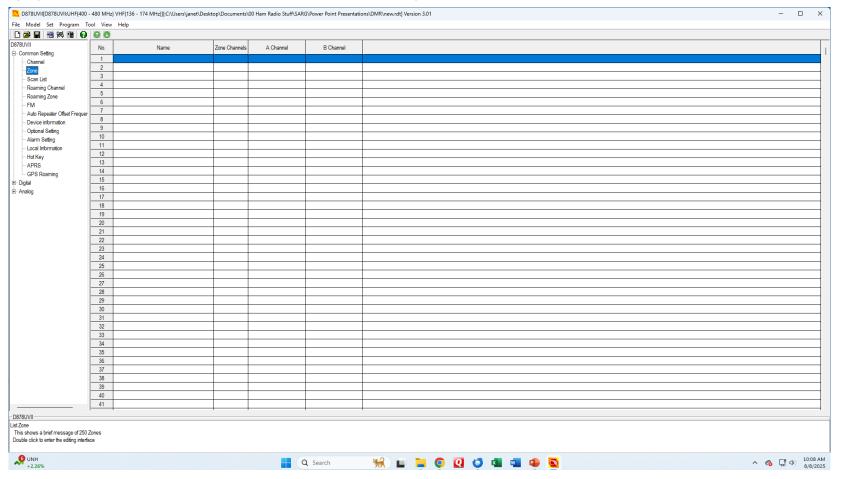
This is an example from my radio – SP tells me it is on the Shirley Peak DMR Repeater. KERN System tells me it is the TG KERN SYSTEM. The transmit and receive frequencies get entered on this screen along with all of the other required info to use the channel such as Color Code, Time Slot, transmit power, channel type etc. Notice the Radio ID button, on a shared radio this is where you ID the user.



This entry is for the same TG, but it is for use on my Hot Spot. Notice the change in transmit and receive frequencies and a different channel name. Most of the other data remains the same.



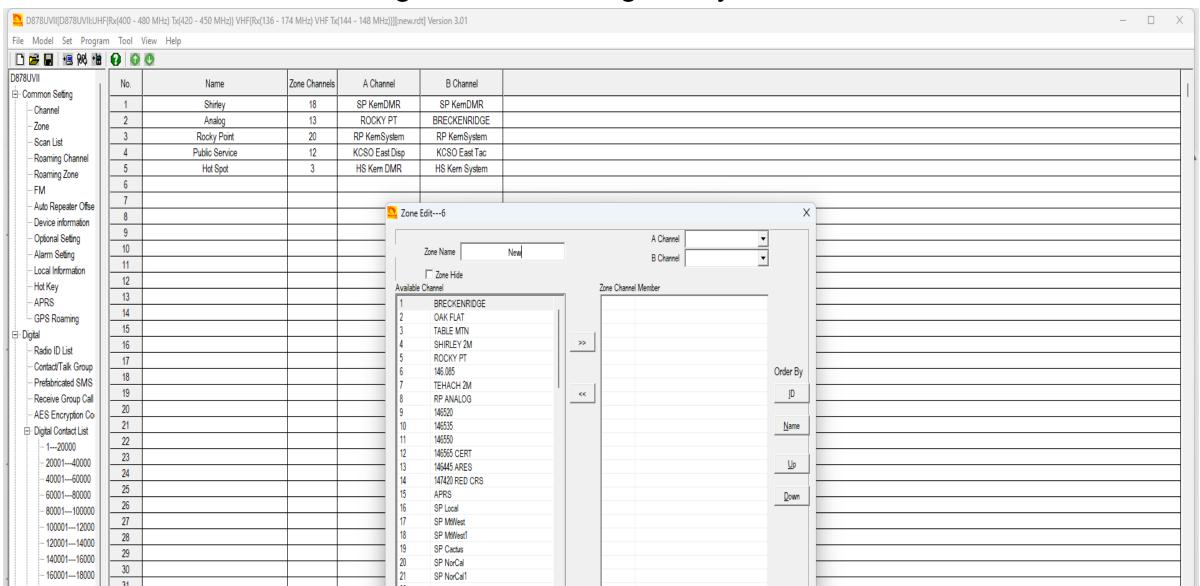
This is the Zone input screen. Think of Zones as channel groups. I have a separate Zone for my analog channels, my Public Service Channels, my Hot Spot, Rocky Point DMR and Shirley Peak DMR. It makes it easier and quicker to find a desired channel without having to scroll through 50 plus channels. If you don't set up your Zone(s) you will not be able to use your channels.



These are my Zones. You can have more or less; it's up to you. I have a separate zone for each repeater I plan to use. I treat my Hot Spot as a repeater, even though it works on simplex.

D878UVII[D878UVII:UHF{Rx(4			174 MHz) VHF Tx(144 -	148 MHz)}][:new.rdt] V	ersion 3.01
odel Set Program T		р			
JVII ommon Setting	No.	Name	Zone Channels	A Channel	B Channel
nnel	1	Shirley	18	SP KernDMR	SP KernDMR
"	2	Analog	13	ROCKY PT	BRECKENRIDGE
ne an List	3	Rocky Point	20	RP KernSystem	RP KernSystem
oaming Channel	4	Public Service	12	KCSO East Disp	KCSO East Tac
ng Zone	5	Hot Spot	3	HS Kern DMR	HS Kern System
ng zono	6				
epeater Offset Frec	7				
vice information	8				
ional Setting	9				
m Setting	10				
rni Sewing cal Information	11				
ot Key	12				
RS .	13				
Roaming	14				
Roarning	15				
DUM	16				
ID List	17				
ntact/Talk Group fabricated SMS	18				
	19				
ive Group Call List	20				
Encryption Code	21				
al Contact List	22				
120000	23				
2000140000	24				
4000160000	25				
6000180000	26				
··· 80001100000	27				
00001120000					

This shows the Zone Edit (or Add) screen. You select from the TGs (or analog channels) on the left and move them into the column on the right to use them. Name the Zone something that is meaningful to you.



This is a portion of the Radio IDs stored in my radio. When any of these people are talking their name and location will usually show up on the face of my radio. This is one of the benefits of an above entry level radio. If you don't have the name data in your radio, only the ID number will appear.

Model Set Progr	am Tool	View Help									
≱	0	·									
- Device information - Optional Setting	No.	TG/DMR ID	Call Alert	Name	City	Call Type	Callsign	State/Prov	Country	Remarks	
- Alarm Setting	145044	3128930	None	Cynthia	Almacen	Private Call	KN4LVN	Opelika	Alabama	United States	
Local Information	145045	3128931	None	Robert	Lehman	Private Call	K7RKL	Lake Havasu City	Arizona	United States	
- Hot Key	145046	3128932	None	Lynne	Dixon	Private Call	KJ7CUD	Kirkland	Washington	United States	
- APRS	145047	3128933	None	Dennis	Albrecht	Private Call	N4DMA	Alexandria	Virginia	United States	
	145048	3128934	None	Michael	Higgins	Private Call	KA6IYS	Weldon	California	United States	
tal	145049	3128935	None	Alfred J	Degeyter Jr	Private Call	KF5THS	Parks	Louisiana	United States	
Radio ID List	145050	3128936	None	Gary B	Bosworth Jr	Private Call	KC8ZZS	Marietta	Ohio	United States	
Contact/Talk Group	145051	3128937	None	Shawn A	Schmidt	Private Call	K9EVP	Roxana	Illinois	United States	
Prefabricated SMS	145052	3128938	None	Paul	Easter	Private Call	WW5PA	HOUSTON	Texas	United States	
Receive Group Call	145053	3128939	None	Steven R	Bleistein	Private Call	KB8IRQ	Euclid	Ohio	United States	
AES Encryption Co	145054	3128940	None	Fred	De Roos	Private Call	WA0GMH	Yankton	South Dakota	United States	
Digital Contact List	145055	3128941	None	Walter W	Nichols	Private Call	KE5ILE	Steelville	Missouri	United States	
120000	145056	3128942	None	Oscar A	Cabrera	Private Call	N3GVB	Clinton	New York	United States	
2000140000	145057	3128943	None	John J	Isella	Private Call	K1KSC	Tallahassee	Florida	United States	
4000160000	145058	3128944	None	Timothy	Clay	Private Call	KC8THC	Bath	Michigan	United States	
6000180000	145059	3128945	None	Paul D	Pate	Private Call	WA8OOM	Crystal Falls	Michigan	United States	
80001100000	145060	3128946	None	Daniel J	Lemke	Private Call	KG6TYQ	Redding	California	United States	
10000112000	145061	3128947	None	Eric	Dobrowansky	Private Call	K2CB	Manahawkin	New Jersey	United States	
- 12000114000	145062	3128948	None	Bryan	Ramsey	Private Call	KD5GGC	Argyle	Texas	United States	
14000114000 14000116000	145063	3128949	None	Mike	Duffert	Private Call	KE0PTE	Fort Collins	Colorado	United States	
16000118000 16000118000	145064	3128950	None	Chuck	Henrici	Private Call	N9TZO	Elgin	Illinois	United States	
- 18000120000	145065	3128951	None	Michael	Rafatti	Private Call	KM6MHT	Salida	California	United States	
20000120000	145066	3128952	None	John K	Stevenson	Private Call	KJ7BSG	Tempe	Arizona	United States	
22000124000	145067	3128953	None	Robert	Racicot	Private Call	KM6IEQ	Phelan	California	United States	
24000126000	145068	3128954	None	Shwan-Paul	O Dell	Private Call	KM6OHT	Sebastopol	California	United States	
	145069	3128955	None	Steven	Gutierrez	Private Call	K5DXF	Miami	Florida	United States	
26000128000 28000130000	145070	3128956	None	Jennifer N	Ryall	Private Call	KK4STE	Lexington	Kentucky	United States	
30000132000	145071	3128957	None	Eliot R	Bradshaw	Private Call	KE0TQM	Saint Louis	Missouri	United States	
30000132000	1//5072		None	Deanne R	Sorono	Private Call	KD0HI X	Aurora	Illinois	United States	

Don't forget to save your work. Name the file in such a manner that you will know when you did it so if you have to go back in time to fix an error, or the program in your radio crashes. It's a computer, it will crash! You don't want to have to start over from scratch. I usually include the date and some reference to the change I made. "20250913 SARG Pgm.rdt" would be a good example for me to use today. The filename extension may not be "rdt" for your particular software.

This takes care of your radio, next we will discuss programming a Mini 2.4 Color

LCD **ZUM**spot.

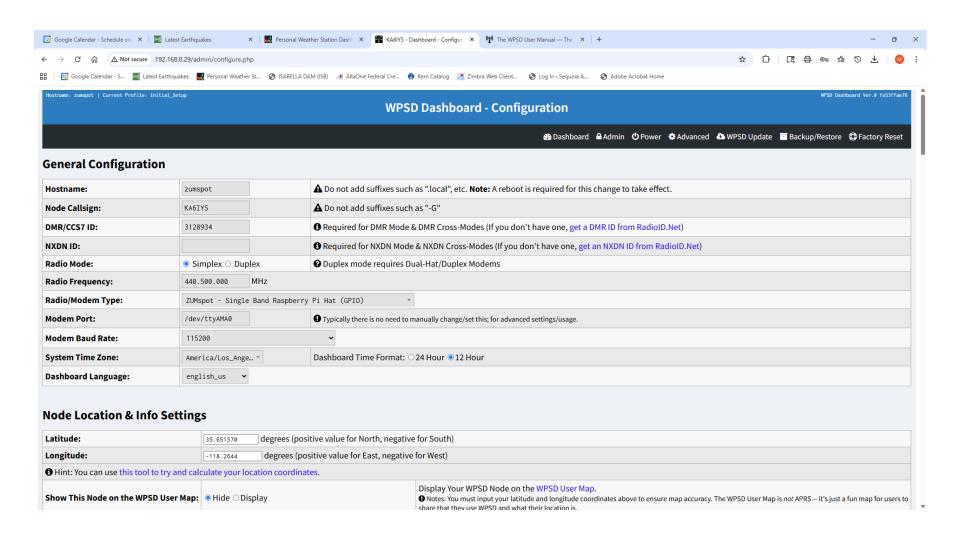
The Mini 2.4 Color LCD **ZUM**spot comes ready to configure to your desired frequency (UHF) and callsign. The WPSD software and the operating system for the Raspberry Pi Zero W2 are preprogrammed on the SD card provided.

The radio modem in the ZUMspot is very low power, 10 milliwatts, and uses a rubber duck antenna. I have had no problems with using it anywhere in my house or nearby in the yard outside. It runs on 5V provided by a 3A USB Power cube that has a power switch in the cable. They advise against using less than 3A power cubes.

It does not come with any instructions. You can find a user manual for the software at: https://manual.wpsd.radio/

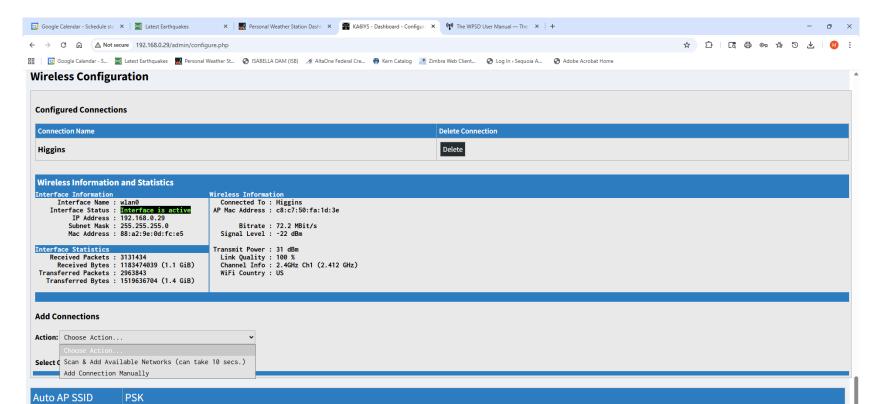
Your first challenge is to get logged into the ZUMspot. When you plug it in and boot it up it will go into Access Point Mode after a few minutes when it can't find and connect to a wi-fi router. Look for the "WPSD Setup" wi-fi on your available networks in your computer wi-fi settings. Select that network and log in. Log in will be "Pi-star" (no quotes) and password will be (all lower case) raspberry. (Notice the "p" in raspberry). Once logged in you will be taken to the configuration section of the Dashboard.

Fill out the General Configuration Section and then go to the Wireless Configuration section (near the bottom of the configuration section.

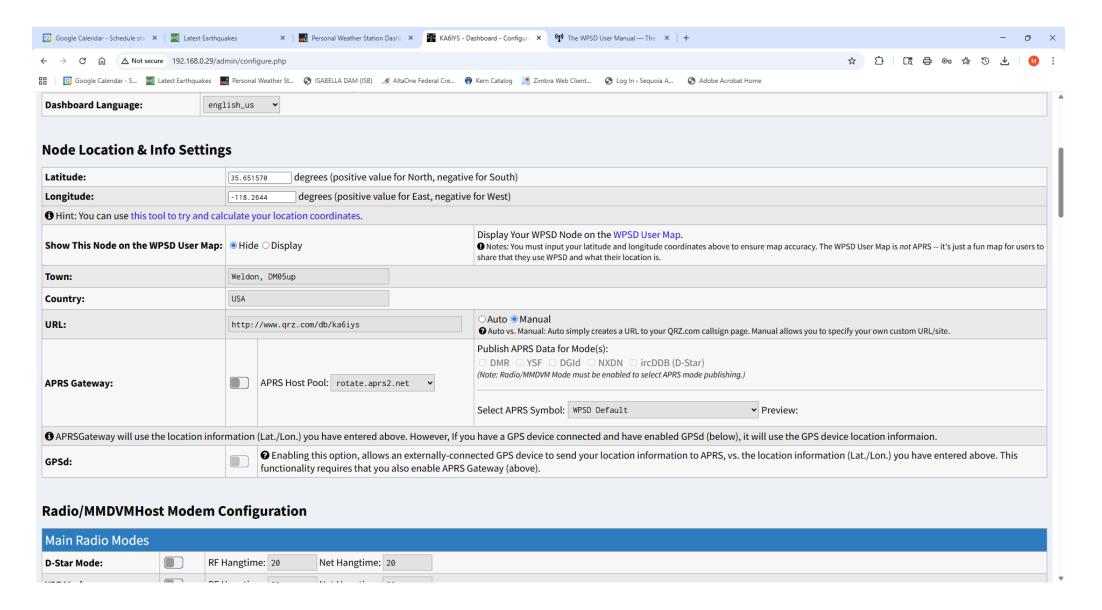


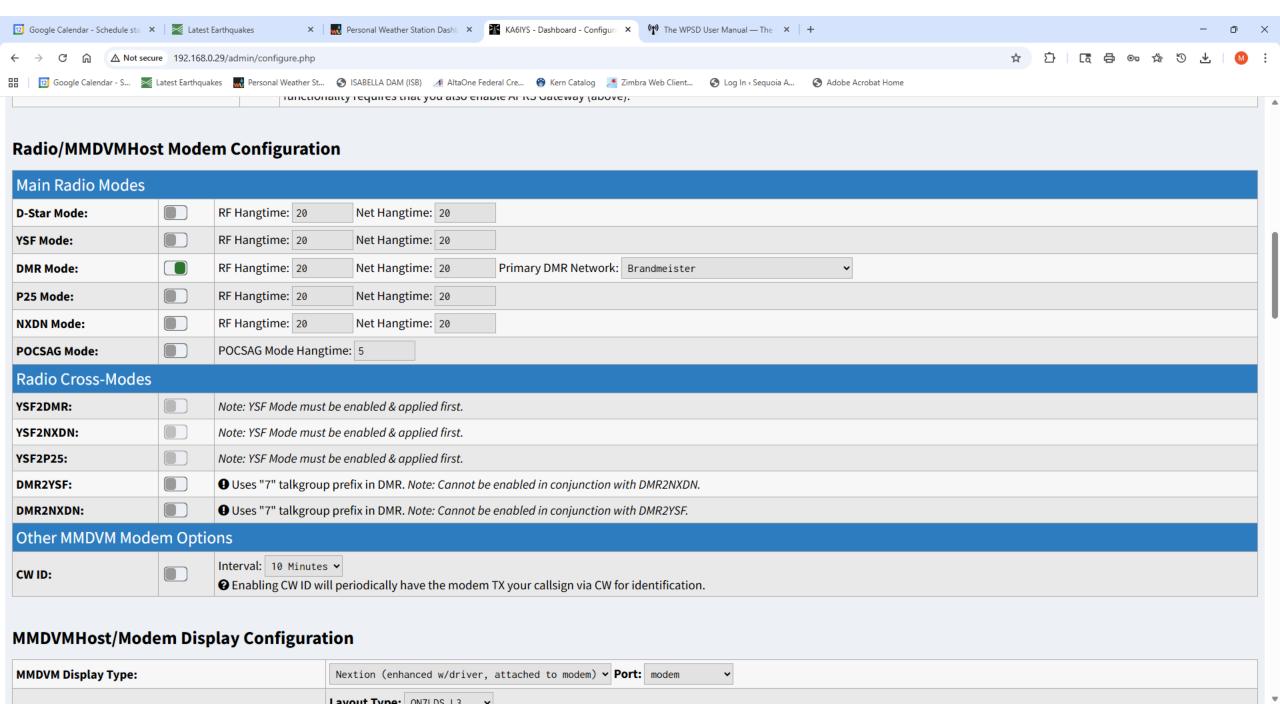
Go to the Add Connection area and select the Action: Scan & Add Available Networks. Select the Wi-Fi network you want to connect to and enter the required credentials to connect to it. When you are prompted to reboot, click the box and let the ZUMspot reboot.

When you are back at the Dashboard select the WPSD Update button on the top line. Let the program update. If you skip this step, you will have problems later on. **They don't tell you this in the manual**, I found out the hard way with my ZUMspot and my Repeater Controller.

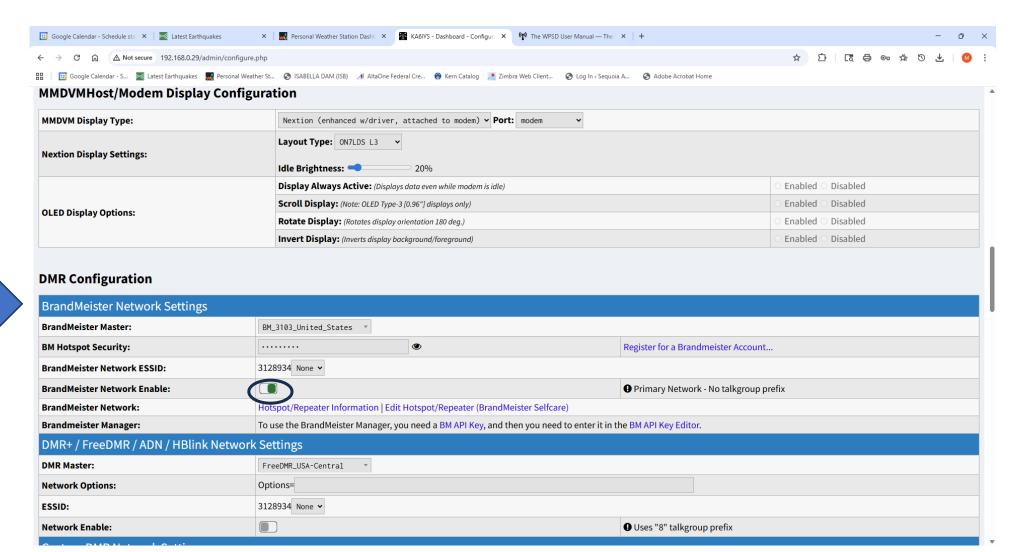


Now complete each section of the Configuration Section.

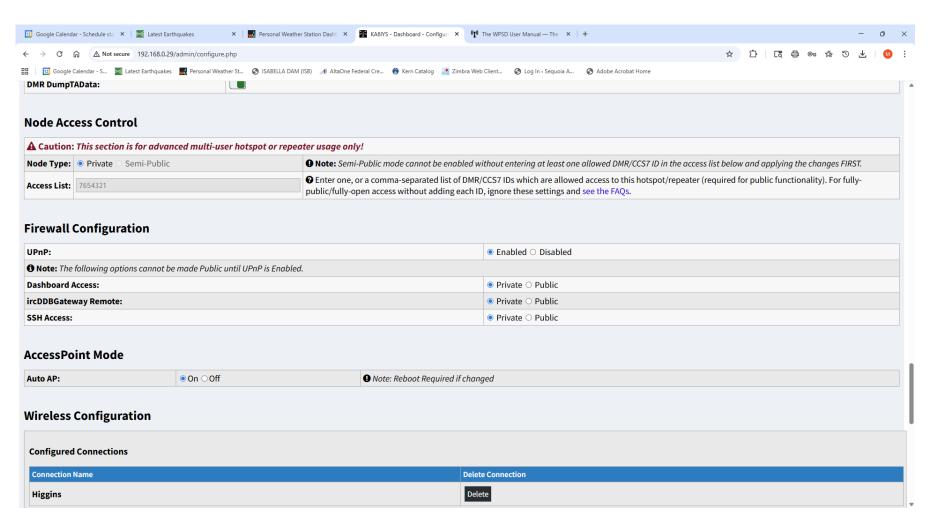




The MMDVMHost/Modem Display Configuration shouldn't need any changes. The DMR Configuration Section should be completed. If you need a Bransmeister account you can click the link to set one up. You will need to set a password at Brandmeister and enter it both places. Make sure the Brandmeister Network ESSID is your DMR ID and "NONE". Make sure Brandmeister Network Enable is "ON".



You can skip the other mode types (unless you want to use them, then you are on your own). Node Access Control will usually be Private. If you are using more than one DMR ID, select Semi-Public and list the other IDs in the access list. I did not have to change Firewall Configuration or AcessPoint Mode.



You should now be ready to go! Make sure any changes have been saved and then click on the Power Button at the top and select REBOOT.



The module to the left is what turns an analog FM repeater into a DMR repeater. It connects to the internet and does all of the analog to digital conversion. That's a whole different challenge.

