

Baofeng UV-5RA Radio Set-Up Information

RT Systems Chanel Programming Column Headers

RT SYSTEM	Baofeng		
MENU LABEL	Menu ID	SETTING	COMMENT
Receive Frequency		All these settings are on a “per channel” basis and each channel could have a different setting.	This will be the frequency that the radio will receive on this channel.
Transmit Frequency			This will be the frequency that the radio transmits on this channel.
Offset Frequency			Depending on the “Offset Direction” this will be the default Tx Frequency unless manually entered.
Offset Direction			Options – Simplex = The Tx frequency will be the same as the Rx frequency. Minus = The Tx Frequency will be automatically lowered by a default amount for either UHF or VHF. You can manually override the default by picking another options in the list. The default is a Ham standard for that band and there should be no need to change it for a standard repeater operation. Plus = The Tx Frequency will be automatically raised by a default amount for either UHF or VHF. You can manually override the default by picking another options in the list. You can manually override it. The default is a Ham standard for that band and there should be no need to change it for a standard repeater operation. Split = You can enter the exact Tx frequency you wish to use. No Transmit = Tx Frequency will be cleared and you will not be able to transmit on that channel.
Operating Mode	5 : W/N		Options are “FM” or “FM Narrow” FM = Wide band FM Narrow = Narrow band This is the deviation setting of the frequency being used. Wide band allows for a 5KHz deviation, Narrow band only allows for 2.5KHz deviation.
Name			This is the 6 character display that will appear on the screen. It is controlled by the general radio setting for A-Band Display and B-Band Display.
Tone Mode	Combination of – 10, 11, 12, 13		This setting will control how tones are used for the channel when transmitting and/or receiving. Options -

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			None = No tones are used or required. Tone = You can only set the CTCSS option for transmission. This will trigger/open the "squelch" setting on the receiving radio. Used mostly to open a repeater. T-SQL = You can set the CTCSS and Rx CTCSS options. CTCSS will trigger/open the "squelch" setting on the receiving radio. RxCTCSS option requires that the radio receives the correct CTCSS code before the incoming transmission can be heard through the radio's speaker. DCS = You can set the DCS and the Rx DCS options. The DCS option triggers/opens the "squelch" setting on the receiving radio. The Rx DCS option requires that the radio receives the correctDCS code before the incoming transmission can be heard through the radio's speaker. D Code = You can set the DCS option and set the DCS Polarity. Polarity is "Normal" and "Reversed". Both the tansmission and reception of the DCS Code can be set to eaither normal or reversed. DCS Polarity Options are - "Both N" = Transmit and Reception are both normal. "TN-RR" = Transmit is normal, reception is reversed. "TR-RN" = Transmit is reversed, reception is normal. "Both R" = Transmit and Reception are both reversed. T-DCS = You can set the CTCSS and the Rx DCS options. In addition you can set the DCS Polarity as well. DCS Polarity Options are - "Both N" = Transmit and Reception are both normal. "TN-RR" = Transmit is normal, reception is reversed. "TR-RN" = Transmit is reversed, reception is normal.

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			"Both R" = Transmit and Reception are both reversed.
CTCSS	13 : T-CTCS		Transmit – Continuous Tone Code Squelch System. Radio transmits the CTCSS code at the beginning of transmission. Unlocks the squelch set on the receiving radio. This works in conjunction with the receiving radio. Your CTCSS must be the same as their Rx CTCSS code for the transmission to be heard.
Rx CTCSS	11 : R-CTCS		Receive - Continuous Tone Code Squelch System. The radio you are trying to listen to must transmit the CTCSS code to your radio or will not hear their transmission. Your Rx CTCSS must be the same as their CTCSS code for their transmission to be heard.
DCS	12 : T-DCS		Transmit – Digital Code Sequence. Radio transmits the DCS code at the beginning of transmission. Unlocks the squelch set on the receiving radio. This works in conjunction with the receiving radio. Your DCS must be the same as their Rx DCS code for the transmission to be heard. This is used most commonly when working with repeaters.
Rx DCS	10 : R-DCS		Receive – Digital Code Sequence. The radio you are trying to listen to must transmit the DCS code to your radio or will not hear their transmission. Your Rx DCS must be the same as their DCS code for the transmission to be heard. This is used most commonly when working with repeaters.
DCS Polarity			Controls how the DCS code is read. Options - Normal Reverse
Tx Power	2 : TXP		This is the number of watts the radio will use when transmitting. The more watts a radio uses the further the transmission will go. The more watts a radio uses the more power is consumed and the faster a battery will die. The screen display will show the setting as indicated below. UV-5RA options – “L” = 1 watt, “H” = “4” watts UV-5RMHP options – “L” = 1 watt, “M” = “4” watts, “H” = “7” watts

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Scan Add			Control whether the radio will scan this channel when the scan function is enabled. Options – Scan = Radio will scan this channel. Skip = Radio will not scan this channel, it will skip this channel.
Busy Lock			When this channel is in use (another radio is transmitting) the PPT button is disabled and the radio cannot transmit on the channel.
PPT-ID	19 : PPT-ID		Controls when the S-Code is transmitted. OFF = No S-Code is sent. BOT = S-Code is sent at beginning of transmission. EOT = S-Code is sent at end of transmission. Both = S-Code is sent at beginning and end of transmission. Tied to “DTMF Encode” and “Signal Code”
Signal Code	17: S-Code		This is the DTMF Encode # that the channel uses. When the DTMF Encode is transmitted is based on the setting in PPT-ID for that channel. Tied to “PPT-ID” and “DTMF Encode”