

YAESU
The radio

C4FM/FM 144/430MHz
DUAL BAND DIGITAL TRANSCEIVER

FT3DR
FT3DE

Instruction Manual (WIRES-X Edition)



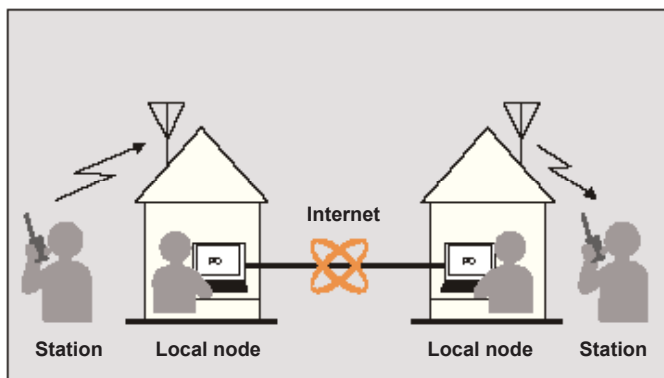
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What is WIRES-X?

WIRES (Wide-coverage Internet Repeater Enhancement System) is an Internet communication system which expands the range of amateur radio communication. By relaying radio signals via the Internet, stations can be connected where radio waves cannot reach each other.

WIRES uses local nodes (stations connected to the Internet via PCs) as access points which repeat communications of conventional amateur radio stations. When the local nodes are connected to each other via the Internet, amateur stations all over the world can communicate with each other just by connecting conventional stations to the local nodes.



In addition to the WIRES features, WIRES-X also supports digital communications. Using WIRES-X, you can transmit and receive digitalized data such as text, image data and audio.

Using the WIRES-X in conjunction with the transceiver allows you to have analog/digital communications with stations outside the communication range. In digital communication mode, you can search stations by call signs or keywords, and exchange data such as messages and location information.

Terminology

Node

Radio repeater connected to the Internet via a PC, which repeats communications of conventional amateur radio stations as an access point

● Local node

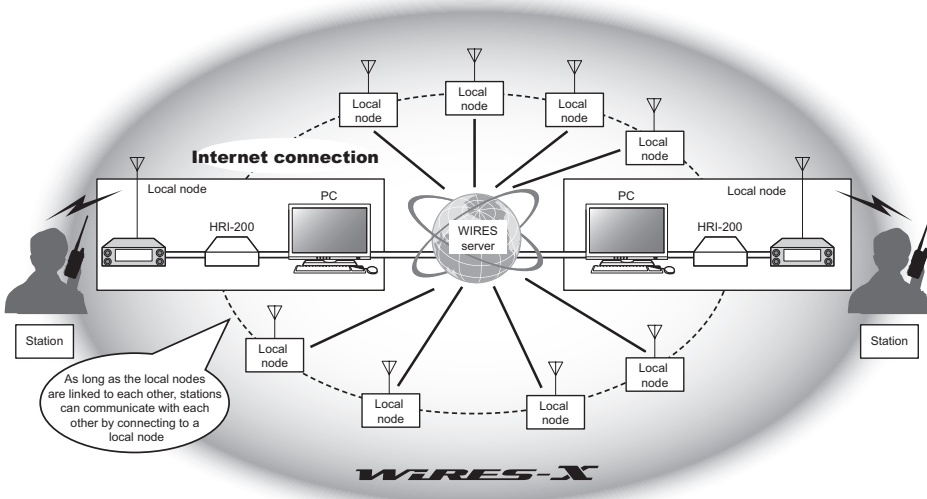
Node within the radio communication range of a conventional amateur radio station

● Analog node

Node which is a transceiver or repeater using the conventional FM format and can only repeat DTMF (Dual Tone Multi Frequencies) codes and analog audio transmissions/receptions

● Digital node

Node which is a transceiver or repeater compatible with digital communications in C4FM (Continuous 4 level FM) format. With this type of node, you can transmit/receive audio as well as text and image data. You can also repeat DTMF codes and analog audio transmissions/receptions.



■ WIRES-X user ID

YAESU provides identification names with the WIRES-X nodes. For each node, a DTMF ID (5-digit number) and user ID (alphanumeric characters consisting of up to 10 digits) are provided.

If you know the ID of the node you want to connect with, you can transmit the DTMF code from the transceiver, and directly specify the node to connect to by searching by characters (only for digital nodes).

● ID list

Nodes and rooms which are currently operating WIRES are listed and published on our website. We provide information such as IDs, call signs and operating frequencies (some may not be published due to the wishes of owners).

■ Room (Round QSO Room)

WIRES system community space to which multiple nodes can connect simultaneously. As well as voice communications, you can also chat with text messages on the PC used for the local node.

● Open room

Room which allows all nodes to connect to

● Closed room

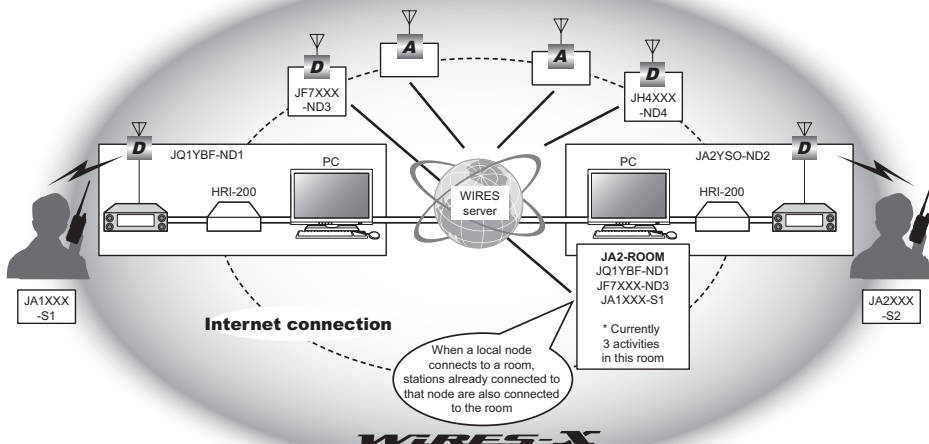
Room only registered nodes can connect to

● Owner

Node which opens and organizes a room

● Activity

Nodes currently connected to a specific room



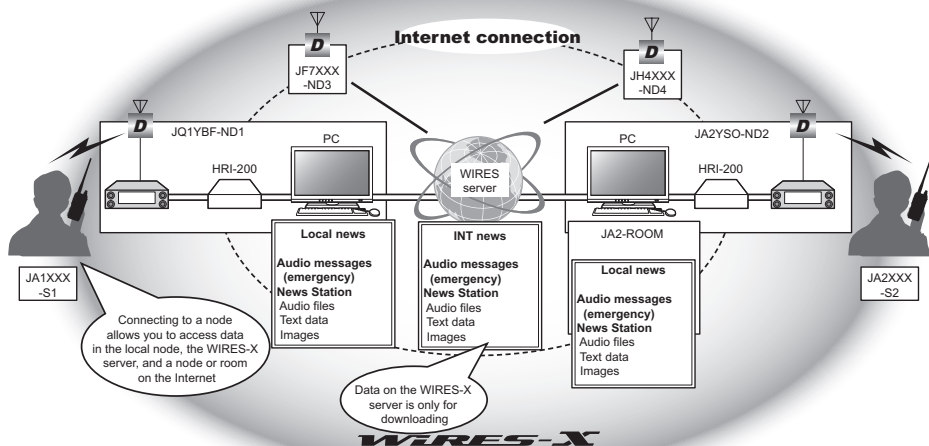
Tip In the illustration,  refers to digital nodes and  refers to analog nodes.

■ News function

This feature allows you to save digital data such as text, image and audio data on the PC used for the local node, and access the data from the connected digital station.

From the digital transceiver, you can access the local node (LOCAL NEWS) and the data storage area (news station) in the node or room you connect to, and import (upload) and export (download) data.

The owners of a node or room can import/export data from/to their own station via a PC. The owner can also delete data and change information such as its name and attribution. The WIRES-X server also has its own news station (INT NEWS) where you can read information and data supplied by YAESU.



■ Preset search function

If the preferred channel for connecting to a local node is programmed (preset) in the transceiver, the channel can be scanned automatically when you start up WIRES-X.

Utilize this function as follows:

- Quickly connect to the local node you usually access by presetting its frequency in advance.
- By presetting to a shared channel frequency with your friends nodes, you can quickly connect the transceiver to a local node even while you are traveling in other areas.

You can use two transceivers as nodes, one for the preset search channel (receive only channel) and the other for the voice channel (operation channel).

Connecting to a Faraway Station Using WIRES-X

Finding a local node

To communicate using WIRES-X, a WIRES-X node station (local node) must be established within radio contact range of the user transceiver.

WIRES-X nodes are stations users voluntarily registered with Yaesu. Their information such as locations and operation styles are listed on our website:

<https://www.yaesu.com/jp/en/wires-x/index.php>

First use this list to search for a nearby local node, and nodes on the Internet used by people you want to communicate with; write down the node names and frequencies. Since the connection procedure differs between digital stations and analog stations, confirm whether the node is an analog station or a digital station.

- When the local node is a digital station:
Connect from your transceiver in digital mode.
(Nodes on the Internet can connect to both digital and analog stations.)
- When the local node is an analog station:
Connect from your transceiver in analog mode.
(Nodes on the Internet can connect to both analog and digital stations.)

Connecting in digital mode

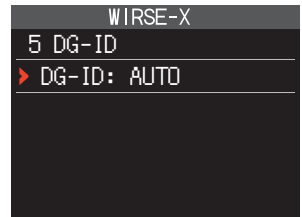
- Ascertain the DSQ code or the DG-ID setting of the WIRES-X node station. Connecting to the WIRES-X node requires the transceiver DG-ID be set according to the DSQ code or the DG-ID code set on the WIRES-X node station.
- Confirm that the operating mode of WIRES-X node has been set to the C4FM digital mode.
- Before using WIRES-X, set the communication mode (modulation mode) to C4FM.

Connecting to a WIRES-X digital node

1 Set the transmit/receive DG-ID to the same ID number as the node station. For details, refer to the FT3DR/DE Operating Manual.

2 Transmit corresponding to the transmit/receive frequency.

- Tips**
- If receiving the signal from the node, transmit it as is.
 - If not receiving the signal from the node, it is possible that the node station is not connected to the Internet → proceed to step "Connecting to the other node ID or the other room ID".



Connecting to the other node ID or the other room ID

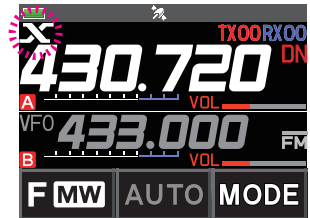
- 1 Press and hold the **[DISP]** key → Touch **[WIRES-X]** → **[5 GD-ID]**.
The WIRES-X DG-ID setting screen will be displayed.
- 2 Rotate the DIAL knob to set the WIRES-X DG-ID to the same ID number as the node station.
AUTO: Only open nodes, set to the DG-ID number “00” may be connected.
01 to 99: Only nodes matching the set DG-ID number may be connected.
- 3 Press the PTT.
Returns the screen to the frequency display screen.
- 4 Rotate the DIAL to set the A-band to the frequency of the desired local node.

Caution

WIRES-X can only be used on the A-band.

If using the B-band (shown on the bottom part of the screen) as the operation band, pressing the **[X]** key automatically switches the operation band to the A-band (shown on the top part of the screen).

- 5 Press the **[X]** key.
[X] flashes on the left side of the frequency display.

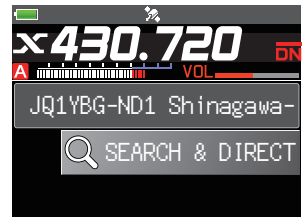


- Tip**
- While **[X]** is flashing, briefly press the **[X]** key to re-establish connection to the local node.
 - When any local node cannot be found, **[X]** will disappear in 30 seconds.

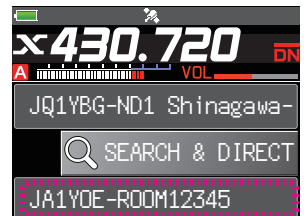
When a local node is found, **[X]** is lit solid, and the node name and city name appear on the bottom part of the screen.

Tip Depending on the connection status, the screen will show one of four display patterns.

- (1) Connected to the local node, but unable to connect to Internet nodes or rooms (never before established connection to Internet nodes or rooms)



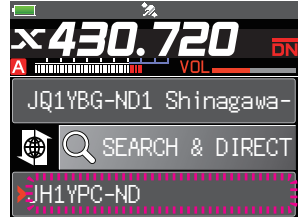
- (2) Connected to the local node, but unable to connect to Internet nodes or rooms (previously succeeded in establishing connection to Internet nodes or rooms)



(3) Connected to the local node, successfully connected to an Internet node or room (the Internet node or room is the same as the one most recently used)



(4) Connected to the local node, successfully connected to an Internet node or room (the Internet node or room is different from the one most recently used)



When ► is displayed, rotate the DIAL. Call signs of nodes and rooms on the Internet you previously connected to flash.



Connecting to a node or room on the Internet

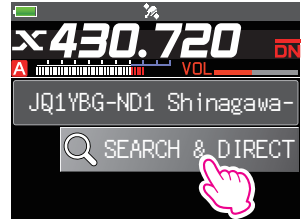
You can connect to the desired node or room in one of the following ways:

- Selecting an accessible node or room from the list
- Specifying the node name or room name
- Selecting the most recently connected node or room
- Specifying the DTMF ID of the node or room you want to connect to

● Searching from the node & room lists

- 1 While displaying the local node, touch **[SEARCH & DIRECT]**.

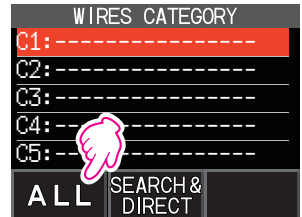
Displays the category list.



- 2 Touch **[ALL]**.

Displays the list of accessible nodes and rooms.

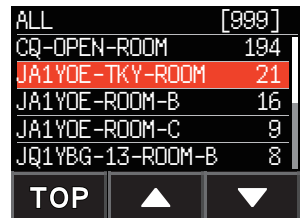
- Tip**
- Connection destinations are displayed from the room list and then node list.
 - On the connection destination room columns, the number of activities (the number of nodes connected to each room) appears on the right side.



- 3 Touch the node or room you want to connect to.

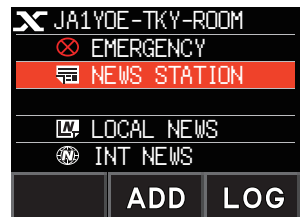
Starts connection.

- Tip** Rotate the DIAL to select the node or room you want to connect, then press PTT to establish a connection.



Once connection is successfully established, the menu list of the node (room) you are connected to will appear.

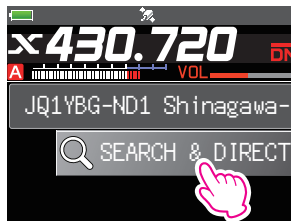
- Tip** If connection is unsuccessful, an error message appears and the screen returns to the list of nodes and rooms.



● **Searching by node or room name**

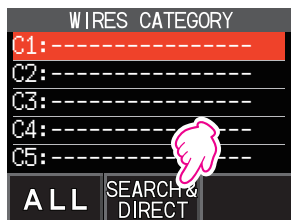
- 1 While displaying the local node, touch **[SEARCH & DIRECT]**.

Displays the category list.



- 2 Touch **[SEARCH & DIRECT]**.

Displays the character input screen.



- 3 Enter all or part of the room or node name.

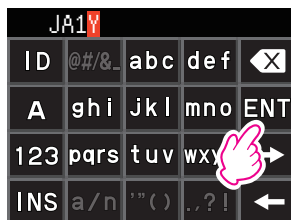
The characters you have just entered appear on the screen.



- 4 Touch **[ENT]**.

If connection destinations with the first part of a name partially matching the name you entered are found, they will be listed.

Tips • If there is no connection destination matching the entered name, "No Matches" appears and then the screen returns to the character input screen.

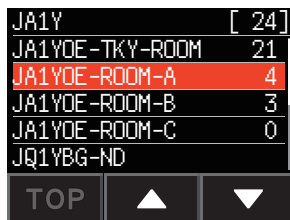


- If the name you entered is found, the transceiver establishes connection immediately.
- The screen displays the room list search results followed by the node list search results.
- On the room columns in the search results, the number of activities (the number of nodes connected to each room) appears on the right side.

5 Touch the node or room you want to connect to.

Starts connection.

- Tip**
- Rotate the DIAL to select the node or room you want to connect, then press PTT to establish a connection.
 - Once connection is successfully established, the menu list of the node (room) you are connected to will appear.
 - If connection is unsuccessful, an error message appears and the screen returns to the list of nodes and rooms.



● Connecting to the node or room you have most recently connected

If you have previously connected to a node or room on the Internet, it appears and flashes at the bottom of the screen.

Touch the flashing node or room to start connection, and once connection is established, the menu list of the node (room) you are connected to will appear.

If ► is displayed on the left side of the node name at the bottom part of the screen, rotate the DIAL to display the node most recently connected.

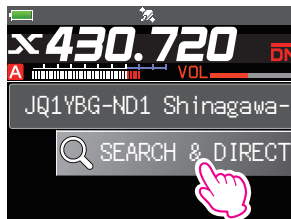
Tip If connection is unsuccessful, an error message appears and the name flashes again.



● **Specifying the DTMF ID of the node or room you want to connect to**

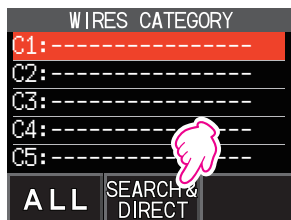
- 1 While displaying the local node, touch **[SEARCH & DIRECT]**.

Displays the category list.



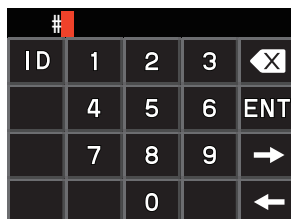
- 2 Touch **[SEARCH & DIRECT]**.

Displays the character input screen.



- 3 Touch **[ID]**.

Displays the DTMF input screen.



- 4 Enter the 5-digit DTMF ID.

- 5 Touch **[ENT]**.

- Tip**
- The connection begins and "Waiting" flashes.
 - Once connection is successfully established, the menu list of the node (room) you are connected to will appear.
 - If connection is unsuccessful, an error message appears, and the screen returns to the node and room list screen.



■ **Communicating with others**

- 1 While displaying the station you are currently connected to, press PTT.

The transceiver switches to transmission mode.

- 2 Speak into MIC.

- 3 Release the PTT.

The transceiver switches to reception mode.



Tip

You can communicate with the node or room you are connected to by pressing the PTT even when viewing data in a node or room on the Internet using the NEWS function in digital mode on page 20.

Useful functions in digital mode

Using preset channels

Programming (presetting) a channel frequency allows you to easily connect to a local node.

By sharing a channel frequency with other nodes, you can connect the transceiver to a local node even while you are out. This is useful for a group to operate a station.

● Presetting a channel

1 Press and hold the **[DISP]** key.

2 Touch **[WIRES-X]**.

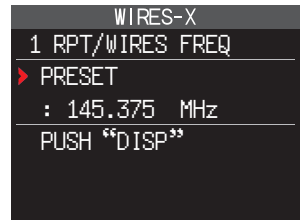
Displays the menu list.

3 Touch **[1 RPT/WIRES FREQ]**.

4 Rotate the DIAL to select **[PRESET]**.

Tips • Every time the DIAL is rotated, the setting switches between **[MANUAL]** and **[PRESET]**.
• The default setting is **MANUAL**.

5 Press the **[DISP]** key.



6 Rotate the DIAL to select the frequency.

Tips • Touching **[BAND]** switches the preset frequency band.

7 Press the PTT.

Sets the frequency and returns the screen to the frequency display screen.

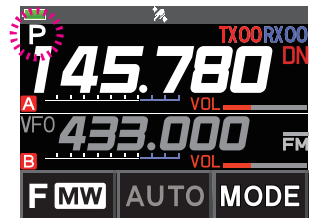


● Connecting to a preset channel

1 Follow the procedure in "Presetting a channel" on page 14 to make the preset channel available in advance.

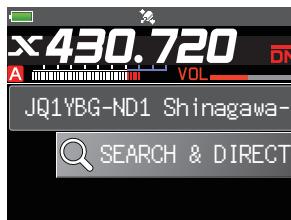
2 Press the **[X]** key.

[P] flashes on the left side of the frequency display.



When a local node is found, [X] lights up, and the node name and city name appear on the bottom part of the screen.

Tip When any local node cannot be found, [P] disappears in 30 seconds.



Tip

If the frequency of the detected local node is different from that of the preset channel, the frequency automatically switches to the node frequency.

● Ending searching by a preset channel

- 1 Follow steps 1 to 3 in “Presetting a channel” on page 14 to display the selection items of [1 RPT/WIRES FREQ].
- 2 Rotate the DIAL to display [MANUAL].
Tip Every time the DIAL is rotated, the setting switches between [MANUAL] and [PRESET].
- 3 Press the PTT.
Returns the screen to the frequency display screen.

■ Connecting to registered nodes or rooms

You can register names of nodes and rooms on the Internet and sort them into 5 categories. Up to a total of 20 nodes and rooms can be registered in each category.

● Registering category names

- 1 Press and hold the [DISP] key.
- 2 Touch [WIRES-X].
Displays the menu list.
- 3 Touch [3 EDIT CATEGORY TAG].
Displays the category name setting screen.
- 4 Rotate the DIAL to select one of [C1] to [C5], then press the [DISP] key.
Displays the character input screen.



- 5 Enter the category name.
The characters you have just entered appear on the screen.
- 6 Press the [BACK] key.
Returns the screen to the list.
Tip Repeat steps 3 to 6 to set more category names.
- 7 Press the PTT.
Sets the category name and returns the screen to the frequency display screen.

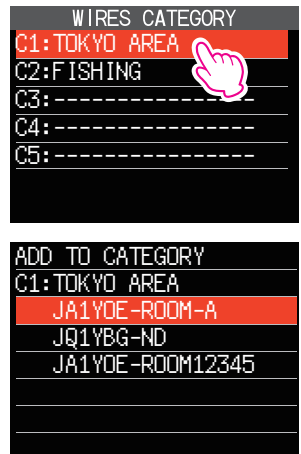
● **Registering a node or room**

1 Touch the node or room you want to connect to.
Displays the menu list of the node (room) you are connected to.



2 Touch **[ADD]**.
Displays the category list.

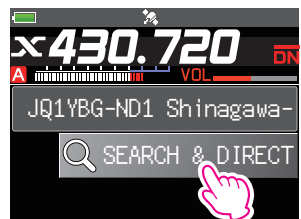
3 Touch the desired category.
The name of the node or room you are currently connected to is added to the list of the registered node and room lists.



4 Press the **[BACK]** key.
Returns the screen to the list.

● **Connecting to registered nodes or rooms**

1 Touch **[SEARCH & DIRECT]**.
Displays the category list.



2 Touch one of [C1] to [C5].

Displays the node and room lists.

Tip On room columns, the number of activities (the number of nodes connected to each room) appears on the right side.

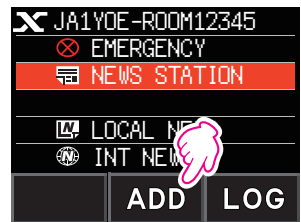


3 Touch the node or room you want to connect to.

Starts connection.

Tips • Rotate the DIAL to select the node or room you want to connect, then press PTT to establish a connection.

- If connection is successful, the menu list of the node or room you are connected to appears.
- If connection is unsuccessful, an error message appears and the screen returns to the list of nodes and rooms.



Tip

You can list items in order according to the number of activities or access history from [WIRES-X] → [2 SEARCH SETUP] in setting mode.

● Disconnecting from the node or room

1 Press and hold the [BAND] key.

If disconnection is successful, the screen returns to the local node connection screen.

Releasing the WIRES-X connection

Pressing and holding the [X] key for over one second switches the screen to the frequency display screen, and [X] displayed on the left side of the frequency display disappears.

Tip If you did not perform the disconnection operation, the local node and the node or room remain connected.

Connecting to analog nodes

When the node you want to connect to is an analog station, use the DTMF function on the transceiver. For details on how to use the DTMF function, refer to “DTMF Operation” in the Advance Manual.

Connecting to nodes or rooms on the Internet

- 1 Set the main band frequency to the local node frequency.
- 2 Touch **[MODE]** to switch to analog FM mode.
Tip For details, refer to “Selecting the Communication Mode” in the basic operating manual.
- 3 While pressing the PTT, touch **[DTMF]** displayed on the screen.
Displays the numeric keypad.
- 4 Touch the DTMF ID key (#) followed by the 5 digits of the room or node you want to connect with.

1	2	3	A	⌫
4	5	6	B	Space
7	8	9	C	→
*	0	#	D	←

- 5 Release the PTT, and keep the transceiver in reception mode for about 10 seconds.
Once connection is established, you will be able to hear audio.
Caution The connection destination screen does not appear.

Tip

You can store DTMF codes consisting of up to 16 digits for 10 channels on the transceiver. If you register the codes of frequently-used connection destinations in advance, you can easily transmit a code by pressing its abbreviated number while pressing the PTT. For details, refer to “DTMF Operation” in the Advance Manual.

Communicating with others

- 1 Press the PTT.
The transceiver switches to transmission mode.
- 2 Speak into **[MIC]**.
- 3 Release the PTT.
The transceiver switches to reception mode.

Disconnecting from the node or room

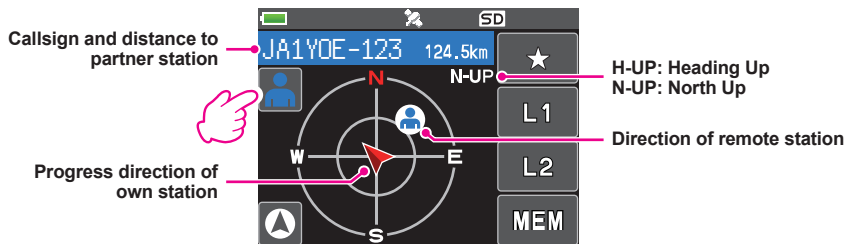
- 1 While pressing the PTT, touch **[DTMF]** displayed on the screen.
- 2 Press the #99999 (DTMF disconnection command) key.
Disconnects the node or room.

Various display functions

Confirming the location of the local node and the partner station

When the signal from the local node you have connected to contains location information, you can display the location information on the screen.

Pressing the **[DISP]** key on any screen of WIRES-X switches the screen to the compass screen which displays the name of the partner station as well as the direction and distance to the partner station from your station.



Tip

When "NUMERIC" is selected from **[DISPLAY]** → **[1 TARGET LOCATION]** in the setting mode, the latitude & longitude screen appears instead of the compass screen.

Confirming the frequency

On the WIRES-X screen, press the **[V/M]** key to change to the frequency display screen that was displayed before using WIRES-X. Press the **[V/M]** key again to return to the WIRES-X screen.

Returning to the initial screen

While on the WIRES-X screen, press and hold the **[A/B]** key to display the frequency display screen.

On the frequency display screen, press and hold the **[A/B]** key to return to the WIRES-X startup screen (initial screen).

Using the News Function of WIRES-X

When using WIRES-X in digital mode, you can transmit/receive messages (text data) and images; you can also record/play audio messages.

Caution

To using the News function, insert a microSD memory card into the transceiver in advance. For details, refer to "Using a microSD Memory Card" in the basic operating manual.

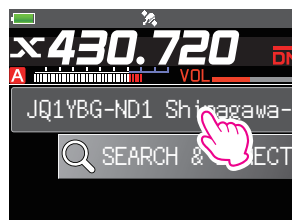
Viewing messages

You can read messages (text data) that are transmitted/received by either a local node, or a node or room on the Internet, from the transceiver.

Viewing text data in local nodes

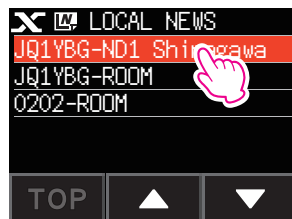
- 1 Touch the local node.

Displays the menu list of the local node.



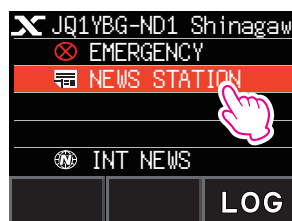
- 2 Touch the local node name displayed in [LOCAL NEWS].

If data reception is successful, the menu list of the local node appears.



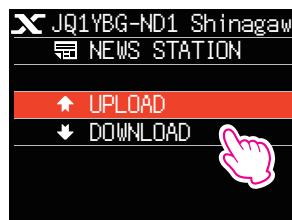
- 3 Touch [NEWS STATION].

Displays the UPLOAD (transmission)/DOWNLOAD (reception) select screen.



- 4 Touch [DOWNLOAD].

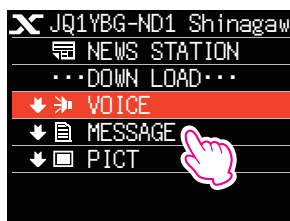
Displays the data type select screen.



5 Touch **[MESSAGE]**.

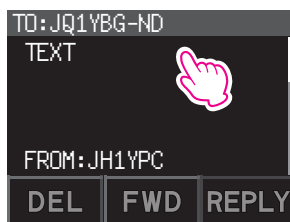
If data reception is successful, the list of data appears.

Tip The list shows the registered data in reverse chronological order.



6 Touch the message you want to view.

Downloads the data and displays the content of the message.



7 Press the **[BACK]** key.

Returns the screen to the data list.

Tips

- On the data content display screen, press the **[DISP]** key to display the sender's location information at the time the data was sent.
- On each screen, press the **[BACK]** key to return to the previous screen.

● Operations on the data list

When there is a large number of data items available, the list will be divided into smaller lists with 20 data items each. At the end of each list, the following icons appear to allow you to move to the previous/next lists. Touch the item to switch the display.

[TOP] Displays the beginning of the first list.

[▲] Displays the previous list.
Not available on the first list.

[▼] Displays the next list.
Not available on the last list.

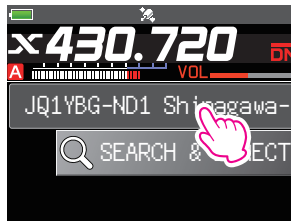


Viewing text data on the WIRES-X server (INT NEWS)

You can read text information provided by Yaesu on the WIRES-X server from the transceiver.

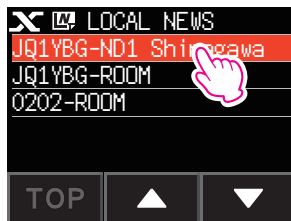
- 1 Touch the local node, or node or room you want to connect to.

Displays the menu list of the local node, or node or room you connect to.



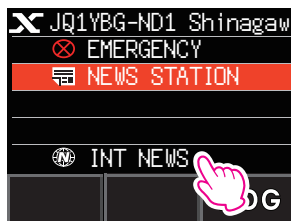
- 2 Touch the local node name displayed in [LOCAL NEWS].

If data reception is successful, the menu list of the local node appears.



- 3 Touch [INT NEWS].

Displays the menu of the WIRES-X server.



- 4 Touch [NEWS STATION].

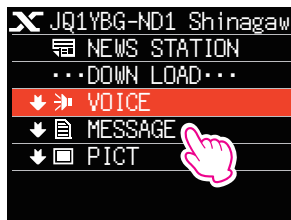
Displays the data type select screen.



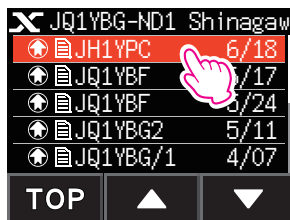
- 5 Touch [MESSAGE].

If data reception is successful, the list of data appears.

Tip The list shows the registered data in reverse chronological order.



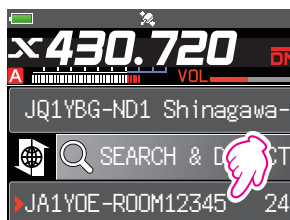
- 6 Touch the message you want to view.
Downloads the data and displays the content of the message.



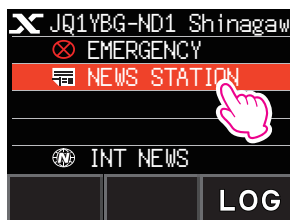
- 7 Press the **[BACK]** key.
Returns the screen to the data list.

Viewing text data in nodes or rooms on the Internet

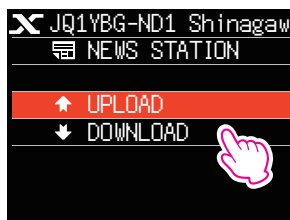
- 1 Touch the node or room on the Internet you want to connect to.
Displays the menu list of the node or room on the Internet.



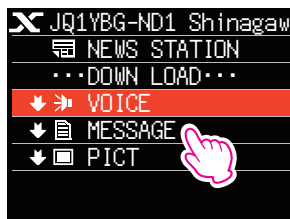
- 2 Touch **[NEWS STATION]**.
Displays the upload (transmission)/download (reception) select screen.



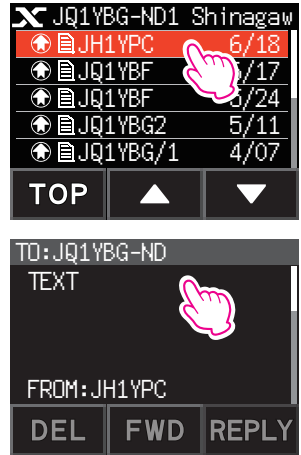
- 3 Touch **[DOWNLOAD]**.
Displays data type select screen.



- 4 Touch **[MESSAGE]**.
If data reception is successful, the list of data appears.
Tip The list shows the registered data in reverse chronological order.



- 5 Touch the message you want to view.
Downloads the data and displays the content of the message.



Tip — On the content display screen, press the **[DISP]** key to display the sender's location information at the time the data was sent.

Caution — When the category list or data list is displayed, pressing the PTT readies the transceiver to transmit audio to the node or room on the Internet you are currently connected to.

Importing images

You can import images transmitted/received by either a local node, or a node or room on the Internet onto the transceiver.

Importing images from local nodes

- 1 Follow steps 1 to 4 in “Viewing text data in local nodes” on page 20 to display the data type select screen.
- 2 Touch **[PICT]**.
Displays the data list.
Tip The list shows the registered data in reverse chronological order.
- 3 Touch the image you want to download.
The confirmation message appears.
- 4 Touch **[OK]**.
Starts downloading and “Waiting” appears.
After data import completes, the image appears.
Tips
 - To save the data onto the microSD memory card, touch **[SAVE]**.
 - Data in unsupported formats cannot be imported. In such a case, “NOT COMPLETED” appears, and then the screen returns to the data type select screen.
 - When the microSD memory card does not have enough free space, data cannot be imported. In such a case, “Memory is full” appears, and then the screen returns to the data list.
- 5 Press the **[OK]** key.
Returns the screen to the data list.

Importing images from the WIRES-X server (INT NEWS)

You can import images provided by Yaesu on the WIRES-X server onto the transceiver.

- 1 Follow steps 1 to 4 in “Viewing text data on the WIRES-X server (INT NEWS)” on page 22 to display the data type select screen.
- 2 Touch **[PICT]**.
Displays the data list.
Tip The list shows the registered data in reverse chronological order.
- 3 Touch the image you want to download.
The confirmation message appears.
- 4 Touch **[OK]**.
Starts downloading and “Waiting” appears.
After data import completes, the image appears.
Tips
 - To save the data onto the microSD memory card, touch **[SAVE]**.
 - Data in unsupported formats cannot be imported. In such a case, “NOT COMPLETED” appears, and then the screen returns to the data type select screen.
 - When the microSD memory card does not have enough free space, data cannot be imported. In such a case, “Memory is full” appears, and then the screen returns to the data list.
- 5 Touch **[OK]**.
Returns the screen to the data list.

Importing data from nodes or rooms on the Internet

- 1 Follow steps 1 to 3 in “Viewing text data in nodes or rooms on the Internet” on page 23 to display the data type select screen.
- 2 Touch **[PICT]**.
Displays the data list.
Tip The list shows the registered data in reverse chronological order.
- 3 Follow step 3 in “Importing images from local nodes” on page 25 to import data.

Tip

On the content display screen, press the **[DISP]** key to display the sender's location information at the time the data was sent.

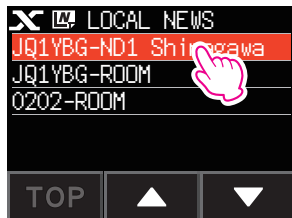
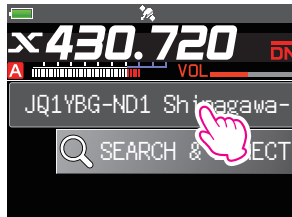
Caution

When the category list or data list is displayed, pressing the PTT readies the transceiver to transmit audio to node or room on the Internet you are currently connected to.

Viewing imported data later

You can also view the imported data later.

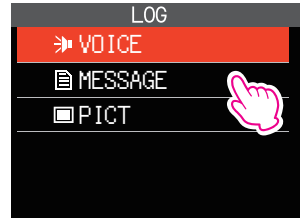
- 1 Touch the local node.
Displays the menu list of the local node.
- 2 Touch the local node name displayed in **[LOCAL NEWS]**.
If data reception is successful, the menu list of the local node appears.
- 3 Touch **[LOG]**.
Displays the data type select screen.



4 Touch **[MESSAGE]** or **[PICT]**.

Displays the data list.

Tip The list shows the registered data in reverse chronological order.



5 Touch the data you want to view.

Displays the content of the message or the image.

6 Press the **[BACK]** key.

Returns the screen to the data list.

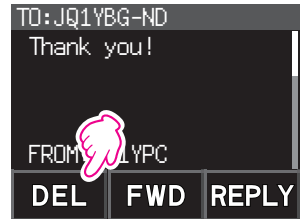
Deleting imported data

Deleting a file

1 Follow steps 1 to 5 “Viewing imported data later” on page 26 to display the content of the message or image data.

2 Touch **[DEL]**.

The confirmation message appears.



3 Touch **[OK]**.

Deletes the data and returns the screen to the data list.

Listening to audio messages

You can play and listen to audio files transmitted/received by a local node, or node or room on the Internet.

Audio files are categorized into the following two types:

EMERGENCY: Emergency information. Depending on the node or room settings, mandatory updates are supplied to connected nodes and rooms in five-minute intervals for two hours starting from the initial dissemination of the news.

NEWS STATION: Normal message. You can listen to the message anytime you want as long as the message is not deleted from the node or room.

Caution

You can play and listen to audio files using the transceiver but you cannot save audio files onto the transceiver.

Listening to emergency information in the local node

1 Follow steps 1 to 2 in “Viewing text data in local nodes” on page 20 to display the menu list of the local node.

2 Touch **[EMERGENCY]**.

Displays the data list.

- Tips**
- The list shows the registered data in reverse chronological order.
 - Data registered within the past 2 hours flashes.



3 Touch the audio file you want to play.

Starts audio playback. “DOWNLOAD” appears and flashes.

After playback ends, the screen returns to the data list.

Tip

During audio playback, press the **[DISP]** key to display the sender's location information at the time the audio file was recorded.

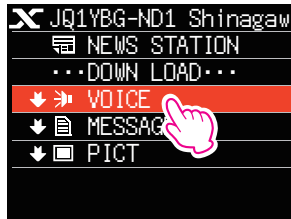
Listening to routine messages in local nodes

1 Follow steps 1 to 4 in “Viewing text data in local nodes” on page 20 to display the data type select screen.

2 Touch **[VOICE]**.

Displays the data list.

Tip The list shows the registered data in reverse chronological order.



3 Touch the audio file you want to play.

Starts audio playback. “DOWNLOAD” appears and flashes.

After playback ends, the screen returns to the data list.

Tip

During audio playback, press the **[DISP]** key to display the sender's location information at the time the audio file was recorded.

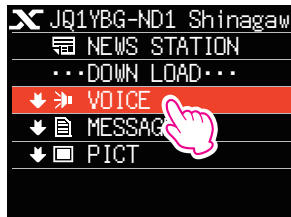
Listening to routine messages on the WIRES-X server (INT NEWS)

1 Follow steps 1 to 4 in “Viewing text data on the WIRES-X server (INT NEWS)” on page 22 to display the data type select screen.

2 Touch **[VOICE]**.

Displays the data list.

Tip The list shows the registered data in reverse chronological order.



3 Touch the audio file you want to play.

Starts audio playback. “DOWNLOAD” appears and flashes.

After playback ends, the screen returns to the data list.

Listening to emergency information in nodes or rooms on the Internet

- 1 Follow step 1 in “Viewing text data in nodes or rooms on the Internet” on page 23 to display the menu list of the node or room you want to connect to.
- 2 Touch **[EMERGENCY]**.
Displays the data list.
Tip • The list shows the registered data in reverse chronological order.
• Data registered within the past 2 hours flashes.
- 3 Touch the audio file you want to play.
Starts audio playback. “DOWNLOAD” appears and flashes.
After playback ends, the screen returns to the menu list of the node or room you are connected to.

Tip

During audio playback, press the **[DISP]** key to display the sender’s location information at the time the audio file was recorded.

Listening to routine messages in nodes or rooms on the Internet

- 1 Follow steps 1 to 3 in “Viewing text data in nodes or rooms on the Internet” on page 23 to display the data type select screen.
- 2 Touch **[VOICE]**.
Displays the data list.
Tip The list shows the registered data in reverse chronological order.
- 3 Touch the audio file you want to play.
Starts audio playback. “DOWNLOAD” appears and flashes.
After playback ends, the screen returns to the data list.

Tip

During audio playback, press the **[DISP]** key to display the sender’s location information at the time the audio file was recorded.

Transmitting messages and images

You can transmit data such as messages (text data) and images saved on the microSD memory card inserted into the transceiver, to a local node, or a node or room on the Internet. You can also create a new message and transmit it.

Tips

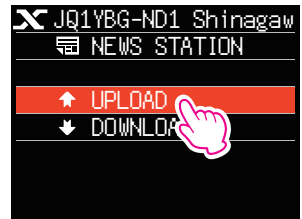
- For details on microSD memory cards, refer to “Using a microSD Memory Card” in the basic operating manual.
- You can also transmit photos taken with the camera that is built into the optional speaker microphone “MH-85A11U”. For details on how to take photos, refer to “Taking Picture (Snapshot Function)” in the operating manual.

Creating and transmitting messages to local nodes

1 Follow steps 1 to 3 in “Viewing text data in local nodes” on page 20 to display the upload (transmission)/download (reception) select screen.

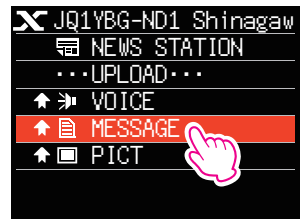
2 Touch **[UPLOAD]**.

Displays the data type select screen.



3 Touch **[MESSAGE]**.

Displays the data list.



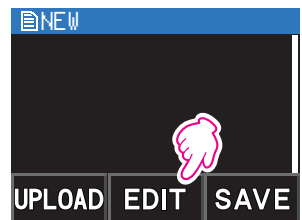
4 Touch **[NEW]**.

Displays the character input screen.



5 Touch **[EDIT]**.

6 Enter a message.



The characters you have just entered appear on the top part of the screen.

7 Press and hold the **[BACK]** key for over one second.

Displays the screen for confirming the entered message.

8 Touch **[UPLOAD]**.

Starts message transmission.

After message transmission completes, the screen returns to the data list.



Tip

On the character input screen, touch **[MTXT]** to select one of the 19 routine messages.

1	QRM	8	Good job	15	wait for you
2	QRP	9	Good day	16	Pick me up
3	QRT	10	Good evening	17	Thank you
4	QRX	11	Good night	18	OK
5	QRZ	12	Send messages	19	urgent
6	QSY	13	Send pictures		
7	Good morning	14	on my way		

Transmitting saved messages or images to local nodes

- 1** Follow steps 1 to 2 in “Creating and transmitting messages to local nodes” on page 31 to display the data type select screen.
- 2** Touch **[MESSAGE]** or **[PICT]**.
Displays the data list.
- 3** Touch the message or image you want to transmit.
- 4** Touch **[UPLOAD]** for MESSAGE. Touch **[FWD]** for PICT.
After data transmission completes, “Completed” appears and then the screen returns to the data type select screen.

Creating and transmitting messages to nodes or rooms on the Internet

- 1** Display the menu list of the node or room on the Internet.
- 2** Touch **[NEWS STATION]**.
Displays the upload (transmission)/download (reception) select screen.
- 3** Touch **[UPLOAD]**.
Displays the data type select screen.
- 4** Follow steps 3 to 7 in “Creating and transmitting messages to local nodes” on page 31 to create and transmit a message.

Transmitting saved messages or images to nodes or rooms on the Internet

- 1** Follow steps 1 to 3 in “Creating and transmitting messages to nodes or rooms on the Internet” on page 33 to display the data type select screen.
- 2** Follow steps 3 to 7 in “Creating and transmitting messages to local nodes” on page 31 to select and transmit data.

Transmitting audio messages

You can transmit audio messages spoken into the microphone as data to a local node, or node or room on the Internet.

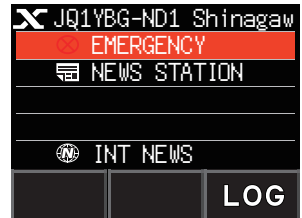
Audio files are categorized into the following 2 types:

EMERGENCY: Emergency information. Depending on the node or room settings, mandatory updates are supplied to connected nodes and rooms in five-minute intervals for two hours starting from the initial dissemination of the news.

NEWS STATION: Routine message. You can listen to the message anytime you want as long as the message is not deleted from the node or room.

Transmitting emergency information to local nodes

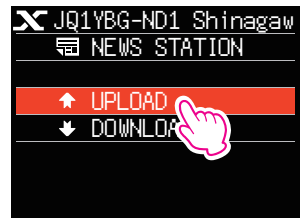
- 1 Follow steps 1 to 2 in “Viewing text data in local nodes” on page 20 to display the menu list of the local node.
- 2 Touch **[EMERGENCY]**.



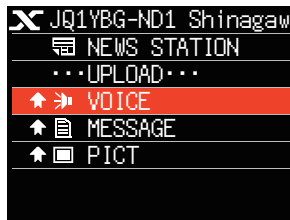
- 3 While pressing the PTT, speak into **[MIC]**.
Tip The maximum recording time is one minute.
- 4 Release the PTT after completing audio transmission.
After message transmission completes, “COMPLETED” appears and then the screen returns to the menu list of the local node.

Transmitting routine voice messages to local nodes

- 1 Follow steps 1 to 3 in “Viewing text data in local nodes” on page 20 to display the upload (transmission)/download (reception) select screen.
- 2 Touch **[UPLOAD]**.
Displays the data type select screen.



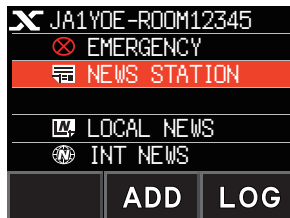
- 3 Touch [VOICE].
- 4 While pressing the PTT, speak into [MIC].
Tip The maximum recording time is one minute.



- 5 Release the PTT after completing audio transmission.
 After message transmission completes, beep sounds and then the screen returns to the data type select screen.

Transmitting emergency information to nodes or rooms on the Internet

- 1 Display the menu list of the node or room on the Internet.



- 2 Follow steps 2 to 5 in “Transmitting emergency information to local nodes” on page 34 to transmit a message.

Transmitting routine messages to nodes or rooms on the Internet

- 1 Follow steps 1 to 2 in “Creating and transmitting messages to nodes or rooms on the Internet” on page 33 to display the upload (transmission)/download (reception) select screen.
- 2 Follow steps 2 to 5 in “Transmitting routine voice messages to local nodes” on page 34 to transmit a message.

WIRES-X Setting Mode Menus

WIRES-X setting mode list

Menu/Item	Functions	Setting items (Bold items are default settings.)
1 RPT/WIRES FREQ	Setting the operating frequencies for repeaters/WIRES-X Setting preset frequencies	MANUAL/PRESET Depends on the transceiver version.
2 SEARCH SETUP	Setting the item order on the node & room lists	HISTORY / ACTIVITY
3 EDIT CATEGORY TAG	Deleting registered nodes/rooms	C1 to C5
4 REMOVE ROOM/NODE	Deleting registered nodes/rooms	C1 to C5 1 to 20 in total in each category
5 DG-ID	Setting the DG-ID	AUTO / 01 to 99

Using the WIRES-X setting mode

Setting the operating frequencies for repeaters/WIRES-X

Select whether to set the frequency manually or use the preset (registered in advance) frequency when connecting to a local node.

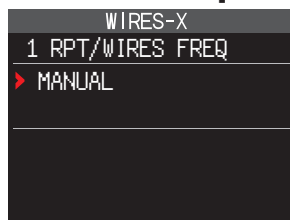
1 Press and hold the **[DISP]** key → Touch **[WIRES-X]** → **[1 RPT/WIRES FREQ]**.

2 Rotate the DIAL to select **[MANUAL]** or **[PRESET]**.

Every time the DIAL is rotated, the setting switches between **[MANUAL]** and **[PRESET]**.

MANUAL: Set the frequency every time you look for a local node.

PRESET: Preset the frequency you use to look for the local node.



3 Selecting **[PRESET]** and pressing the **[DISP]** key displays the frequency select screen.

4 Rotate the DIAL to select the frequency you want to preset.

- Tips**
- Rotating the DIAL changes the frequency by the increments specified in setting mode.
 - Touching **[BAND]** switches the band of the preset frequency.



5 Press the PTT.

Sets the frequency and returns the screen to the frequency display screen.

Setting the item order on the node & room lists

You can select the criteria to sort the list of connection destinations on the Internet.

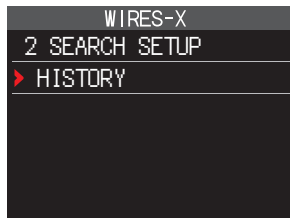
1 Press and hold the **[DISP]** key → Touch **[WIRES-X]** → **[2 SEARCH SETUP]**.

2 Rotate the DIAL to select **[HISTORY]** or **[ACTIVITY]**.

Every time the DIAL is rotated, the setting switches between **[HISTORY]** and **[ACTIVITY]**.

HISTORY: Displays the list sorted in order of the connection destination that your station most recently connected to.

ACTIVITY: Displays the list sorted in descending order from the room with the most nodes connected. Nodes come after rooms.



3 Press the PTT.

Sets the frequency and returns the screen to the frequency display screen.

Editing category names

You can name 5 categories where nodes and rooms are registered. Up to 16 alphanumeric characters can be used for each category name.

For details, refer to “Registering a node or room” on page 16.

Deleting the registered nodes and rooms

You can delete nodes and rooms registered in the 5 categories.

1 Press and hold the **[DISP]** key → Touch **[WIRES-X]** → **[4 REMOVE ROOM/NODE]**.

2 Rotate the DIAL to select the desired category, then press the **[DISP]** key.

Displays the node and room lists.

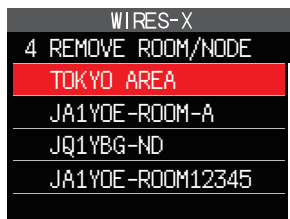


3 Rotate the DIAL to select the node or room you want to delete, then press the **[DISP]** key.

The confirmation message appears.

4 Touch **[OK]**.

Deletes the selected node or room.



5 Press the PTT.

Sets the frequency and returns the screen to the frequency display screen.

The DG-ID feature to access the WIRES-X node station

When accessing to the WIRES-X node station, the connecting node station may be selected in accordance with the DG-ID setting of the node stations.

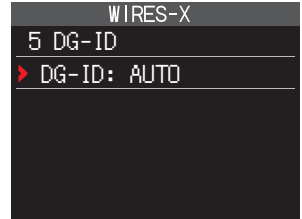
1 Press and hold the **[DISP]** key → Touch **[WIRES-X]** → **[5 DG-ID]**.

2 Rotate the DIAL knob to select the DG-ID setting for WIRES-X.

AUTO: Only open nodes, set to the DG-ID number "00" may be connected.

01 to 99: Only nodes matching the set DG-ID number may be connected.

- Tips**
- The default setting is "AUTO".
 - It is recommended that [5 DG-ID] be set to "AUTO" for normal operation.



3 Press the PTT.

Sets the frequency and returns the screen to the frequency display screen.



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