NOTE: You will be prompted to enter a self address for each HF network that has empty self address. For an HF network that matches the name and call system of an HF network already programmed into the transceiver, you will be able to keep the existing self address.

- If you want to read the profile from the transceiver to the USB stick, select **Read Profile**.
- If you want to upgrade the transceiver with a firmware package on the USB stick, select **Upgrade Firmware**.
- If you want to upgrade the RM50 module with a RM50 firmware package on the USB stick, select **Upgrade RM50 Firmware**.

NOTE: The RM50 module is a hardware board fitted in the Sentry-H radio that enables Standard Digital and Advanced Digital options. Please refer to *Overview of digital voice options* on page 59 and *MIL/STANAG 2G Data* on page 84 for further information.

CAUTION: A permit from the Australian government is required if you want to upgrade the RM50 module with an export controlled version firmware package, which enables AES-256 Encryption and Low Rate DV capabilities.

- If you want to program secure keys to a transceiver that has an encryptor module enabled (and no frequency hopping enabled), select **Program Secure Keys**.

CAUTION: If you have CES and AES DV encryptors present, the keys for these must be programmed simultaneously.

- If you want to program frequency hopping plans to a transceiver that has frequency hopping capability enabled (and no encryptor module enabled), select **Program Plans**.
- If you want to program secure keys and frequency hopping plans to a transceiver that has both encryptor module and frequency hopping capability enabled, select **Program Keys and Plans**.

❑ Do *one* of the following:

- Press ▲ or ▼ to scroll to the profile, RM50 firmware package, hopping plans, or secure key file, press ⌐ (**Options**), scroll to **Open**, then press ⌐ (**Select**).
- Press ▲ or ▼ to scroll to the folder in which you want to save the profile from the transceiver, then press ⌐ (**Save**).

❑ Press ⌐ (**Yes**) to confirm that you want to complete the selected action.

❑ Perform more tasks with the USB stick as required.

❑ Press ⌐ (**Eject**) when you have finished working with the USB stick.

❑ Remove the USB stick from the control point.

Using GPS Plotter

Overview of GPS Plotter

Access to the GPS Plotter feature is available if you have the GPS Call option enabled in your transceiver.

The GPS Plotter feature allows a GPS position associated with certain user interface contexts to be output to particular serial port(s) in the system. When a context is triggered (for example, selecting an entry in the call log that contains a GPS position), the position is output to all serial port(s) that are configured for the GPS Plotter function. The output will continue at a periodic rate until the context ceases.

The contexts where GPS Plotter behaviour is triggered are controlled by two settings, **Output Local GPS** and **GPS Plotter Contexts**.

The GPS Plotter output is formatted in NMEA 0183 RMC format.

NOTE: For details about the **Output Local GPS** and **GPS Plotter Contexts** settings, please see the Reference Manual (Codan part number 15-04188-EN Issue 1).

NOTE: For information on setting up a GPS Plotter session, please see the Reference Manual (Codan part number 15-04188-EN Issue 1).

NOTE: If configured, the GPS Plotter output can be accessed from all serial ports provided by the Sentry-H transceiver, including RFU GP port, VCOM ports and CICS over IP port.

Using VCOM services

VCOM is used to provide virtual COM ports for the following services:

- 2.4kbps Data Modem
- CICS
- MIL/STANAG 2G Data
- GPS Plotter (available in VCOM version 1.05 and later)

Each of these services may be only be used one at a time by a client (i.e., they are operated on a "first-come, first-served" basis), which may cause contention if multiple users try to use the same service.

When attempting to use the 2.4kbps Data Modem or MIL/STANAG 2G Data service via VCOM and you find that the port is unresponsive:

- ❑ Ensure that GP port is not configured to use these services.
- ❑ Ensure that any instances of VCOM that may be running on any connected PCs are not configured to use these services.

CAUTION: On a PC, an application (e.g., RC50-C) may not even be running and yet the corresponding VCOM instance may be running in the background and consuming that service. To check which VCOM services are enabled on that PC, launch **VCOM Configuration** from **Start** > **All Programs** > **Codan** > **VCOM**, and disable any services that are not needed.

- ❑ Ensure that the service isn't already being used by another control point, as indicated by the presence of ( ) for the 2.4kbps Data Modem, or ( ) for MIL/STANAG 2G data, in the status bar. In this case you may need to wait until the other modem session has completed.

When attempting to use the CICS or GPS Plotter service via VCOM and you find that the port is unresponsive, ensure that any instances of VCOM that may be running on any connected PCs are not configured to use that same service.

This page has been left blank intentionally.

4 Contacts

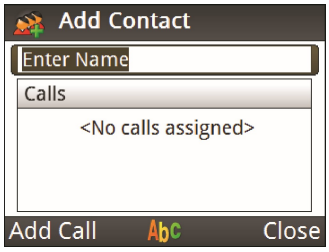
This section contains the following topics:

Adding a contact

Contacts are used to pre-define the typical calls that you want to make to another person or organisation, and calls that are made to an emergency contact when the key is *held* for 2 sec.

To add a contact:

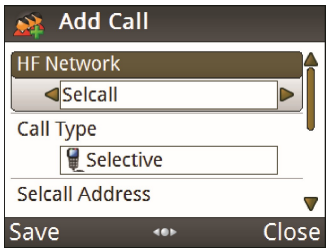
- From the main menu, select (**User Data**), then (**Contacts**).
- Select (**Contacts**) or (**Emergency Contacts**), as required.
- Press (**Add**).



- Enter the name that you want to use for the contact, then press (**Add Call**).

  The **HF Network** entry is highlighted.

  The HF network defines the call system and self address that is used by your station when the call is made.



- Press ◀ or ▶ to select the HF network that you want to use.
- Press ▼ to move to the **Call Type** entry.
- Press ◀ or ▶ to select the call type that you want to use.

  NOTE: The call type that you select affects information that you can enter for the remainder of this call.

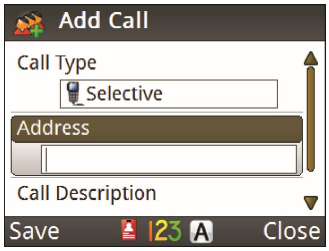
- If you are adding:
  - a Selective, Channel Test, Emergency, Get Position or Send Position call, continue from *Adding a simple call* on page 121
  - a Message call, continue from *Adding a Message call* on page 122
  - a Phone call, continue from *Adding a Phone call* on page 124

Adding a simple call

A simple call requires an address only at this stage of the definition process.

To continue with adding a Selective, Channel Test, Emergency, Get Position or Send Position call:

- Press ▼ to move to the **Address** | **Selcall Address** | **ALE Address** entry.

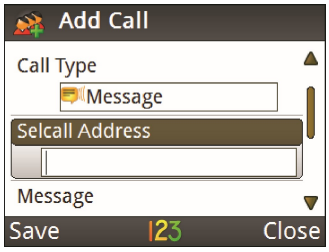


- Enter the address of the station that you want to call.
- Continue from *Completing the contact* on page 125.

Adding a Message call

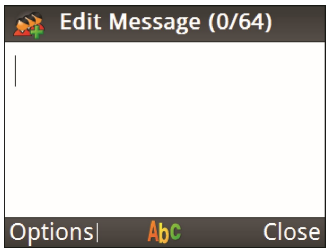
To continue with adding a Message call:

- Press ▼ to move to the **Address** | **Selcall Address** | **ALE Address** entry.



- Enter the address of the station that you want to call.
- Press ▼ to move to the **Message** entry, then press ▶.

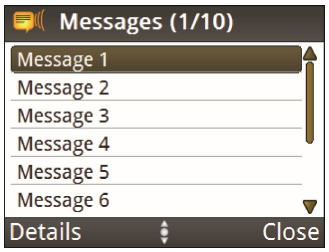
NOTE: If you want to be prompted to enter a message at the time of the call, leave the value for the **Message** entry as **<Empty>**.



- If you want to enter a message:
  - *Hold* **#** to select a different input language, if required. If you are using a USB keyboard, press **Ctrl**+**Shift** to select a different input language.
  - Start typing the message.

    NOTE: Press **OK** to start a new line, if required.

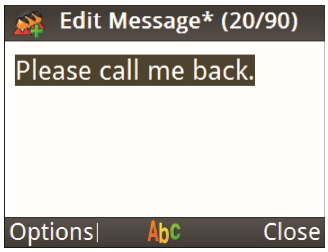
  - Press (**Options**), scroll to **Save**, then press (**Select**) to add the message to the call.
- If you want to select a message from a list of stored messages:
  - Press (**Options**), scroll to **Stored**, then press (**Select**).



  - Press ▲ or ▼ to scroll to the message that you want to use.

    NOTE: If you want to view the message, press (**Details**) to view the message, then press (**Close**).

  - Press **OK** to select the message.
  - Edit the message, if required.



- Press (**Options**), scroll to **Save**, then press (**Select**).

- If you have a GPS receiver connected, or your My Position setting is programmed, and you want to insert your current GPS position into the message:
  - Press (**Options**), scroll to **Insert GPS**, then press (**Select**).

    NOTE: This menu option is only available providing there is space for twenty (20) characters in the message.

    NOTE: You can insert the GPS position in the middle of the typed message.

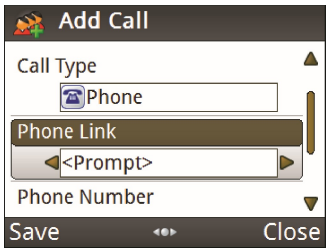
- Continue from *Completing the contact* on page 125.

Adding a Phone call

To continue with adding a Phone call:

- Press ▼ to move to the **Phone Link** entry.

  NOTE: This entry is shown if there are two or more phone links from which to choose.



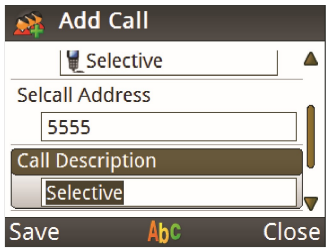
- Press ◀ or ▶ to select the phone link that you want to use, or select **<Prompt>** if you want to be prompted to select a phone link at the time of making the call.
- Press ▼ to move to the **Phone Number** entry.
- Enter the phone number.
- Continue from *Completing the contact* on page 125.

Completing the contact

To finish entering the information required for the contact:

- Press ▼ to move to the **Call Description** entry.

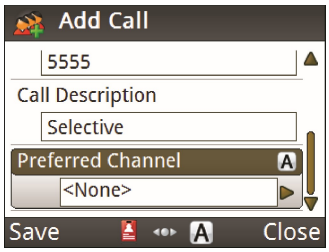
  The call type is entered automatically as the call description.



- Enter a new description for this call, if required.
- Press ▬ (**Save**) to save the information.
- Press ▼ to move to the **Preferred Channel** entry.

NOTE: Selecting a preferred channel is optional. If you communicate with the same contact and call over a 24-hour period, setting a preferred channel may limit effective HF propagation.

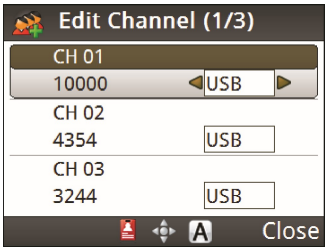
NOTE: If you do not want to select a preferred channel, leave the setting as **None**.



NOTE: This entry is not available for Phone calls.

❑ To select a channel:

- Press ▶ to view the list of available channels.



- Press ▲ or ▼ to scroll to the channel that you want to use, then press **OK**.

  A ✓ is shown next to the channel/mode.
- Press ◀ or ▶ to change the mode, if required.

NOTE: If you are not able to select a different mode, then only one mode is allowed for this channel. If you want to use a different mode, go to the relevant scan table, duplicate the channel, then select the new mode for this channel.

- Press (**Save**).

- If you want to add another call, press (**Options**), scroll to **Add Call**, press (**Select**), then repeat the steps for adding a call.
- Press (**Options**), scroll to **Save**, then press (**Select**).
- Press (**Close**).

Adding a contact from the Call Log, Call History, or Last Heard Log

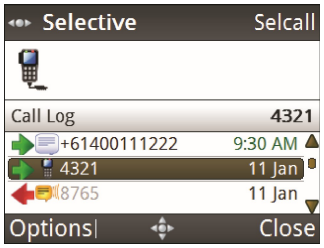
You can save information from the Call Log, Call History, or Last Heard Log to Contacts. This can either be a new call type for an existing contact, or you can add a new contact to hold this call information. The information is transferred automatically, so you do not have to re-enter information.

NOTE: Within the Call History, you can also save a call to a contact from one of the filtered lists: Incoming Calls, Outgoing Calls, and Missed Calls.

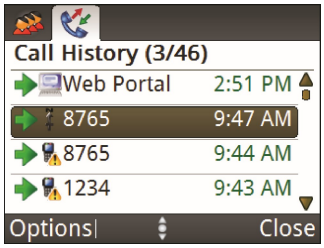
NOTE: An existing contact must be unlocked at the level at which you are making this addition.

Figure 24: Call Log, Call History, and Last Heard Log

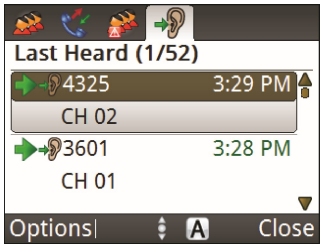
Call Log



Call History



Last Heard Log



To add a contact from the Call Log, Call History, or Last Heard Log:

- Do *one* of the following:
  - Press **CALL**, then press ▲ or ▼ to scroll to the entry in the Call Log.
  - *Hold* **CALL**, press ▶ to select (**Call History**), then press ▲ or ▼ to scroll to the entry in the Call History.
  - *Hold* **CALL**, press + **2** to go to advanced view, press ▶ to select (**Last Heard**), then press ▲ or ▼ to scroll to the entry in the Last Heard Log.
- Press (**Options**), scroll to **Save**, then press (**Select**).
- Do *one* of the following:
  - If there is a matching contact who you want to use, press (**Yes**), then edit the call as required.
  - If you do not want to use the matching contact, press (**No**), create a new contact, then edit the call as required.
  - If there are several matching contacts, scroll to the contact who you want to use, press (**OK**), then edit the call as required.
  - If there is no matching contact, edit the call as required.
- Press (**Save**) to save the information.
- If the contact does not exist, enter a name for the contact, then press (**Save**).

This page has been left blank intentionally.

A Navigating the menu structure

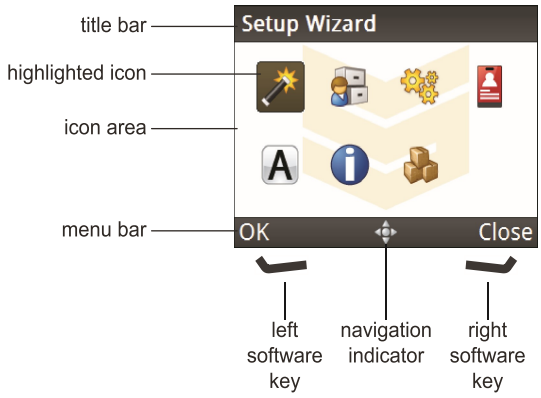
This section contains the following topics:

The basic menu structure

The menu structure comprises a main menu and a series of submenus that are accessed via the main menu. Each menu and submenu is represented by an icon. Some icons provide direct access to an input/view screen, while other icons provide a list of entries for the menu.

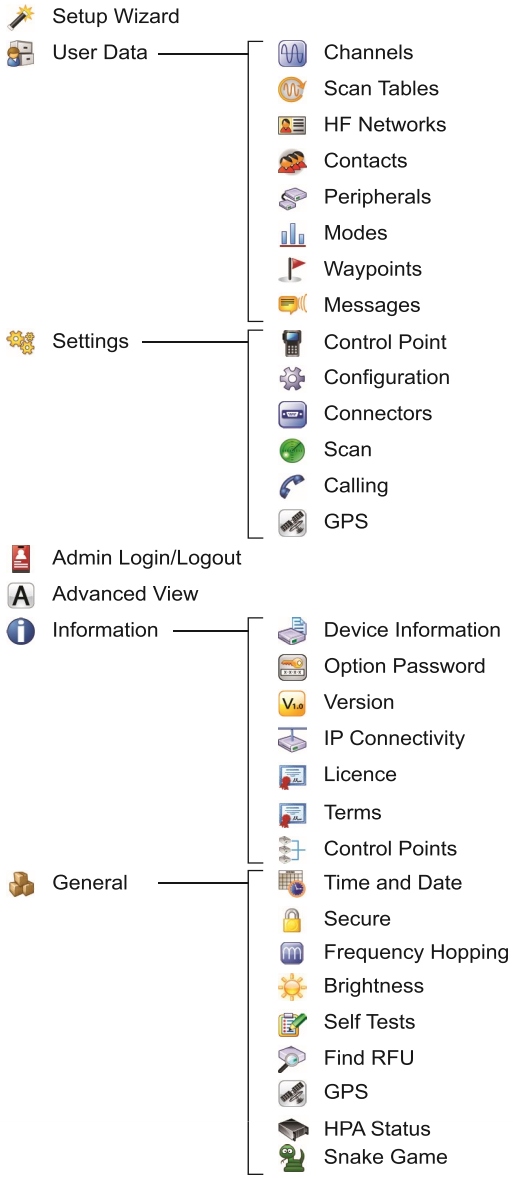
NOTE: Your system administrator is able to hide icons (and the associated menus) so that they do not appear at user level, and therefore, cannot be accessed at user level.

Figure 25: Typical menu screen



When an icon is highlighted, the name of the icon is shown in the title bar of the screen. For example, when the icon is highlighted, **Setup Wizard** is shown in the title bar.

Figure 26: Menu structure (user level, basic view)



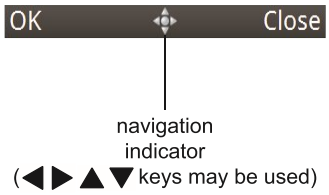
The menu items may contain further submenus and lists of entries. Each entry either has specific values from which you may choose, or you may enter the information required.

Navigating the menu structure

The menu structure comprises a main menu and a series of submenus that are accessed via the main menu. Navigation keys enable you to highlight an icon, then press **OK** to select that menu. You can continue drilling down through the menu structure in this way. At the lowest level of the menu structure there is either an input/view screen, or a list of entries.

Navigation is available when the navigation indicator is shown in the menu bar at the bottom of the screen.

Figure 27: Navigation indicator showing navigation keys that may be used



To navigate the menu structure:

- To move down through the menu structure:
  - Press ◀, ▶, ▲ or ▼ to highlight the icon that you want to select.

    The name of the icon appears in the title bar of the screen.

    NOTE: If the right-most icon is highlighted when you press ▶, the highlight wraps to the first icon in the next row of icons.

NOTE: If the left-most icon is highlighted when you press ◀, the highlight wraps to the last icon in the previous row of icons.

- Press **OK**.
- Continue moving down through the menu structure by highlighting the icon that you want, then pressing **OK**.

- To move through a list of entries at the lowest level of the menu structure, press ▲ or ▼.
- To go to the top level in the menu structure, do *one* of the following:
  - Press PTT to exit to the channel screen, then press — (**Menu**) to enter the top level of the menu structure.
  - Press — to return to the top level of the menu structure, one level at a time.

Overview of basic and advanced views

There are two views of information in the user interface of the control point: basic and advanced. The contents of basic and advanced views are pre-determined and cannot be changed.

Basic view

Basic view provides a condensed view of the user interface, and typically the view at which the control point is operated. When you power up the transceiver, the control point enters basic view. Basic view is indicated by the absence of an advanced view indicator in the menu bar.

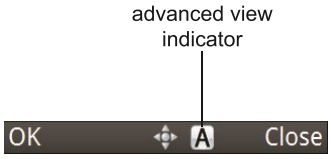
Figure 28: Basic view (no advanced view indicator)

Basic view provides access to items that are likely to be changed on a regular basis, or the user may want to change to suit their preferences for the day-to-day operation of the transceiver. The user can switch to advanced view to access items that they may want to change occasionally. The user should switch back to basic view to simplify the view of information presented on the screen of the control point.

Advanced view

Advanced view provides access to additional settings that may need to be changed occasionally, but are not required in the day-to-day operation of the transceiver. Generally, the control point of the transceiver is in basic view so you must switch to advanced view. Advanced view is indicated by the presence of the advanced view indicator in the menu bar.

Figure 29: Advanced view



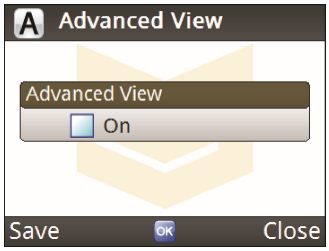
Switching between basic and advanced views

The user can switch between basic and advanced views to either:

- simplify the user interface of the control point (basic view), or
- access advanced settings that they are permitted to change (advanced view)

To switch between views:

- Press ▬ until the main menu screen is shown.
- From the main menu, select A (**Advanced View**).



- Press **OK** to toggle advanced view on or off as required.
- Press ▬ (**Save**).

NOTE: You can also use the ⏻ + **2** hot-key sequence to toggle the user interface between basic and advanced views.

Finding a word or value

The quickest way to find an entry or a value in the user interface of the control point is to use the **Find** function, which is available via the ⌐ key when the highlighted icon contains submenus or lists of entries. The feature searches for the sequence of characters (letters, numbers, or a combination of both) that you enter.

NOTE: The **Find** function only searches on words and values that are visible to the user at the current view and level of access.

Figure 30: Find function

To find a word or value:

- *Highlight* the icon that represents the highest level in which you want to search, then press ⌐ (**Find**).