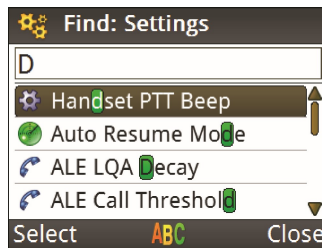
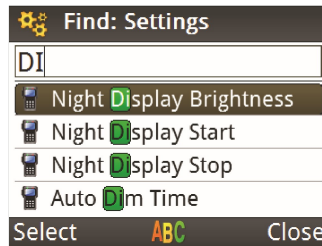




NOTE: If you select the icon by pressing **OK**, you will enter that menu level. If you do not want to search at the lower level, press **ESC** (**Close**) to return to the higher level, then press **↵** (**Find**) again.

- Enter the letter or number on which you want to search. Any entries or values that contain the character you have entered are shown in a list, with the character highlighted.



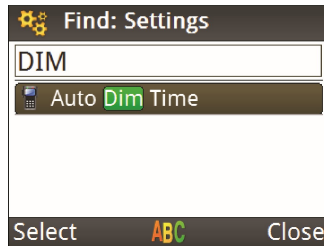
- Enter more characters to refine your search.



The icon that is shown with each item in the list indicates the location of the information. For example, if  appears next to the item, then it is located in **Channels**. If there is another item with  next to it, then it is located in **HF Networks**.

- Scroll to the entry or value that you want to select.

NAVIGATING THE MENU STRUCTURE
FINDING A WORD OR VALUE



- Press **OK**.
You are taken to the entry, or the name level of the user data containing the character.


Selecting an icon

The top levels of the menu structure are represented by icons. In order to enter the menu represented by the icon, you need to select the icon.

Figure 31: Highlighted icon



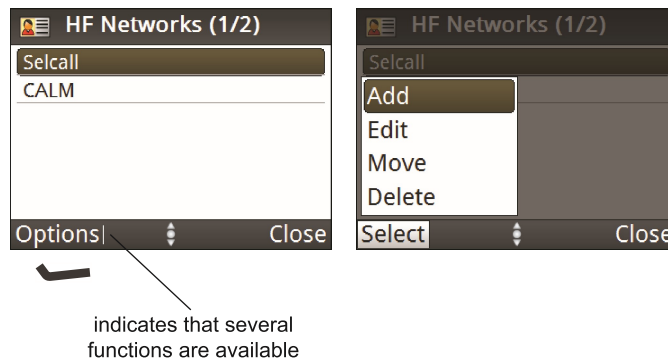
To select an icon:

- Use ◀, ▶, ▲ and ▼ to highlight the icon that you want to select.
- Press **OK** or  (**OK**) to select the icon.

Selecting a function from the menu bar

The menu bar at the bottom of the screen provides varying functions, depending on the context. You can select a function directly, or activate a pop-up from the menu bar by pressing the corresponding key (⏏ or ⏏). A vertical line next to the text indicates that there are a number of choices from which to choose. Typically, you can add, edit, move, delete, save, duplicate, and clear items specific to your current location in the user interface.

Figure 32: Functions on the menu bar




To select a function from the menu bar:

- Press ⏏ or ⏏, corresponding to the function that you want to select.

If the function in the menu bar does not have a vertical line next to it, the function is performed immediately.

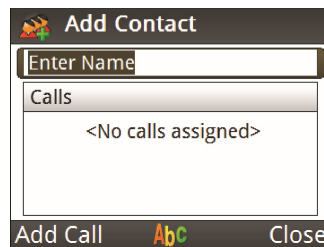
If the function in the menu bar has a vertical line next to it, a pop-up is shown.

- If a pop-up of available functions is shown:
 - Press ▲ or ▼ to scroll to the function that you want to select.
 - Press  (**Select**).
The function is performed.
- If you want to close the pop-up and not perform any of the functions, press the opposite software key (typically **Close**).

Entering text in a field

You may need to enter text into a field within an entry. This may be a name given to some user data, or it may be a specific value, such as a frequency. When you first enter an editable text field, either by selecting a menu or using the ▲ and ▼ navigation keys, any existing text that you can edit is highlighted. You can use this text, edit this text, or delete this text and enter new text.

Figure 33: Example of an editable text field



To enter text in a field:

- Navigate to a field in which you can edit text.
- If you want to change the input language:
 - Hold #.
 - Press ▲ or ▼ to scroll to the input language that you want to use, then press **OK**.
 - Press ⏪ (**Save**).
- Do *one* of the following:
 - To use this text, press ▼.
 - To delete this text, start entering new text.
 - To edit this text, press ► to place the cursor at the end of the text.

- Press **#** repeatedly to select the character-entry mode that you want to use.

The indicator for the character-entry mode is shown in the centre of the menu bar.

NOTE: The character-entry mode indicators are specific to each language selection.

NOTE: The input language may be different from the language selected for the user interface.

Figure 34: Character-entry mode indicator

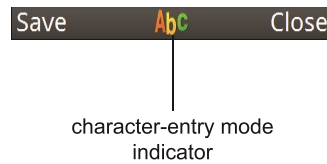


Table 7: Character-entry mode

Character-entry mode	Indicator (English)
All upper-case letters and numbers	ABC
All lower-case letters and numbers	abc
Sentence-case letters and numbers	Abc
Numbers	123

- Do any of the following:
 - Press ◀ or ▶ to move the cursor to the point at which you want to enter text.
 - Press ← (on **SCAN** key) to delete text to the left of the cursor.
 - *Hold* ← to delete the whole entry.
 - Press the key on the keypad that corresponds to the letter that you want to enter.
For example, if you want to enter the letter E, press **3** twice.
After a brief pause, the cursor moves to the next space, ready to enter another character.

NOTE: If you are in a letter-entry mode and want to enter a number, *hold* the key corresponding to the number that you want to enter.

- Press ▼ to move to the next entry.

Entering a special character

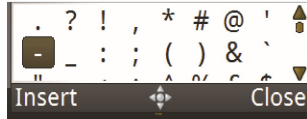
You can enter special characters in messages, names, contacts, and in addresses of stations that you call.


The * key may be used to enter the global ALL address syntax (@?@) or special ALE addressing characters easily.

To enter a special character in an address, message or contact:

- Press ◀ or ▶ to move the cursor to the point where you want to insert a special character.
- Press * to cycle through the available choices or *hold* * to see the available special characters.

Depending on the context, you can select from:




- Press ▲, ▼, ◀ or ▶ to highlight the character that you want to use, then press  (**Insert**).
- Repeat as required.

Entering text with a USB keyboard

You can also enter text into the fields with an off-the-shelf USB keyboard. A wireless USB keyboard can also be used by connecting its USB dongle to the control point.

To enter text with a USB keyboard:

- Connect the USB keyboard to the control point using a standard USB A (female) to 2320 USB adaptor cable (Codan part number 08-07436-001).
- Navigate to the field in which you can edit text.
- If you want to change the input language:
 - Hold **Ctrl** then press **Shift** to open the **Select Input Language** screen.
 - Press ▲ or ▼ to scroll to the input language that you want to use, then press **Enter**.
 - Press  (**Save**).
- By default, existing text in the field is highlighted when you enter the field. Do one of the followings:
 - To use this text, press ▼.
 - To delete this text, start entering new text.
 - To edit this text, press ▶ to place the cursor at the end of the text.

- To edit the text, you can do any of the following:
 - Press the arrow keys on the USB keyboard to move the cursor to the point at which you want to enter text.
 - Press **Delete** or **Backspace** keys on the USB keyboard to delete text you don't need.
 - *Hold* **Backspace** key on the USB keyboard to delete the whole entry.
 - Press the key on the USB keyboard that corresponds to the symbol that you want to enter.
- Press ▼ to move to the next entry if applicable.

Editing text with a USB keyboard

The user interface of the control point provides basic text editing functions for the USB keyboard, including selecting, copying, cutting and pasting text.

To edit the text in a field:

- Press the arrow keys on your keyboard to place the cursor at the beginning of the text you want to copy or cut.
- *Hold* the **Shift** on the USB keyboard and then press the arrow keys to select the text.

NOTE: To select all the text in the field, *Hold* **Ctrl** and press **A**
- Do *one* of the following:
 - If you want to copy the selected text, *Hold* **Ctrl** and press **C**.
 - If you want to cut the select text, *Hold* **Ctrl** and press **X**.
- Press the arrow keys on your keyboard to place the cursor at the place where you want to paste the text.
- *Hold* **Ctrl** and press **V** to paste the text.

Related links:

[USB Keyboard support on page 4](#)

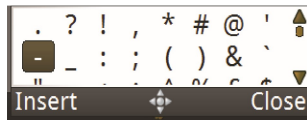
Entering a special character with a USB keyboard

Normal USB keyboards have dedicated keys for the commonly used special characters. The user interface of the control point allows more special characters.

To enter a special character that's not available on the USB keyboard:

- Press **Alt** then press the * key on your keyboard to see the available special characters.

Depending on the context, you can select from:

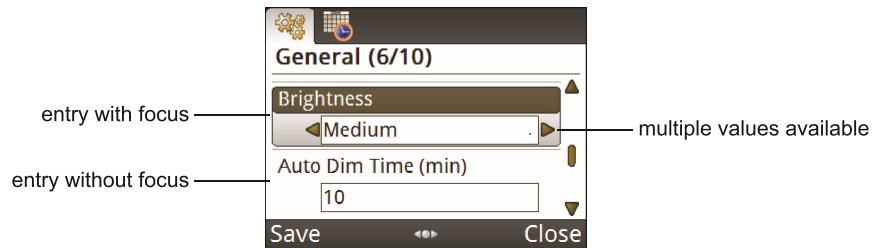


- Press the arrow keys on your keyboard to highlight the character that you want to use, then press **Enter** key to insert.
- Repeat as required.

Selecting a value from a list

When you select an entry that has a list of values, either by selecting an icon or using the ▲ and ▼ navigation keys, the field is highlighted to show that it can be edited, and ◀▶ indicators appear on one or both sides of the field to show that multiple values are available.

Figure 35: List of entries, with and without focus



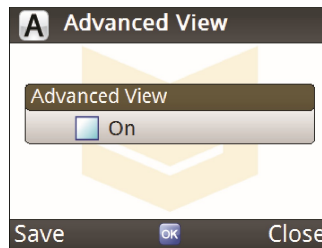
To select a value from a list:

- Navigate to an entry in which you can select a value.
- Press ◀ or ▶ to select the value that you want to use.
- Press ▼ to move to the next entry.

Selecting/deselecting a check box

There are some entries in the menu structure that require you to enable or disable a particular feature via a check box.

Figure 36: Entry with a check box



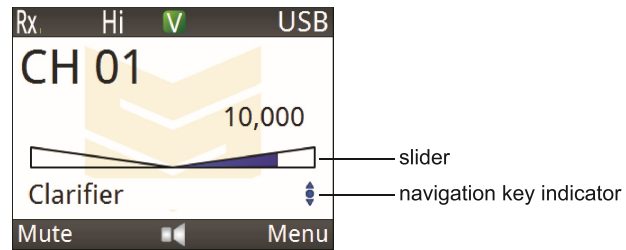
To select or deselect a check box:

- Highlight the entry.
- Press **OK** to toggle the check box as selected or deselected.
When the check box is selected, the item is enabled. When the check box is clear, the item is disabled.
- Press **↵** (**Save**) to save the information.

Moving a slider

Some values in the user interface of the control point are represented by a slider.

Figure 37: A slider value








To move a slider:

- Press any of the navigation keys suggested in the navigation key indicator to adjust the slider.

Changing the order of items in a list

In some areas of the user interface of the control point, you are able to change the order in which items appear in a list, which impacts how the item is viewed, or when each item may be used.

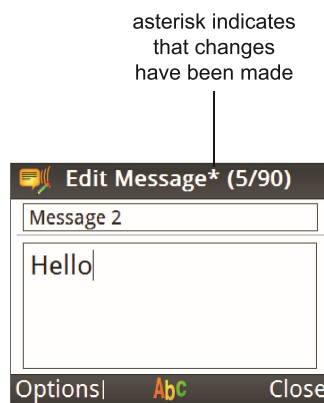
To change the order of items in a list:

- Highlight the item that you want to move.
- Press  (**Options**), scroll to **Move**, then press  (**Select**).
- Press  or  to move the item to the new position in the list, then press  (**Place**).






Saving your changes

When information in an item has been changed, either by editing existing text or selecting a different value from a list, an asterisk is added to the title of the screen.

Figure 38: Screen that has changes to be saved



To save changes:

- Do *one* of the following:
 - Press  (**Save**).
 - Press , scroll to **Save**, then press  (**Select**).
- If you do not want to save the changes, do *one* of the following:
 - Press  (**Close**), then press  (**Yes**) to discard the changes.
 - Press PTT to exit to the channel/scanning screen without saving changes.

B

Structure of information

This section contains the following topics:

- [*Structure of user information on page 156*](#)
- [*Structure of contact and call information on page 158*](#)

Structure of user information

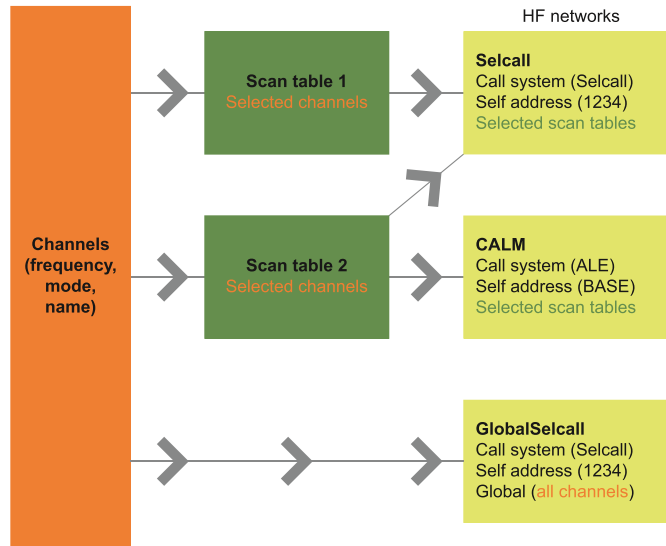
Information in the Sentry-H transceiver is stored like blocks in a building. Basic blocks are populated with information first, then these blocks, along with different blocks, are assembled into larger blocks. Ultimately, one of the top-level blocks is used to make a call.

The most basic block is a frequency. A frequency is combined with a mode, say USB or LSB, and a name to become a channel. Channels may be grouped into scan tables. Scan tables may be allocated to HF networks. An HF network defines the call system by which a call is made and the self address of the transceiver.

Further blocks may be assembled for the convenience of the user. A contact stores information on the typical calls that can be made to a person or organisation. Each call is defined by the HF network and the call type.

How these blocks are assembled is up to the system administrator. There is, of course, finer detail that needs to be included, however, the basic structure of information in the transceiver is shown in [Figure 39](#).

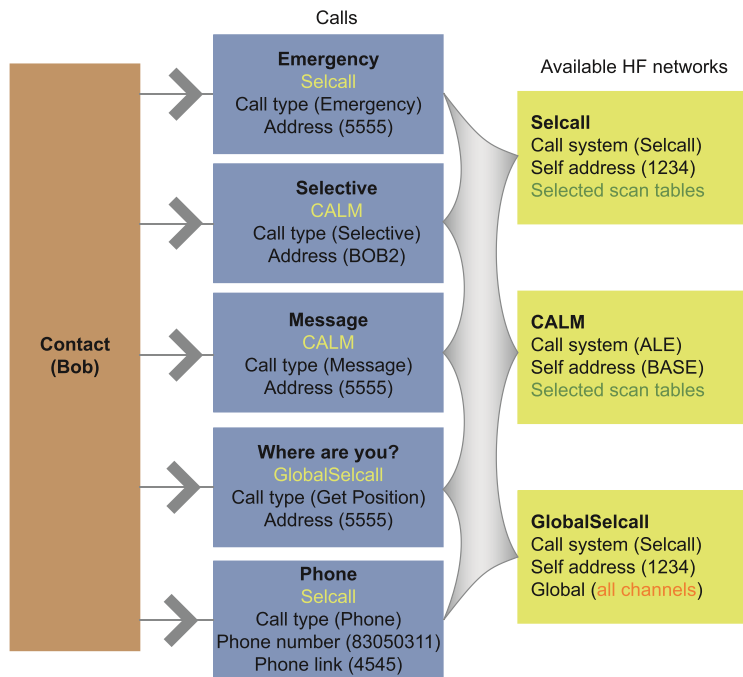
Figure 39: Basic structure of information in the Sentry-H transceiver



Structure of contact and call information

A contact holds information on calls that you make to a particular person or organisation. You may have several methods of calling the same contact. Each method that you use is bundled into a call for that contact. The basic building blocks that you require to define a call to a contact is the HF network that will be used, the type of call that you want to make, and the address or telephone number at which the person or organisation will answer the call. The basic structure of call information in a contact is shown in [Figure 40](#).

Figure 40: Structure of call information for a contact in the Sentry-H transceiver



C

Installing the transceiver

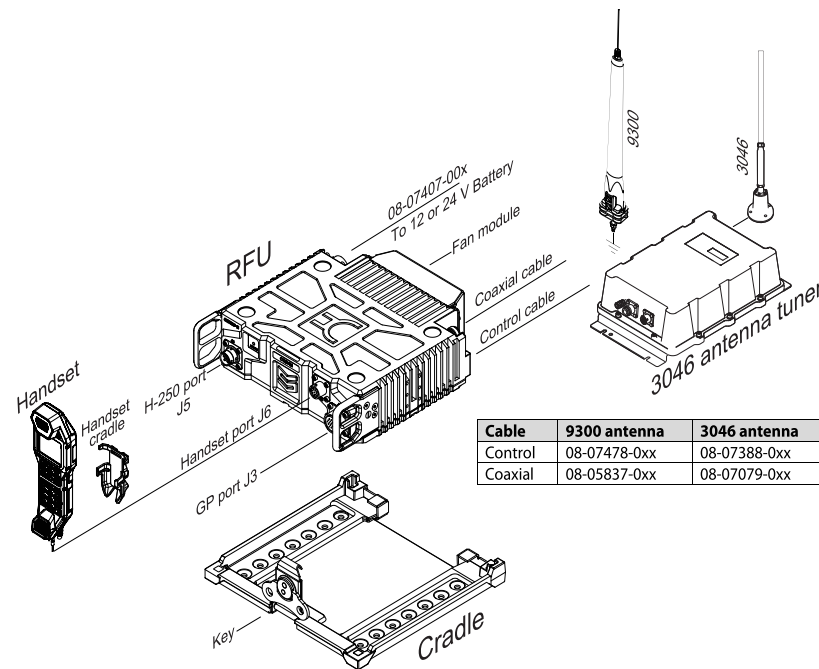
This section contains the following topics:

- [Overview of mobile stations on page 160](#)
- [Overview of fixed stations on page 166](#)

Overview of mobile stations

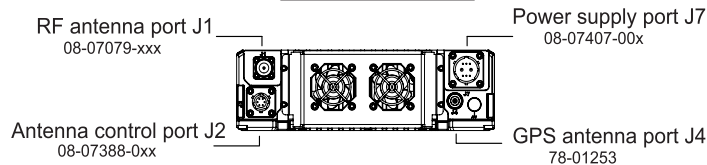
A mobile station typically consists of an RF Unit, a handset, a 12 V or 24 V DC power supply or battery, an antenna, control and accessory devices, ancillary equipment, and appropriate connecting cables. The antenna is connected to the transceiver by coaxial cable. An automatic tuning antenna also requires a control cable connected to the transceiver.

Figure 41: Typical mobile station



Cable	9300 antenna	3046 antenna
Control	08-07478-0xx	08-07388-0xx
Coaxial	08-05837-0xx	08-07079-0xx

RFU Back View



NOTE: A range of ancillary equipment may be connected to the Sentry-H transceiver using the GP port connectors at the front of the RF Unit.

NOTE: For DV, data or other high duty cycle wave forms, it is recommended to use the fan module (Codan part number 15-10619) with the 2310 RF Unit.

Cables in a mobile station

Table 8: Cables for a typical mobile Sentry-H station

Cable	Symbol	Part number
GPS antenna		78-01253
Coaxial cable between RFU and antenna	‡	08-07079-0xx
Control cable between RFU and antenna	⌘	08-07388-0xx
DC power supply cable		08-07407-00x

NOTE: Cables 08-07388-0xx and 08-07079-0xx are available in a number lengths.

Mounting a mobile Sentry-H station

Most components of a mobile Sentry-H station are provided with their own mounting cradles. For general guidance on suitable locations for equipment and installing these stations see the reference material on the enclosed CD.

Mounting the handset cradle

To mount the handset cradle:

- Mount the handset according to the fitting instructions (Codan part number 15-60044-001) provided with the handset cradle.

Mounting the RFU

CAUTION: If you are transferring a fixed station to a mobile station and you have attached rubber feet to the bottom of the RFU, you must remove the rubber feet before installing it into the mounting cradle.

To mount the RFU:

- Secure the mounting cradle to the surface with at least four screws, one in each corner of the cradle.
NOTE: Ensure there is sufficient space at the rear of the cradle to clear the RFU heatsink.
- If the key is locked to the base of the cradle, flip the key away from the base until it can be rotated (see [Figure 41](#)), then rotate the key in a counter clockwise direction.
- Place the RFU into the cradle and push it under the tabs at the rear of the cradle, then hold the clamp against the front of the RFU.
- Rotate the key clockwise, then push the key toward the base of the cradle to lock the RFU into position.

Connecting a mobile Sentry-H station

NOTE: A typical mobile station is shown in [Figure 41](#).

To connect a mobile station:

- Connect the plug of the handset cable to the RFU Handset port, then secure the locking ring tightly into position.
- Connect the plug at the end of the Y cable (Codan part number 08-07079-0xx) to the socket at the end of the Y cable lead from the RFU, then secure the locking ring tightly into position.
- Connect the plug at the opposite end of the Y cable (Codan part number 08-07079-0xx) to the socket located at the base