

⑧ " . "

Tone frequency decimal point  
Indicates the decimal point of a tone frequency (Hz). When in DTMF calling mode, flashes to indicate the DTMF squelch is closed.

⑨ KL

Appears when the key lock function is activated.

⑩ □□

Flashes when the tone squelch or DTMF squelch is closed.

⑪ C

Appears when 3-digit codes are set in the DTMF pager mode (code squelch).

⑫ A

Appears in the DTMF pager mode, when the 7-digit auto-answer function is ON.

⑬ D

Appears when 7-digit codes are set in the DTMF pager mode.

⑭ ON AIR

Appears during transmit.

⑮ (frequency)

Indicates the transmit/receive frequency or tone frequency.

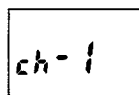
**NOTE:** Display mode

This transceiver displays in one of the following modes set by your dealer.

1. Transmit/receive frequency mode

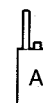


2. Memory channel number mode

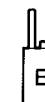
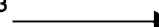


**Table 1 7-digit pager format**

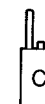
example:



transceiver's own code 123  
separating character E  
condition code 756



transceiver's own code 534  
separating character E



transceiver's own code 538  
separating character E

< Individual call > To transceiver B only

	Key entry	Transmitted code
Transmitting without self identification/own code	5 3 4 # * Note 1	5 3 4 E B B B Note 3
Transmitting a key input code (arbitrary)	5 3 4 # 9 9 9 * Note 2	5 3 4 E 9 9 9
Transmitting the transceiver's own code	5 3 4 # # 1 *	5 3 4 E 1 2 3
Transmitting the condition code	5 3 4 # # 2 *	5 3 4 E 7 5 6

**NOTE 1:** The 4th digit must be the # key; this will transmit the pre-programmed separation character.

**NOTE 2:** Arbitrary 3-digit numeral code, for example 999.

**NOTE 3:** "BBB" is used as transceiver A's own dummy code: This paging allows the simplest key entries to page the other party.

< group call > To call transceivers B and C but no others.

	Key entry	Transmitted code
Transmitting without self identification/own code	5 3 A # *	5 3 A E B B B
Transmitting a key input code (arbitrary)	5 3 A # 7 5 1 *	5 3 A E 7 5 1
Transmitting the transceiver's own code	5 3 A # # 1 *	5 3 A E 1 2 3
Transmitting the condition code	5 3 A # # 2 *	5 3 A E 7 5 6