



INTRODUCTION TO DIGITAL MOBILE RADIO



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by
John 'Miklor' K3NXU

Agenda

The areas covered here will be:

- Brief History
- Audio Quality Difference
- Spectrum Efficiency
- The Local and Worldwide Network
- Repeaters vs. Hotspots
- Code Plugs Basics

Brief History

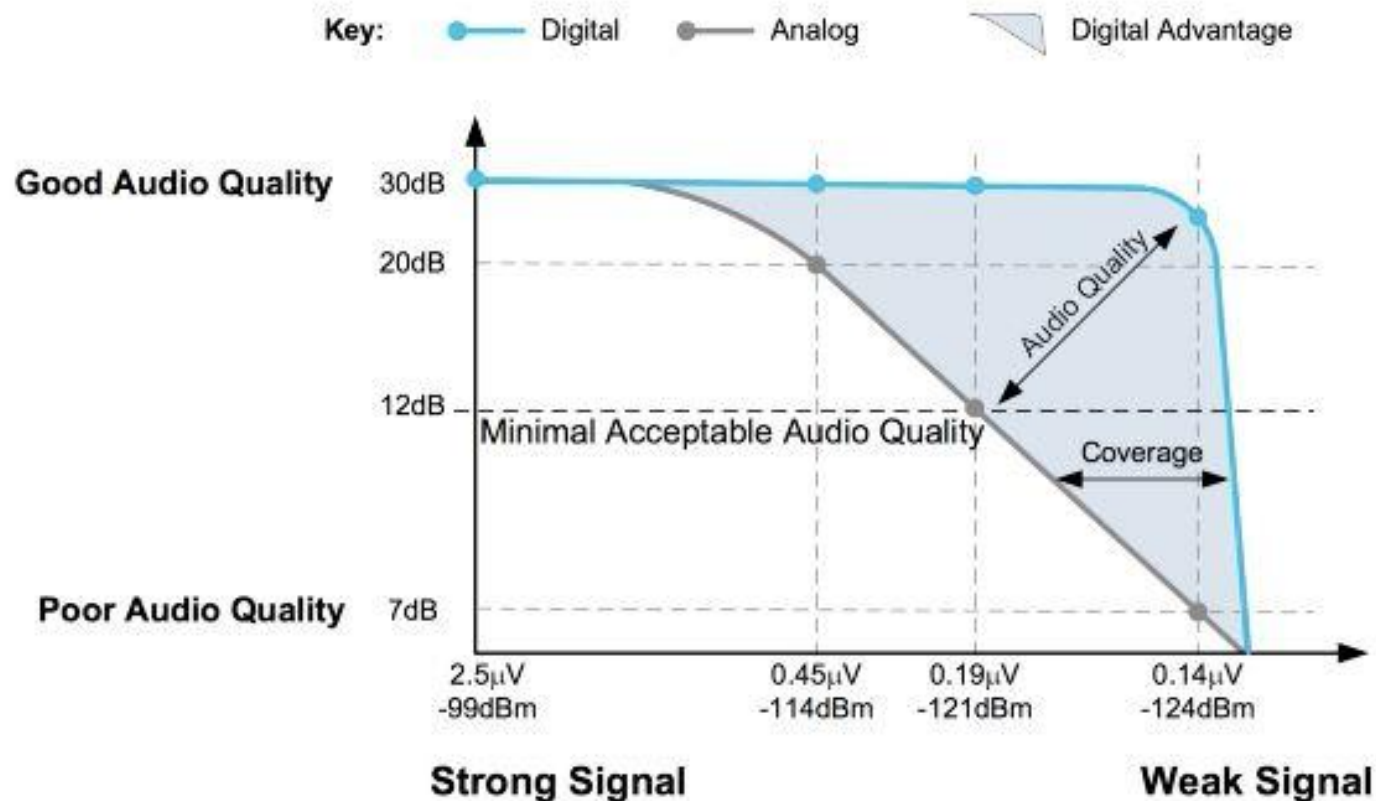
DMR was developed in Europe by ETSI, European Telecomm Standards Institute and was adopted as Commercial Standard 20 years ago.

Initially, Commercial Business Equipment was the only source of DMR handhelds and mobiles. Although their quality, durability and software is unsurpassed, it comes at a high price.

In 2016, several vendors entered the Ham Radio DMR market. These radios are a bit more affordable and vary in quality and features but were designed to be more Ham Friendly.

Audio Quality Digital vs Analog

Where an analog signal will lose quality and readability as the signal strength is decreased, a digitally processed signal will remain clear until the signal is lost.



Spectrum Efficiency is 4:1

Where the bandwidth of an Analog FM signal is 25.0 kHz, the DMR (TDMA) bandwidth is only 12.5 kHz.

Not only does it occupy half of the required spectrum, but DMR can transmit two separate conversations at the *same time*. This is accomplished by digitally splitting a transmitted signal into alternating 30 millisecond slices called **Time Slots**.

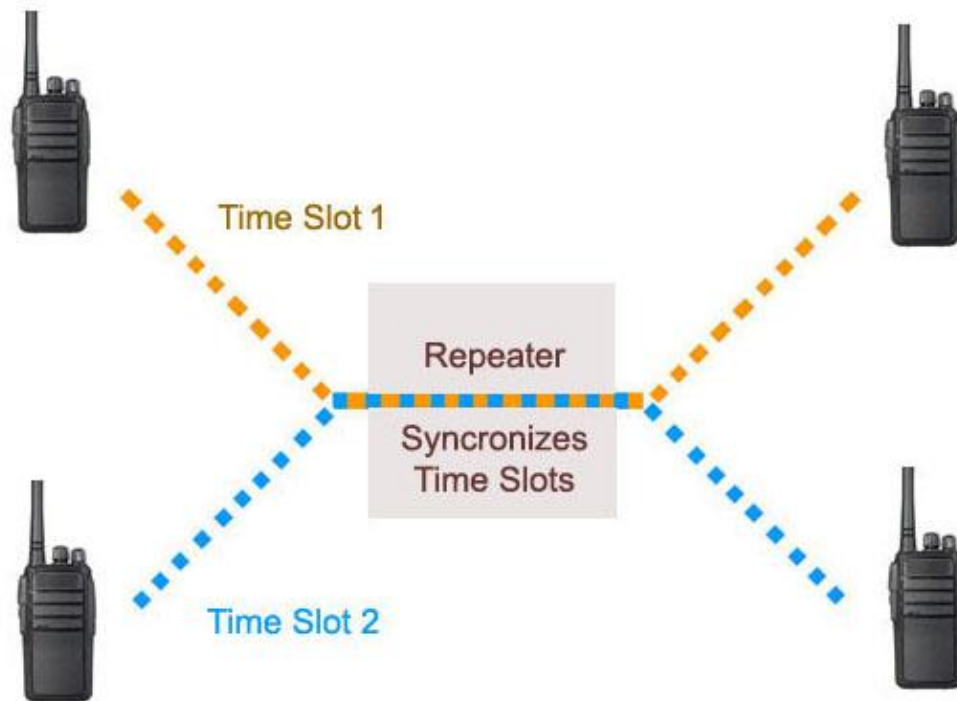


TDMA = Time-Division Multiple Access

Reference: Tier II TDMA is the Commercial & Ham Standard

Spectrum Efficiency 30ms Time “Slices”

The repeater interweaves the incoming signals based on the Time Slot requested.



Time Slots

Much like a Duplex House, two totally separate families can reside in one structure.

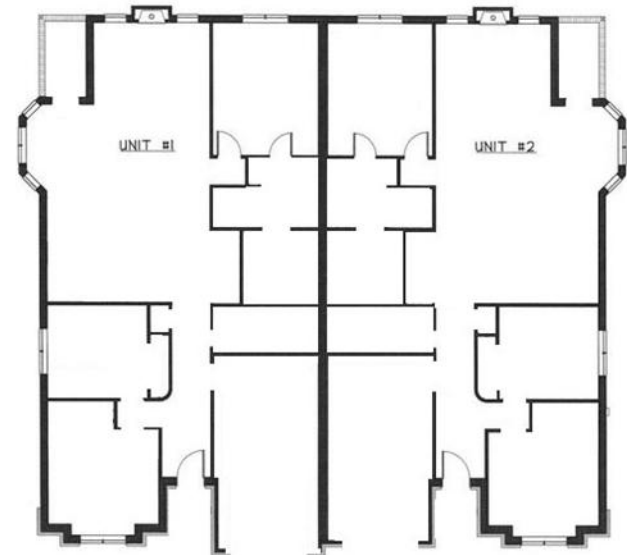
These divisions are referred to as Time Slots.



TS1

TS2

Each house has its own set of rooms.
These are referred to as Talk Groups.



Talk Groups

There are currently over 1200 Talk Groups, ranging from:

- Local Repeater Only
- Local/Network Repeaters
- Statewide Groups
- Regional Groups
- Country Specific Groups
- Worldwide Groups
- Specialty Groups

Some of the specialty Groups include:

- Public Safety
- Outdoor Adventure
- JOTA (Scouting)
- EmComm

Talk Groups

Not all repeaters carry all Talk Groups (TG) depending on their network connection. The repeater's owner assigns the TG and TS structure most beneficial for your area. This is to permit the most activity with the least amount of interference.

A typical configuration might be:

		<u>TG</u>	<u>Time Slot</u>
• Local 2	Local Cluster of Repeaters	2	2
• Local 9	Local Repeater Only	9	2
• TAC 310, 311	Secondary Chat Groups	310, 311	2
• Nationwide	National Calling Channel	3100	1
• PA State	PA Statewide	3142	1
• MD State	MD Statewide	3124	1
• NE Reg'l	Northeast Regional	3172	1

Full Time vs Part Time

A Full Time (FT) group is one that is always available for monitoring. If the TG becomes active, you will hear the traffic immediately. These are normally Local and State groups.

A Push-to-Talk is one that requires activation and will only stay open for a predefined amount of time. These would be your high traffic groups, such as Nationwide, Worldwide, etc. To activate these groups, a quick press of the PTT is required. The TG will remain active for a given amount of time after your last PTT. It will then release the TS for other potential users. Only one TG can be open at a time for each TS.

		<u>TG</u>	<u>Time Slot</u>	
• Local 2	Local Cluster of Repeaters	2	2	FT
• Local 9	Local Repeater Only	9	2	FT
• TAC 310, 311	Secondary Chat Groups	310, 311	2	PTT (5 min)
• Nationwide	National Calling Channel	3100	1	PTT (5 min)
• PA State	PA Statewide	3142	1	FT
• MD State	MD State	3124	1	PTT (15 min)

Local / Worldwide Network

An example of a repeater is shown here. By itself, it can cover a local area well. When connected to a DMR network server, it can provide global access.



Push-to-Talk: Analog vs Digital

Because of the number of TGs that are assigned, it's very possible someone might be using a TG other than the one you are listening to. If this occurs, your signal could interfere with theirs. This is avoided by the way DMR handles the PTT function.

With analog, pressing the PTT button keys the transmitter and you're ready to go. Not so on DMR. When the PTT is pressed, a signal is sent to the repeater which checks to see if the Time Slot is available. If it is, a data stream is sent back to the radio giving you the All Clear, sometimes generating a beep tone. This occurs in just under a second.

Other indicators that the TG is in use is a light on the handheld. If lit, the time slot is in use.

Two Main Networks



You will hear reference to two DMR networks. One is the MARC network, the other is Brandmeister. The DMR-MARC network was developed many years ago by the Motorola Amateur Radio Club and has served as the benchmark for DMR repeaters.

Years later, the Brandmeister network was developed in Europe. Although their roots are totally different, they are much like two pine trees planted side by side. As time evolves, more of the talk groups are becoming common to both.

Some examples are shown on the next page.



Network Activity



TAC 310, 311, 312	<--->	310, 311, 312
313 > 319	x	313 > 319
State Groups	<--->	State Groups
Regional Groups	x	n/a
Nationwide 3100	<--->	Nationwide 3100

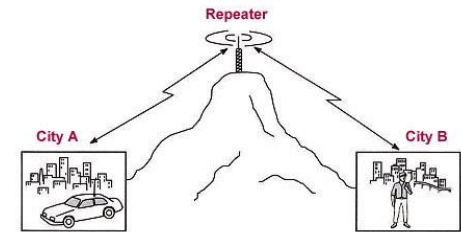
Some examples of TG sharing are shown above.

There are 10 'TAC' channels. While TAC 310, 311 and 312 are common to both networks, 313-319 are not.

US State Groups are common to both networks, where Regional Groups are not.

Repeater vs. Hotspot

There are two main pieces of equipment used to access the DMR network. One is a repeater which is normally located at a high elevation with wide area coverage. The repeater is then linked to an internet connection allowing it to access the DMR network.



The other is known as a hot spot. These were developed for short range access to the network when there is no repeater available. It is not a repeater, but rather a low power device that receives a digital signal and passes it to the DMR network via the internet.



Activity Levels

This varies by Talk Group. Local groups usually carry the lowest level of activity, where State and Regional activity is a bit heavier.

The bulk of the activity can be found on the National and World Wide TGs

		<u>TG</u>	<u>Activity</u>
• Local 2	Local Cluster of Repeaters	2	Low
• Local 9	Main Repeater Only	9	Low
• PA State	PA Statewide Talkgroup	3142	Med
• MD State	MD Statewide Talkgroup	3124	Med
• NE Reg'l	Northeast Regional Talkgroup	3172	Med
• Mid Atlantic	Mid Atlantic Talkgroup	3173	Med
• TAC	Chat Talkgroup	313-319	Med
• Nationwide	National Calling Talkgroup	3100	High

Repeater Operating Notes

- **3 second pause before PTT**

This allows for the network latency as well as a courtesy pause for those wanting to enter the conversation.

- **1 second pause after PTT**

This is required for your radio to sync with the repeater and network

- **Time Slot in use**

This is usually shown by an indicator light or a time slot busy tone on your radio.

- **Talk Group in use**

You may not immediately hear an active Talk Group. When switching to a different TG, your radio may need to sync to a conversation already in progress.

Repeater Operating Notes

- **Avoid Calling CQ**

This is not HF. There is no DX, WAS, etc.

Simply announce your call sign and the talk group. This will allow someone who is scanning to identify your talk group so they can answer your call.

- **Avoid long QSOs on wide area talk groups**

If you are on a Nationwide or Worldwide talk group, you may want to move to a less active TAC or Statewide channel to free up the channel for others.

Dashboards

A Dashboard is a way to monitor activity using a computer or mobile device.

A very popular method is the Brandmeister Dashboard - <https://brandmeister.network/>

- Brandmeister allows you to see the network activity Real Time using its Hoseline page. The data shown is the station name, location and callsign, as well as the TG, source and time.
- This can be accessed at <https://hose.brandmeister.network/>

Code Plug (CP)

Don't let the name scare you. A Code Plug (CP) is nothing more than the data file that is loaded to your DMR radio that sets the operating parameters. (Frequency, power, etc.)

You will also see reference to the CPS. This is simply the Code Plug Software.

Code plugs consist of 3 main parts

- (1) Contact List (the Talk Groups to be assigned)
- (2) Channel Information
- (3) Zones (Channel groups or clusters)

Let take a look at the three pieces and how they tie together.

Code Plug – The Contact List

Before you start the trip, you need to know where you want to go. This is done by creating a Contact List. This is where the desired Talk Group information can be found.

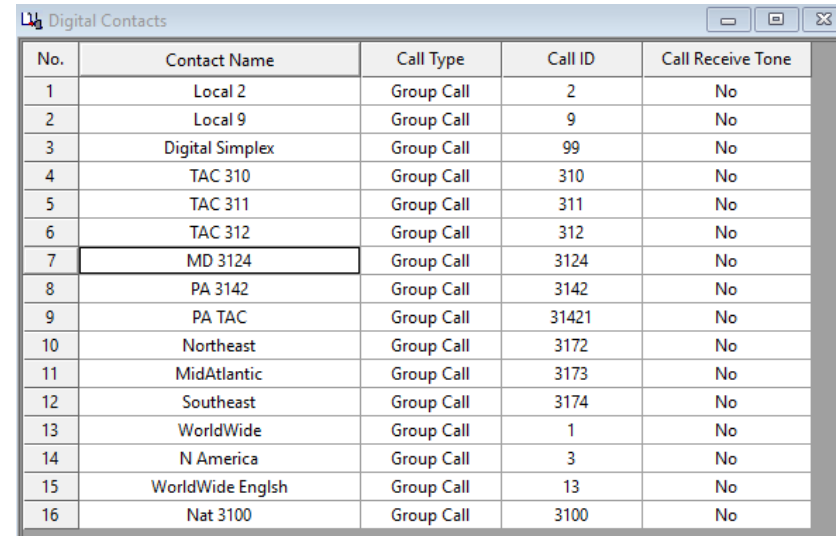
There are 2 main elements.

- Talk Group Name

Names you create for the desired DMR groups.

- Talk Group Number

This is the number assigned to each specific group.



The screenshot shows a window titled "Digital Contacts" with a table containing 16 rows of contact information. The table has five columns: No., Contact Name, Call Type, Call ID, and Call Receive Tone. The data is as follows:

No.	Contact Name	Call Type	Call ID	Call Receive Tone
1	Local 2	Group Call	2	No
2	Local 9	Group Call	9	No
3	Digital Simplex	Group Call	99	No
4	TAC 310	Group Call	310	No
5	TAC 311	Group Call	311	No
6	TAC 312	Group Call	312	No
7	MD 3124	Group Call	3124	No
8	PA 3142	Group Call	3142	No
9	PA TAC	Group Call	31421	No
10	Northeast	Group Call	3172	No
11	MidAtlantic	Group Call	3173	No
12	Southeast	Group Call	3174	No
13	WorldWide	Group Call	1	No
14	N America	Group Call	3	No
15	WorldWide English	Group Call	13	No
16	Nat 3100	Group Call	3100	No

The Call Type will always be “Group Call”

Code Plug – The Contact List

Digital Contacts				
No.	Contact Name	Call Type	Call ID	Call Receive Tone
1	Local 2	Group Call	2	No
2	Local 9	Group Call	9	No
3	Digital Simplex	Group Call	99	No
4	TAC 310	Group Call	310	No
5	TAC 311	Group Call	311	No
6	TAC 312	Group Call	312	No
7	MD 3124	Group Call	3124	No
8	PA 3142	Group Call	3142	No
9	PA TAC	Group Call	31421	No
10	Northeast	Group Call	3172	No
11	MidAtlantic	Group Call	3173	No
12	Southeast	Group Call	3174	No
13	WorldWide	Group Call	1	No
14	N America	Group Call	3	No
15	WorldWide English	Group Call	13	No
16	Nat 3100	Group Call	3100	No

Code Plug – The Channel Information

This looks more complex than it actually is

Mode	Digital
Frequency	The repeater's Rx / Tx frequency
Color Code	1 (The digital equivalent of CTCSS, normally 1)
Bandwidth	12.5 kHz
Time Slot	1 or 2 (Whatever is assigned to that TG)
Tx Contact	Talk Group selected from the Contact List
Rx Contact	<u>"None"</u> will default to the Tx Contact
Power	High or Low
Tx Criteria	"Channel Free", Color Code, Always
Scan List	Optional

Code Plug – Channel Creation Hints

- A separate channel needs to be created for every TG desired.
- Not all repeaters carry every TG (over 1200 possibilities).
This is at the discretion of the repeater owner.
- Start your initial channel list with only 5-10 channels.
Until you become comfortable with code plugs, start small.
It's much easier to correct 5 channels than 150.
- There is no Master CP.
It's recommended to start with reviewing a [Sample CP](#).
From there you can get a feel for how one is assembled.

Code Plug – The Channel Information

Channels Information

Digital/Analog Data

Channel Mode	Digital	Channel Name	S Local 2
Band Width	12.5kHz	RX Frequency(MHz)	449.72500
Scan List	None	TX Frequency(MHz)	444.72500
Squelch	Normal	Admit Criteria	Always
RX Ref Frequency	Medium	Auto Scan	<input type="checkbox"/>
TX Ref Frequency	Medium	Rx Only	<input type="checkbox"/>
TOT[s]	180	Lone Worker	<input type="checkbox"/>
TOT Rekey Delay[s]	0	VOX	<input type="checkbox"/>
Power	High	Allow Talkaround	<input type="checkbox"/>

Digital Data

Private Call Confirmed	<input type="checkbox"/>
Emergency Alarm Ack	<input type="checkbox"/>
Data Call Confirmed	<input type="checkbox"/>
Compressed UDP Data Header	<input type="checkbox"/>
Emergency System	None
Contact Name	Local 2
Group List	None
Color Code	1
Repeater Slot	2
Privacy	None
Privacy No.	1
In Call Criteria	Always

Code Plug – The Zone

This is where you assign your favorite channels to a cluster or channel bank.

They can be grouped by:

- Repeater
- Location
- Activity
- Analog Repeaters
- Simplex
- etc.

You can mix and match. The choice is yours.

Code Plug – The Zone

Zone Information

Zone Name: Shrews

Available Channel

- S New York
- S Virginia
- S TAC 1
- S W Wide
- S W/W Engl
- S NE Regl
- S Mid Atlan
- Key -----
- K Local 2
- K Local 8
- K Local 9
- K TAC 310
- K TAC 311
- K TAC 312
- K Nat 3100
- Key PA State
- K Delaware
- K Wash DC
- K Maryland
- K New York
- K Virginia
- K TAC 1
- K W Wide

Channel Member

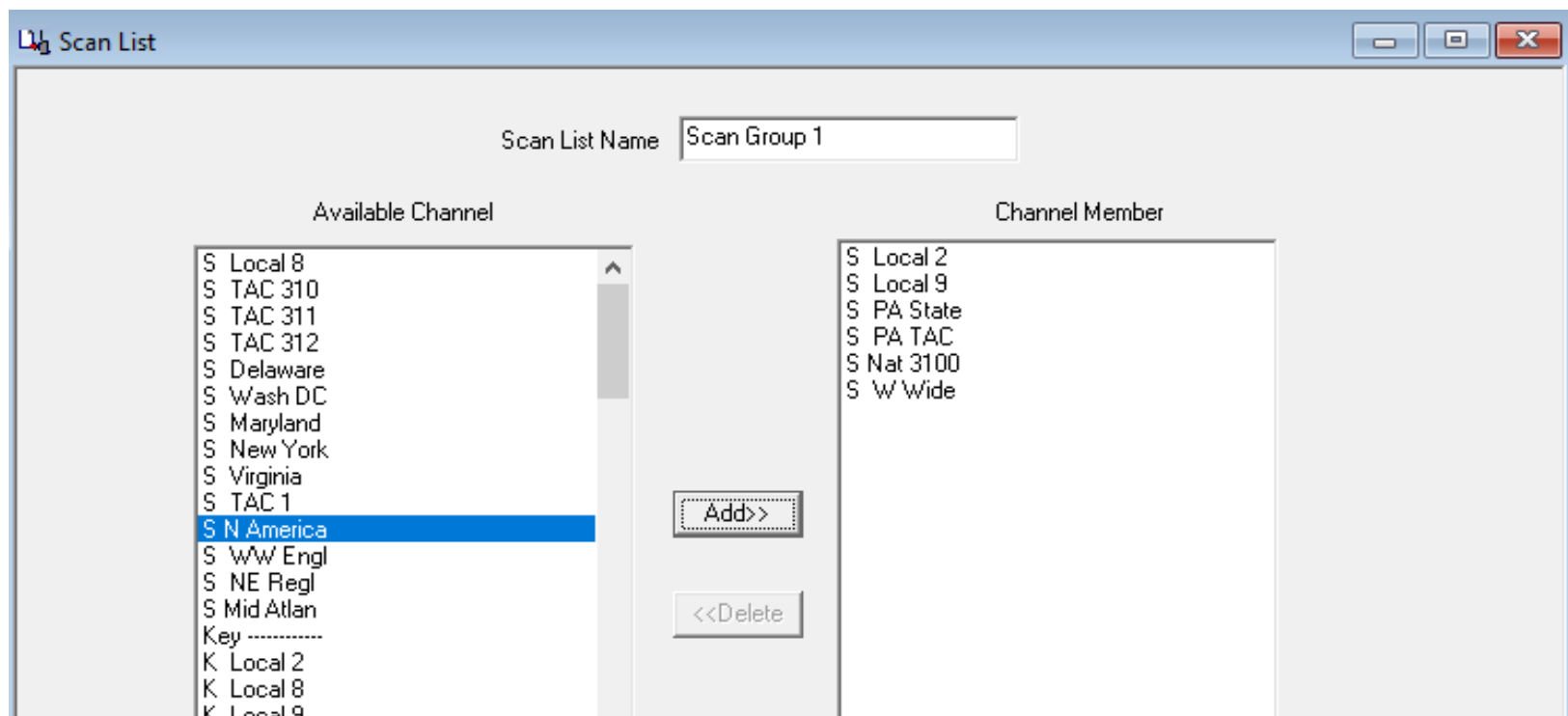
- S Local 2
- S PA TAC
- S Nat 3100
- S Local 8
- S Local 9
- S TAC 310
- S TAC 311
- S TAC 312
- S PA State
- S Delaware
- S Wash DC
- S Maryland
- S N America
- 446.075 Dig
- 446.500 Dig
- S Parrot

Add>>

<<Delete

Code Plug – The Scan List

After the channels are set up, consider using Scan Lists. This is where you create a group of channels that you would like to Scan when selected. Give the Scan List a name describing the included channels. The list can now be assigned to one or more channels.



Code Plug – The Scan List

You can now assign this list to a channel in the drop down labeled Scan List. When that channel is selected, using the programmable key assigned to Scan will start the scanning function for the specified group.

The screenshot shows the 'Channels Information' dialog box with the following settings:

Digital/Analog Data		Digital Data	
Channel Mode	Digital	Channel Name	S Local 2
Band Width	12.5kHz	RX Frequency(MHz)	449.72500
Scan List	None	TX Frequency(MHz)	444.72500
Squelch	Normal	Admit Criteria	Always
RX Ref Frequency	Medium	Auto Scan	<input type="checkbox"/>
TX Ref Frequency	Medium	Rx Only	<input type="checkbox"/>
TOT[s]	180	Lone Worker	<input type="checkbox"/>
TOT Rekey Delay[s]	0	VOX	<input type="checkbox"/>
Power	High	Allow Talkaround	<input type="checkbox"/>
		Private Call Confirmed	<input type="checkbox"/>
		Emergency Alarm Ack	<input type="checkbox"/>
		Data Call Confirmed	<input type="checkbox"/>
		Compressed UDP Data Header	<input type="checkbox"/>
		Emergency System	None
		Contact Name	Local 2
		Group List	None
		Color Code	1
		Repeater Slot	2
		Privacy	None
		Privacy No.	1
		In Call Criteria	Always

Summary

- First and foremost, never forget that this is a hobby.
- Individuals have invested many hours and dollars in support of this network. Repeaters, servers and networks require maintenance. Support your local club whenever possible.
- If a network or online software develops a temporary issue, be patient. These volunteers have families and jobs which is their first priority.
- Take the time to say Thank You.

Conclusion

- I hope I was able to answer a few of your entry level questions. The purpose of this presentation was to help you feel a bit more comfortable with some of the basics and terminology used in the DMR world.
- Don't expect to become a master at this in a few days. Experiment by creating your own code plugs. Have fun and I'll see you on DMR.

John 'Miklor'
K3NXU

Miklor.com/DMR

[Support Miklor](#)

Suggested Links

- [Register at Radioid.net for a DMR ID](http://Radioid.net)
- [Miklor Website – DMR Section](#)
- [DMR for Dummies](#)
- [Repeater Book](#)

Amateur Radio Guide to Digital Mobile Radio (DMR)



By
John S. Burningham, W2XAB
February 2015