

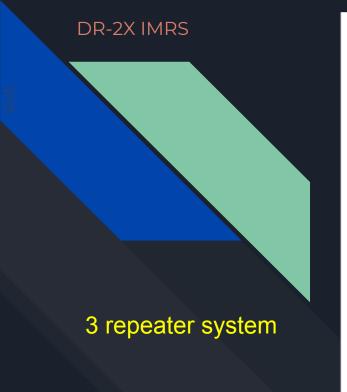
## DR-2X IMRS For Dummies

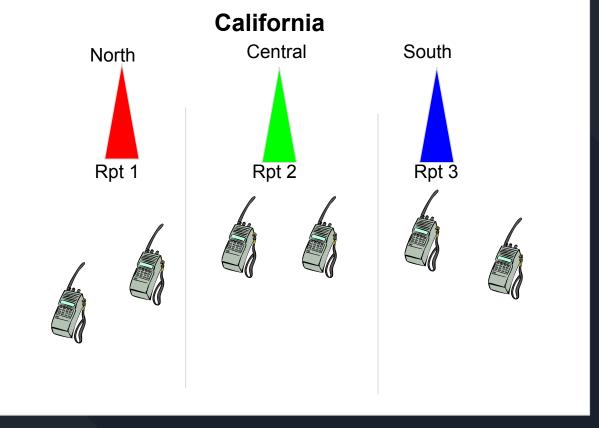
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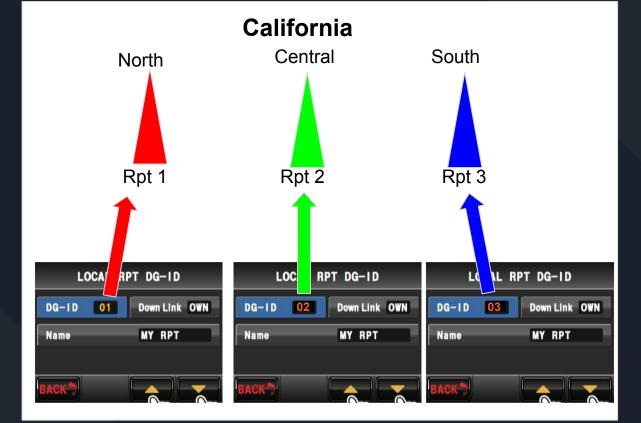
# Example of 3 DR-2X Repeaters with 5 Groups





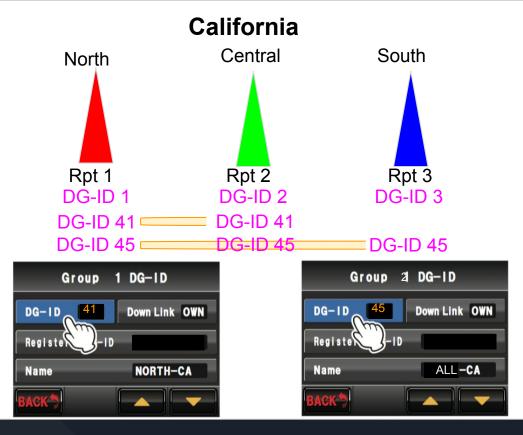
Program your repeaters with DG-ID numbers. (Plan with others on what numbers will be used in your group) Do not duplicate.

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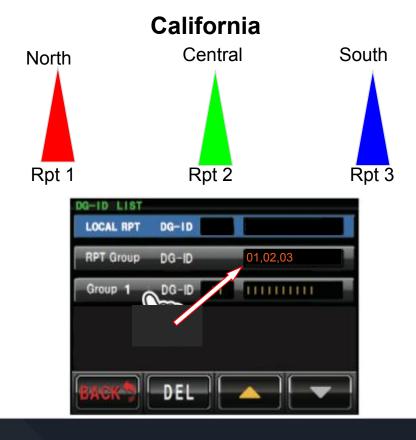


Presently, you do not need to enter anything into Registered DG-ID, but you <u>DO</u> need to put in a name. (Repeater 3 didn't program #41)

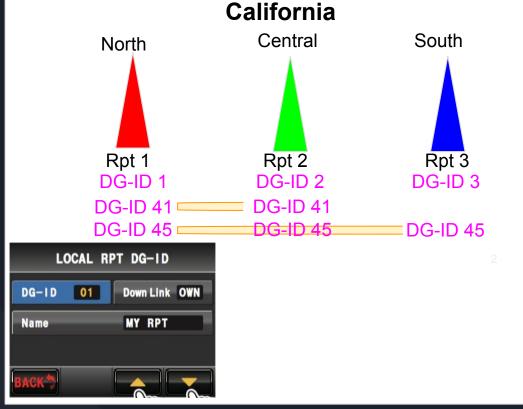


{ The Name does not have to match other repeaters}

ALL Repeaters: Enter into the RPT Group listing, all of the repeater DG-ID numbers. \*\* Yaesu instructions also have you include your <u>Group</u> DG-ID numbers (41,45), but currently it seems to work without them. \*\*



Go back in the MENU to your Local RPT DG-ID and touch the letters DG-ID to the left of your ID number (Here it's 01) The background color should turn BLUE.



{Setting your LOCAL RPT ID as DEFAULT}

Example for owner of Repeater # 3: He only puts his IP info into the SETTINGS button in the PC software. (not shown) Click on Buttons 001 and 002 to enter IP addresses of the other 2 repeaters. (He leaves his repeater button 003 BLANK)

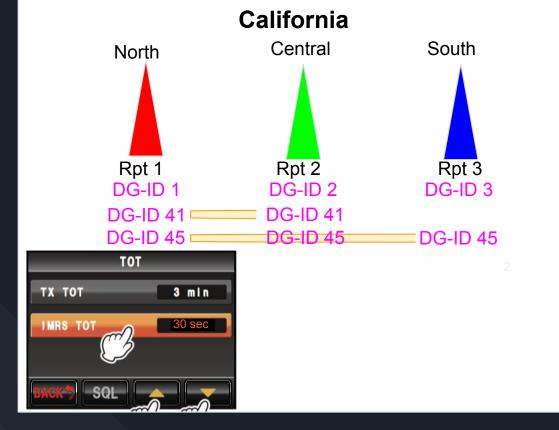
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## California Central South North Rpt 1 Rpt 2 Rpt 3 Destination Repeater's BLANK WA6NVL/RPT WA6YVX/RPT E 003 □ 004 **₩** 001 ₩ 002

### Enter other repeaters IP numbers in software.

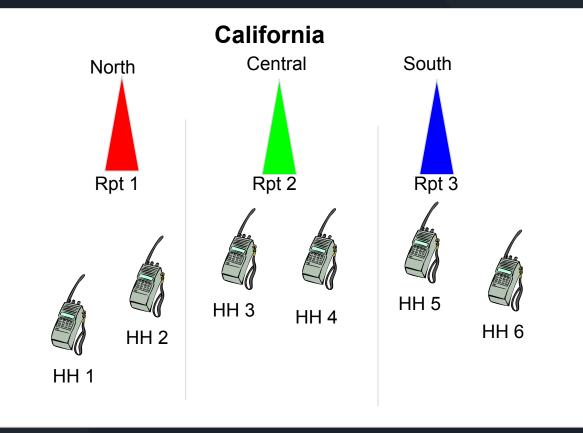


In the REPEATER TIMER menu, go to TOT (Time Out Timer) and select IMRS. Set to 30 sec or more.

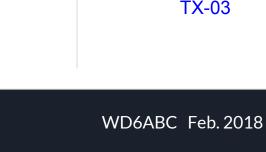


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HH 1 and HH 2 select DGID TX-01 in their radios. When they transmit, Rpt 1 works like a normal repeater.



HH 4

TX-02



South

California

North

Rpt 1

HH 2

**TX-01** 

HH<sub>1</sub>

TX-01

Central

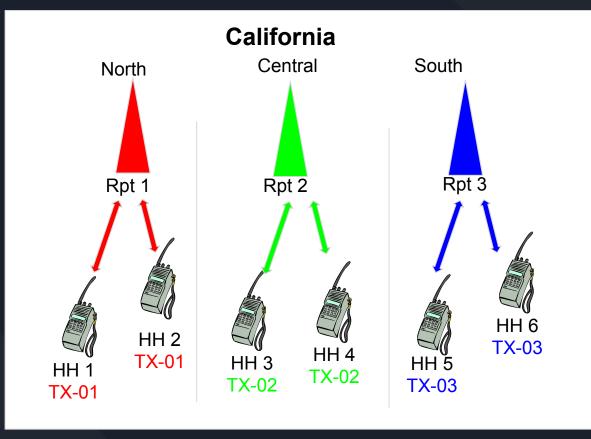
Rpt 2

HH 3

TX-02

HH 3 and HH 4 select DGID TX-02 in their radios. When they transmit, Rpt 2 works like a normal repeater. HH 5 and HH 6 use TX-03 and talk to each other on Rpt 3.

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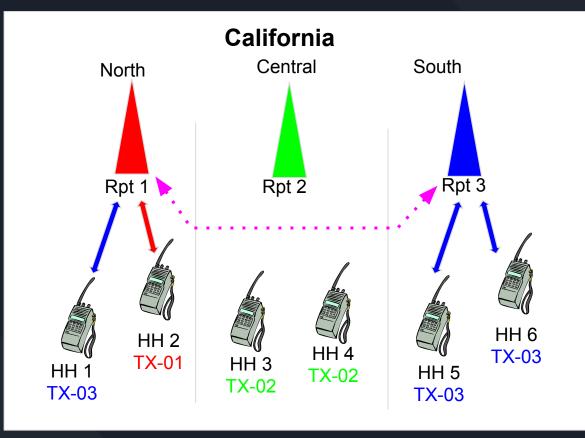


{ When you set your radio to your Local Repeater number, TOT doesn't start }

If HH 1 selects DG-ID TX-03 and transmits, Rpt 1 will still repeat, but also goes over the network to key up Rpt 3. As long as HH 5 & 6 have DG-ID set to RX-OO, they

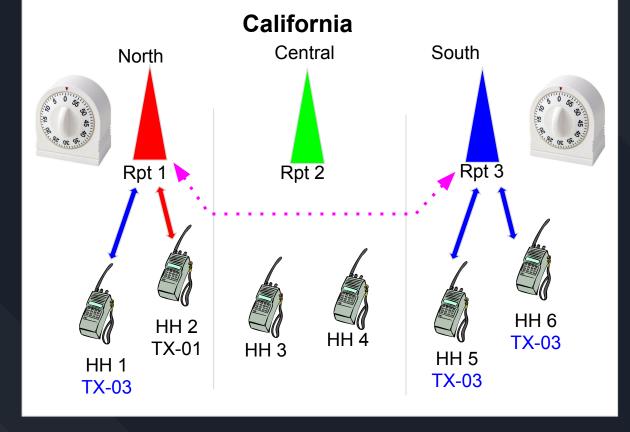
can hear HH 1.

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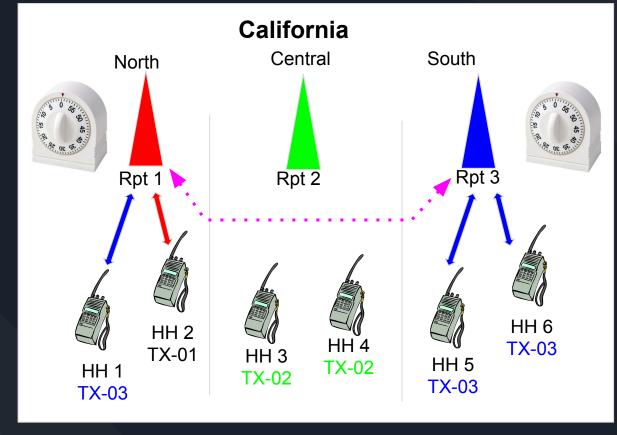
{ RX-00 is like Squelch operated receiver (i.e. no PL decode) }

Because Rpt 1 was set as a Default, and HH 1 selected something different, the TOT will start. The repeater will transmit a Single Beep (TOT started)



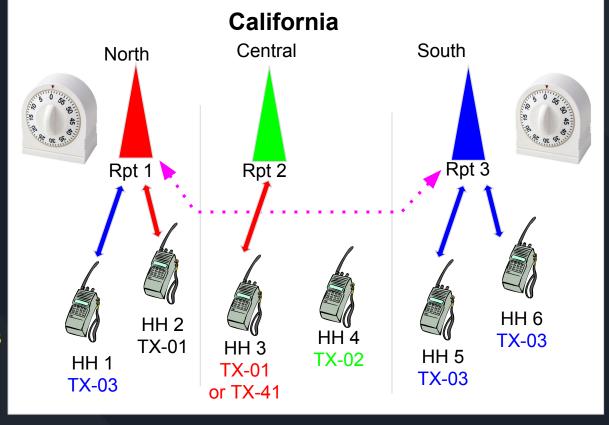
{ DG-ID's that are set to the Default # do not start the TOT. }

Now that the TOT has started on Rpt 1 and Rpt 3, <u>ANY</u> HH, no matter what their TX DG-ID is set for, will pass thru the system !! HH 2 can join in without changing his DG-ID TX setting.



{ Note: HH 3 & 4 are free to talk to each other. They don't hear anything from Rpt 1 or 3 }

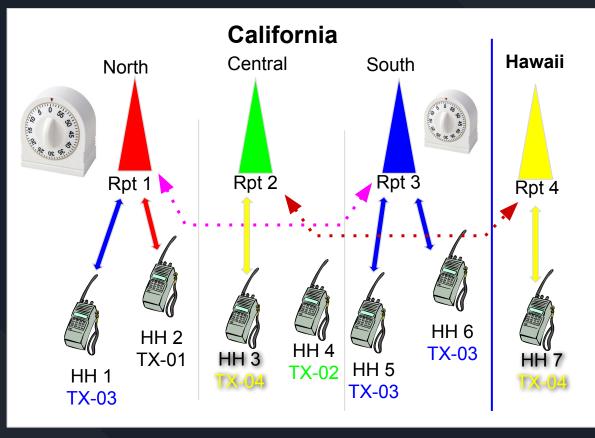
If HH 3 decides he wants to talk to Rpt 1 while their timers are still running, he'll get a Triple Beep. (Not available)



{ Once a Repeater to Repeater link is made and timers are running, other repeaters are locked out }

If there were 4 repeaters in the system

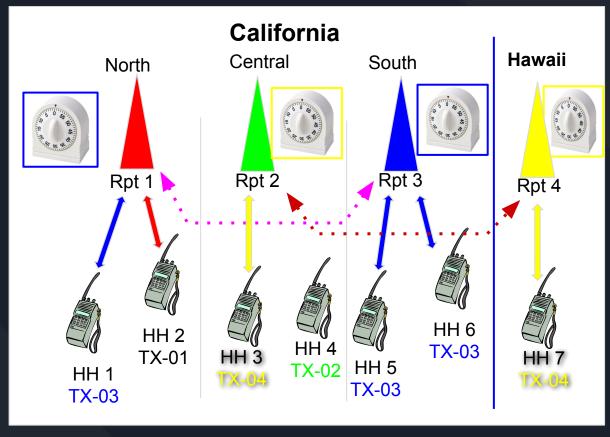
If HH 3 decides he wants to talk to Rpt 4 while Rpt's 1 & 3 are tied up, he can call his buddy in Hawaii on Rpt #4 by selecting DG-ID TX-04.



{ As long as your repeaters timer is not running, you can select another repeater by changing the DG-ID number in your radio.}

If there were 4 repeaters in the system

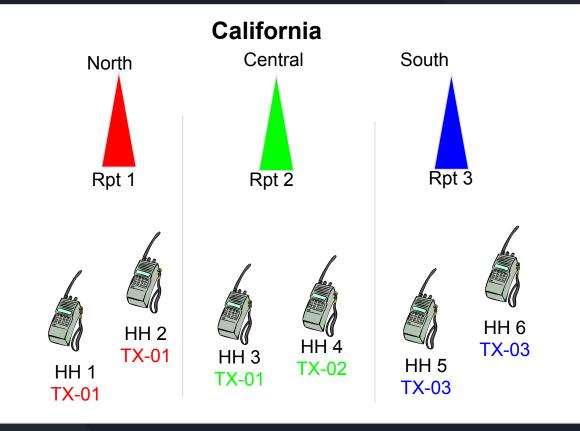
Now the timers for repeaters 2 & 4 have started. This now shows how 2 sets of repeaters can independently operate.



{ HH 1 & 2 are in QSO with HH 5 & 6 while HH 3 & 4 chat with HH 7}

Back to our original 3 repeaters

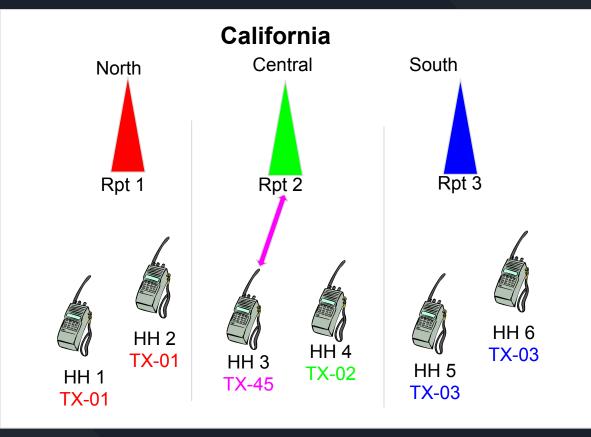
Now in this example, no one talks for 30 seconds on Rpt 1 2 or 3, so all Repeaters send out a Double Beep notifying the operators that the Time Out Timer (TOT) has Cleared!

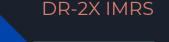


{Once Timed out, you can change your DG-ID number to route to somewhere else! }

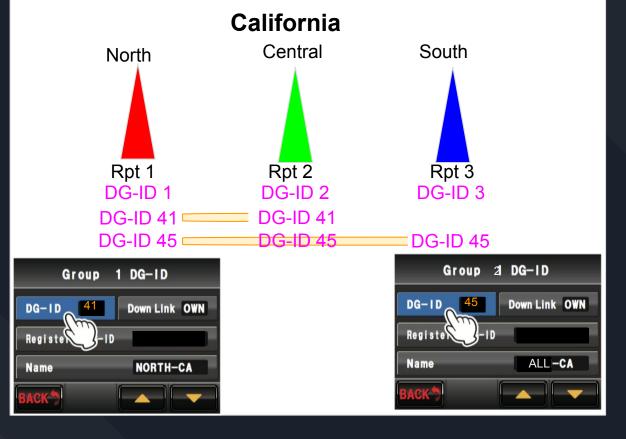
HH 3 decides he wants to talk to all of the repeaters. He would select DG-ID TX-45 since all the repeaters have DG-ID 45 programmed into them.

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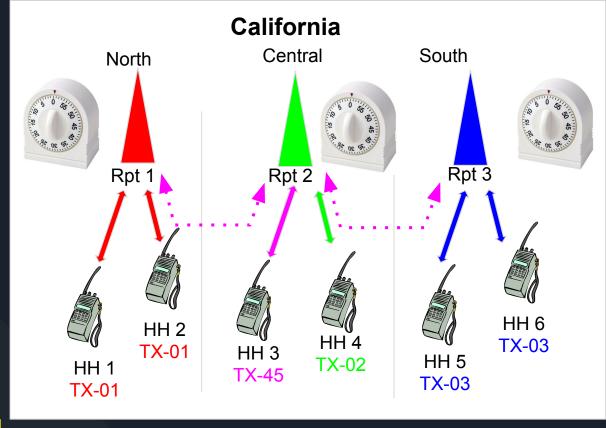




Remember when we programmed the repeaters. All 3 did 45, only 2 of them did 41.



Once HH 3 keys up (and no repeaters had an active TOT,) all the repeater TOT will start, and ALL repeaters will be transmitting. (HH 3 will hear a Single Beep indicating the TOT started.)

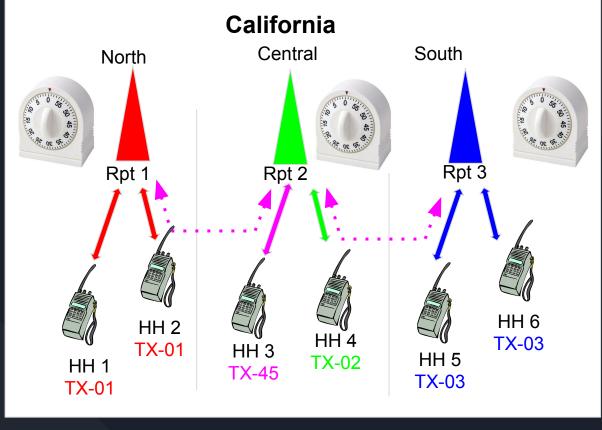


{ All Handhelds have their radios DG-ID RX set to 00 (RX-00) }

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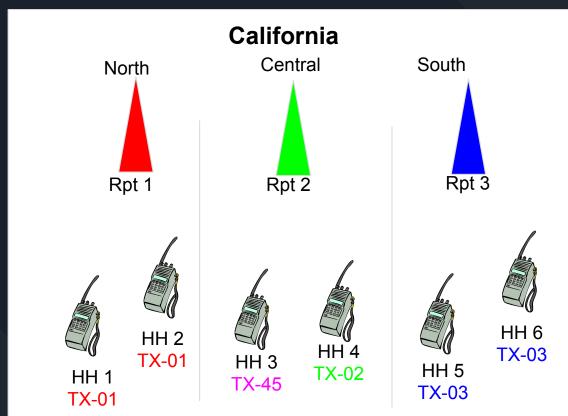
Since ALL the Repeater TOT are activated, any HH, no matter what their DG-ID TX is set for, will be able to reply. (Until the TOT clears)



{ All Handhelds have their radios DG-ID RX set to 00 (RX-00) }

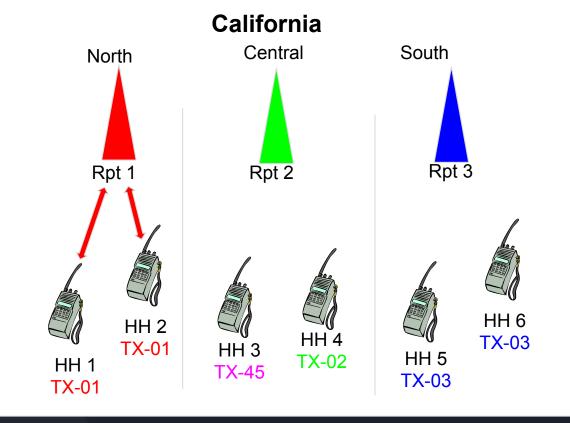
Once there is silence for 30 seconds, all 3 repeaters will transmit a Double Beep, and the Links will be broken.

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{ All Handhelds have their radios DG-ID RX set to 00 (RX-00) }

If the Operator of HH 1 left to get coffee just before the QSO's ended and the TOT Double Beeped, he will only be talking thru Repeater 1 if he keys up to say "Where is everyone?"



{ Remember, when no TOT is running, your radio selects the route via your DG-ID TX number in your HH when you key up. }

Hopefully this brought light as to how the IMRS System works (as far as what we have found in testing.)We still haven't touched on integrating the WiresX node into the mix.

Much thanks to the hams in this group that started the research and made it possible for me to get enough info from them to make this Presentation.

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