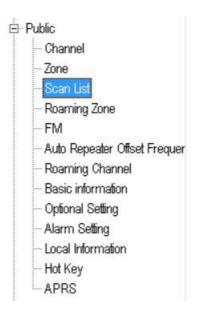
Scanning

Scan List on the left hand side of the CPS.



You will need to play around with the next settings for what meets your needs.

Revert Channel = Selected + TalkBack (Lets you talk back on that channel it stopped on)

Also read this info by Jason - How to reply on an active channel found while scanning

Priority Channel Select	Off		*
Priority Channel 1	Off	~	
Priority Channel 2	Off	~	
Revert Channel	Selected + TalkBack		¥
Look Back Time A[s]	1.0	•	
Look Back Time B[s]	1.0		
Dropout Delay Time[s]	3.0	_	
Dwell Time[s]	3.0	-	

CPS – Optional Setting – Digital Fun – Group Call Hold Time

For Digital Channels set the *Group Call Hold Time* the same as the *Dwell Time[s]*



For best results use 3s or 5s

Examples

You could have Dwell time at 3 or 5 sec So I would set Group Hang to 3 or 5 sec to match

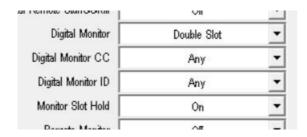
If you set Dwell to 3 sec and the Group Hang to 30s The scan will not start again on DMR channels for 30 sec

If you set Dwell to 3 sec and the Group Hang to 30 min The scan will not start again on DMR channels for 30 min

If you set Dwell to 3 sec and the Group Hang to Infinity The scan will not start again on DMR channels

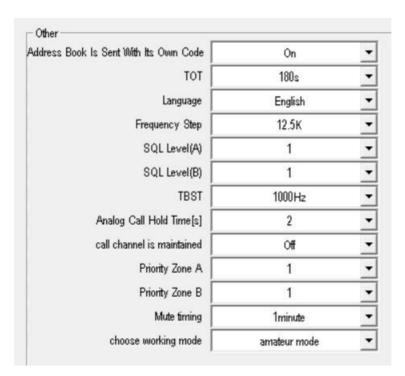
CPS - Optional Setting - Digital Fun - Digital Monitor

Digital Monitor = Can be *Double or Single* depending on your requirements. Monitor Slot Hold = Can be *ON or OFF* depending on your requirements.



CPS – Optional Setting – Other

The below setting can affect how the radio scans - Frequency Step SQL Level A & B Analog Call Hold Times[s] Priority Zones A & B



Scan List in each channel.

Set the Scan List you wish to use.

Home, Repeater, Hotspot etc



To Scan -

Setup a Function Key = Scan
Push your Key Function to star/stop SCAN

Update 16/06/2020 - Press Menu key on radio to stay at the channel with signal permanently when it finds a signal during scanning. The radio is unable switch to that channel If the channel doesn't belong to a zone.

Also have a look at the documents for <u>Scanning DMR VFO Frequencies</u> and <u>DataACK</u> Disable