

CHIRP Tone Programming Examples

The screen shot of CHIRP below contains examples of various CTCSS and DCS modes. In this example *Hide Unused Fields* is checked. The table below the screen shot contains descriptions of the Tone Mode and Cross Mode column settings for each memory channel location in the screen shot. Note that some radio models are not capable of some of the modes shown in this example.

Loc	Name	Tone Mode	Cross Mode	Tone	ToneSql	DTCS Code	DTCS Rx Code	DTCS Pol
1	CSQ-CSQ	(None)						
2	PL-CSQ	Tone		77.0				
3	CSQ-PL	Cross	->Tone	77.0				
4	PL-PL	TSQL		77.0				
5	PLT-PLR	Cross	Tone->Tone	100.0	77.0			
6	PL-DCS	Cross	Tone->DTCS	77.0			606	NN
7	DCS-PL	Cross	DTCS->Tone	77.0		606		NN
8	DCS-CSQ	Cross	DTCS->			606		NN
9	CSQ-DCS	Cross	->DTCS				606	NN
10	DCT-DCR	Cross	DTCS->DTCS			754	606	NN
11	DCS-DCS	DTCS				606		NN
12	DCS-NR	DTCS				606		NR
13	DCS-RN	DTCS				606		RN
14	DCS-RR	DTCS				606		RR

Loc	Name	Description
1	CSQ-CSQ	No transmit or receive tone (CSQ)
2	PL-CSQ	Transmit CTCSS - Receive CSQ
3	CSQ-PL	Transmit CSQ - Receive CTCSS
4	PL-PL	Transmit and receive the same CTCSS tone
5	PLT-PLR	Transmit and receive different CTCSS tones
6	PL-DCS	Transmit CTCSS - Receive DCS
7	DCS-PL	Transmit DCS - Receive CTCSS
8	DCS-CSQ	Transmit DCS - Receive CSQ
9	CSQ-DCS	Transmit CSQ - Receive DCS
10	DCT-DCR	Transmit and receive different DCS codes - both normal polarity
11	DCS-DCS	Transmit and receive the same DCS code - both normal polarity
12	DCS-NR	Transmit DCS normal polarity - Receive DCS reverse polarity
13	DCS-RN	Transmit DCS reverse polarity - Receive DCS normal polarity
14	DCS-RR	Transmit and receive the same DCS code - both reverse polarity

Notes

- CDCSS - Continuous Digital Coded Squelch System. Also known as Digital Code Squelch (DCS). In CHIRP it is called **DTCS**.
- CTCSS - Continuous Tone Controlled Squelch System. Also known by various trade names such as Private Line (PL), Channel Guard and Quiet Channel. In CHIRP it is called **Tone** for transmit and **TSQL** for receive.
- Split tones - Transmitting and receiving different CTCSS tones or DCS codes. In CHIRP this is called **Cross Mode**.

For more information see the CHIRP Memory Editor Columns page at:
<http://chirp.danplanet.com/projects/chirp/wiki/MemoryEditorColumns>

CHIRP home page: <http://chirp.danplanet.com>