



Have you ever heard “D-STAR is just too difficult!” If you have, let’s review how it is different, and maybe you will see that it’s not difficult, it’s different!

With an analog repeater, there are certain things you are required to know:

- Repeater Frequency
- Offset (Dup +/-)
- Offset Frequency (600k VHF/5M UHF, or an odd split)
- Tone Unless you have a repeater directory, the phone number of a buddy who knows the tone, or the repeater passes the tone, this could be nearly impossible to identify.

Now, with a D-STAR repeater, you need to know the following:

- Repeater Frequency
- Offset (Dup +/-)
- Offset Frequency (600k VHF/5M UHF, or an odd split)
- Repeater Callsign This is easy! Just “Kerchunk” the repeater, and if you have the RPT W command turned on, the repeater will program the callsign in the appropriate repeater locations! (If you have used the gateway before, just leave the G and you are good to go on the network)

When Auto Repeater callsign write command is enabled, the repeater callsign is stored in RPT1 and if RPT2 was set to the Gateway, the repeater callsign plus G will be placed in RPT2 automatically.

Command Name: (Default setting is OFF)

- IC-91AD** RXRPT WRITE
- IC-80AD** RPT W
- IC-92AD** RXRPT WRITE
- ID-880H** RPT W
- IC-2820H** RXRPT WRITE
- IC-9100** RXRPT WRITE

