

4 RECEIVING AND TRANSMITTING

Operating CW (Continued)

◆ Keyer memory edit menu (EDIT)

Edit the Memory keyer contents in the EDIT menu.

① You can use up to a total of 8 Memory keyers (M1 to M8), and you can enter up to 70 characters in each memory.

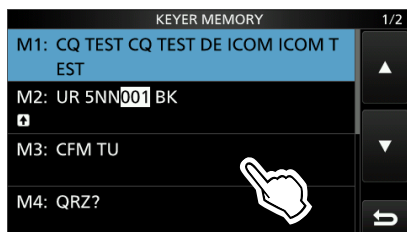
Editing

(Example: Entering “QSL TU DE JA3YUA TEST” to M3)

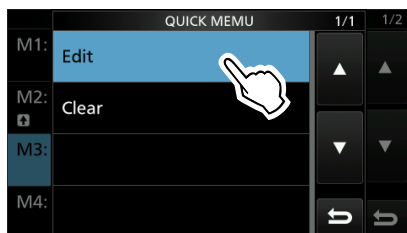
1. Open the KEYSER MEMORY screen in the CW mode.

MENU » **KEYER > EDIT/SET > EDIT**

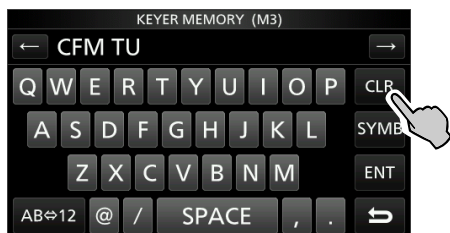
2. Touch “CFM TU” for 1 second.



3. Touch “Edit.”

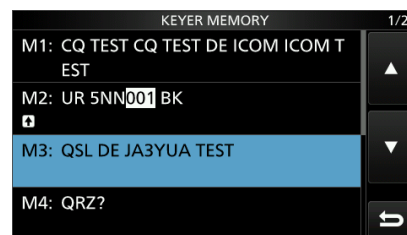
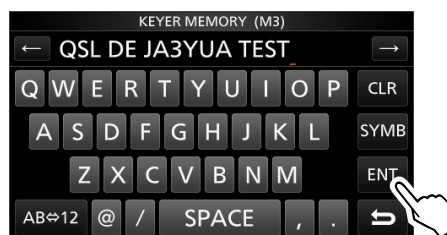


4. Touch [CLR] until the preset contents are cleared.



5. Enter “QSL TU DE JA3YUA TEST,” and then touch [ENT] to save.

① See “Keyboard entering and editing” (p. 1-8) for details.



6. To close the KEYSER screen, push **EXIT** several times.

Selectable characters	
Alfabetts	ABCDEFGHIJKLMNOPQRSTUVWXYZ
Symbols	/ ? ^ . , @ *
Numbers	1234567890

About the symbols

- Enter “^” to send a string of characters with no intercharacter space. Put “^” before a text string such as ^AR, and the string “ar” is sent with no space.
- Enter “*” (asterisk) to insert the CW contest number. The number automatically advances by 1. You can use this for only 1 Memory keyer at a time. “*” is used in Memory keyer M2 by default.