

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the right side of the frame, creating a modern, layered effect. The rest of the background is plain white.

DMR

Jan (KD7ZWV)

Murray Amateur Radio Club

What is Digital Radio?

The background of the slide is white with abstract green geometric shapes on the right side. These shapes include overlapping triangles and polygons in various shades of green, from light lime to dark forest green. A thin, light gray line runs diagonally across the lower right portion of the slide, intersecting the green shapes.

What is Digital Radio?

- ▶ Audio and Data Encoded Digitally

What is Digital Radio?

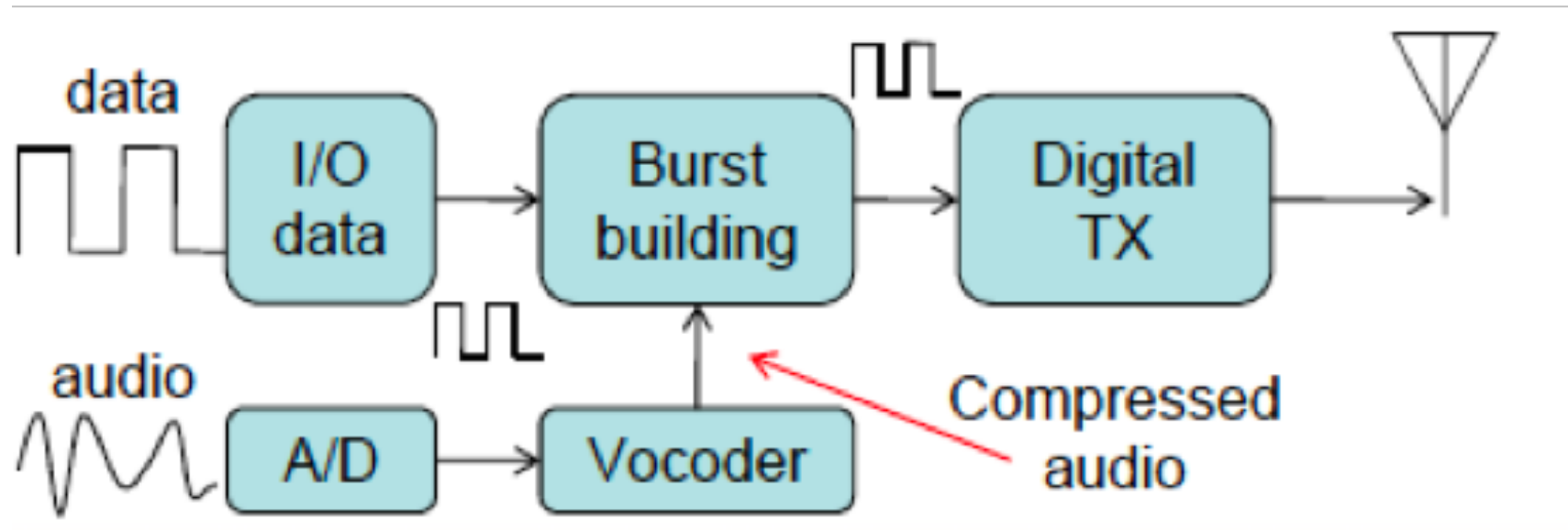
- ▶ Audio and Data Encoded Digitally
 - ▶ Audio “codec” to convert analog data to/from digital

What is Digital Radio?

- ▶ Audio and Data Encoded Digitally
 - ▶ Audio “codec” to convert analog data to/from digital
 - ▶ Data can be sent/received directly

What is Digital Radio?

► Radio Block Diagram



What is Digital Radio?

- ▶ Several Different Implementations

What is Digital Radio?

- ▶ Several Different Implementations
 - ▶ System Fusion

What is Digital Radio?

- ▶ Several Different Implementations
 - ▶ System Fusion
 - ▶ D*Star

What is Digital Radio?

- ▶ Several Different Implementations
 - ▶ System Fusion
 - ▶ D*Star
 - ▶ DMR

What is Digital Radio?

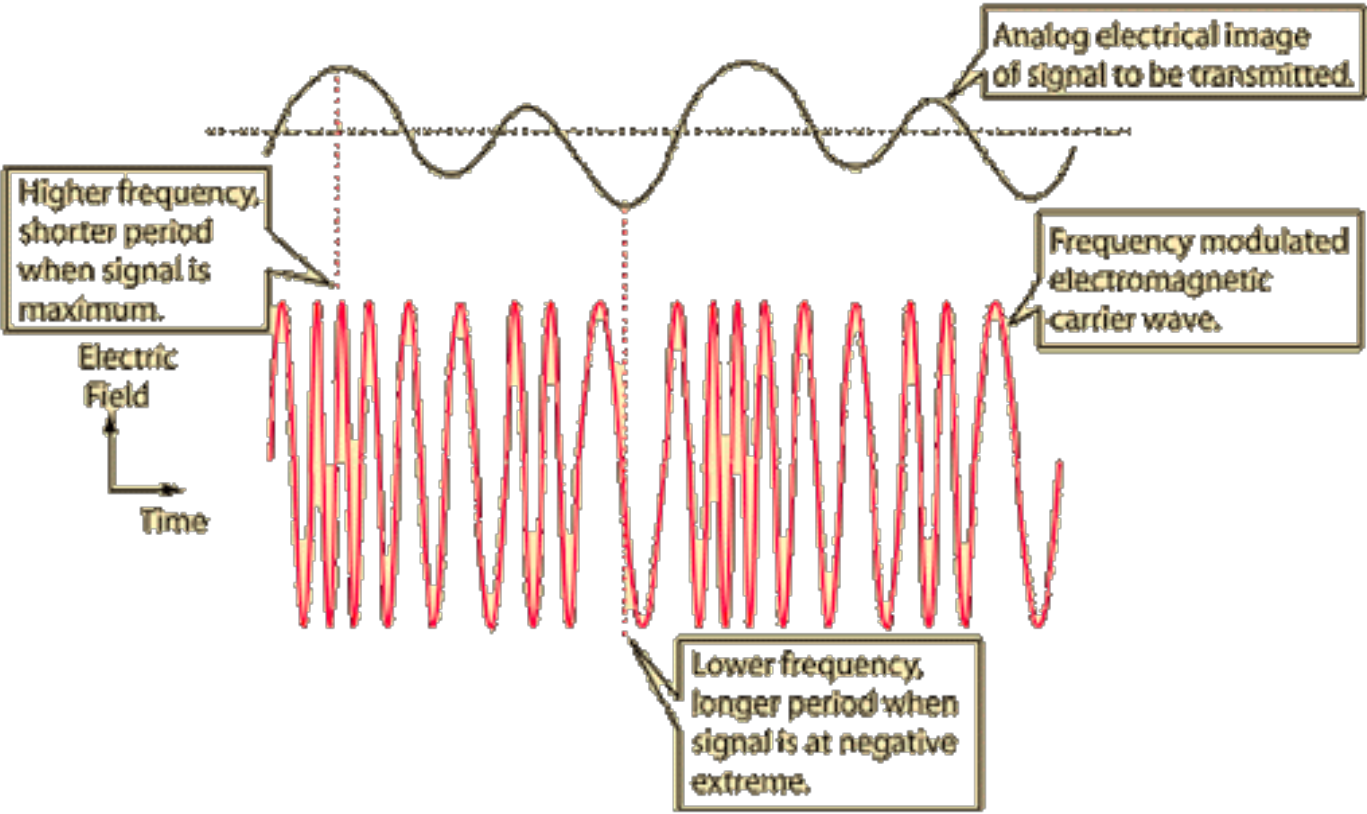
- ▶ Several Different Implementations
 - ▶ System Fusion
 - ▶ D*Star
 - ▶ DMR
- ▶ These implementations are NOT compatible with each other

Digital vs. Analog

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. The shapes are primarily triangles and polygons, creating a dynamic, layered effect. The overall composition is clean and modern, with the text positioned in the upper left quadrant.

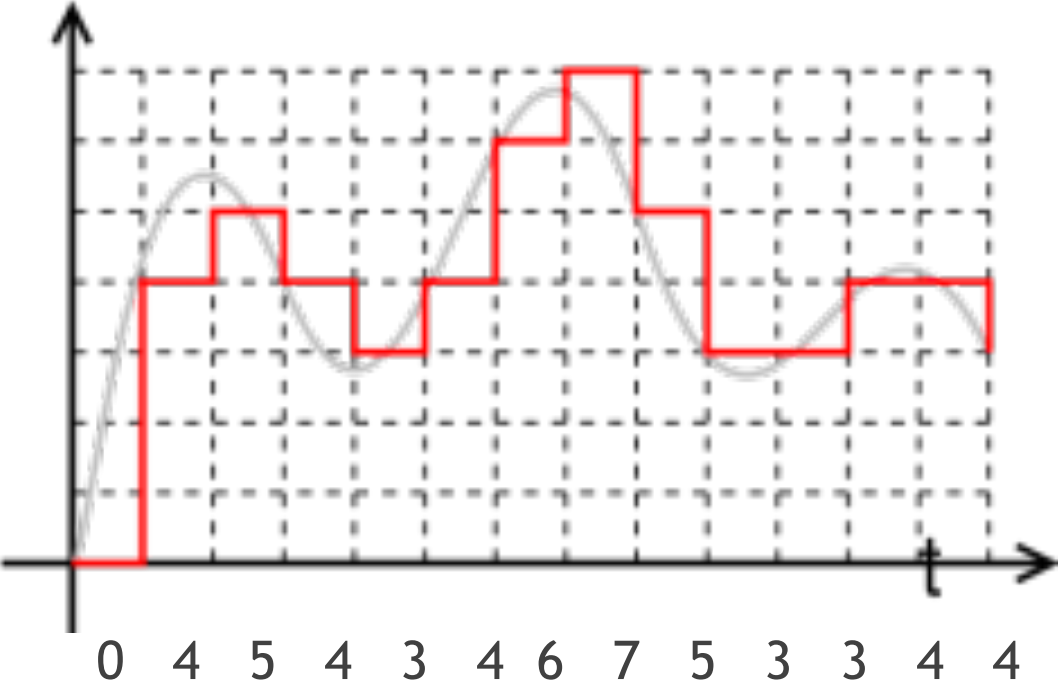
Digital vs. Analog

► Analog



Digital vs. Analog

► Digital



000 100 101 100 011 100 110 111 101 011 011 100 100

--- -- - - - - - - - - - - - - - - - -

Why Digital?

The background of the slide is white with abstract green geometric shapes on the right side. These shapes include overlapping triangles and polygons in various shades of green, from light lime to dark forest green. A thin, light gray line also runs diagonally across the right side of the page.

Why Digital?

- ▶ Compression

Why Digital?

- ▶ Compression
 - ▶ audio “codec” converts analog audio signal to digital data stream

Why Digital?

- ▶ Compression
 - ▶ audio “codec” converts analog audio signal to digital data stream
 - ▶ digital data can be compressed (have redundancies removed)

Why Digital?

- ▶ Compression
 - ▶ audio “codec” converts analog audio signal to digital data stream
 - ▶ digital data can be compressed (have redundancies removed)
- ▶ Error correction

Why Digital?

- ▶ **Compression**
 - ▶ audio “codec” converts analog audio signal to digital data stream
 - ▶ digital data can be compressed (have redundancies removed)
- ▶ **Error correction**
 - ▶ additional bits of data can be added to detect and correct bit errors in the stream

Why Digital?

- ▶ Compression
 - ▶ audio “codec” converts analog audio signal to digital data stream
 - ▶ digital data can be compressed (have redundancies removed)
- ▶ Error correction
 - ▶ additional bits of data can be added to detect and correct bit errors in the stream
- ▶ Multiplexing different data streams

Why Digital?

- ▶ Compression
 - ▶ audio “codec” converts analog audio signal to digital data stream
 - ▶ digital data can be compressed (have redundancies removed)
- ▶ Error correction
 - ▶ additional bits of data can be added to detect and correct bit errors in the stream
- ▶ Multiplexing different data streams
 - ▶ digital stream can be “sliced and diced” to multiplex several data streams into one signal

So What is DMR?



So What is DMR?

- ▶ Digital Mobile Radio

So What is DMR?

- ▶ Digital Mobile Radio
- ▶ ETSI (European Telecommunications Standards Institute) Standard

So What is DMR?

- ▶ Digital Mobile Radio
- ▶ ETSI (European Telecommunications Standards Institute) Standard
- ▶ Used world-wide by professional radio services

So What is DMR?

- ▶ Digital Mobile Radio
- ▶ ETSI (European Telecommunications Standards Institute) Standard
- ▶ Used world-wide by professional radio services
- ▶ Standard defines three “tiers” or classifications of usage

So What is DMR?

- ▶ Digital Mobile Radio
- ▶ ETSI (European Telecommunications Standards Institute) Standard
- ▶ Used world-wide by professional radio services
- ▶ Standard defines three “tiers” or classifications of usage
 - ▶ Tier I - single channel, 6.25 kHz bandwidth, created for “unlicensed” use

DMR Tier I

- ▶ PMR446 license free in Europe

DMR Tier I

- ▶ PMR446 license free in Europe
- ▶ 0.5 W maximum power output

DMR Tier I

- ▶ PMR446 license free in Europe
- ▶ 0.5 W maximum power output
- ▶ Band limited to 446 MHz

DMR Tier I

- ▶ PMR446 license free in Europe
- ▶ 0.5 W maximum power output
- ▶ Band limited to 446 MHz
- ▶ No repeaters, direct mode only

DMR Tier I

- ▶ PMR446 license free in Europe
- ▶ 0.5 W maximum power output
- ▶ Band limited to 446 MHz
- ▶ No repeaters, direct mode only
- ▶ Single channel, 6.25 kHz bandwidth, FDMA (Frequency Domain Multi Access)

DMR Tier I

- ▶ PMR446 license free in Europe
- ▶ 0.5 W maximum power output
- ▶ Band limited to 446 MHz
- ▶ No repeaters, direct mode only
- ▶ Single channel, 6.25 kHz bandwidth, FDMA (Frequency Domain Multi Access)

- ▶ Sounds a lot like FRS, doesn't it?

So What is DMR?

- ▶ Digital Mobile Radio
- ▶ ETSI (European Telecommunications Standards Institute) Standard
- ▶ Used world-wide by professional radio services
- ▶ Standard defines three “tiers” or classifications of usage
 - ▶ Tier 1 - single channel, 6.25 kHz bandwidth, created for European “unlicensed” use
 - ▶ Tier 2 - two channel, TDMA, 12.5 kHz bandwidth, supports peer-to-peer and repeater operations, typically used by amateur deployments

DMR Tier 2

- ▶ Two independent channels, each 12.5 kHz wide

DMR Tier 2

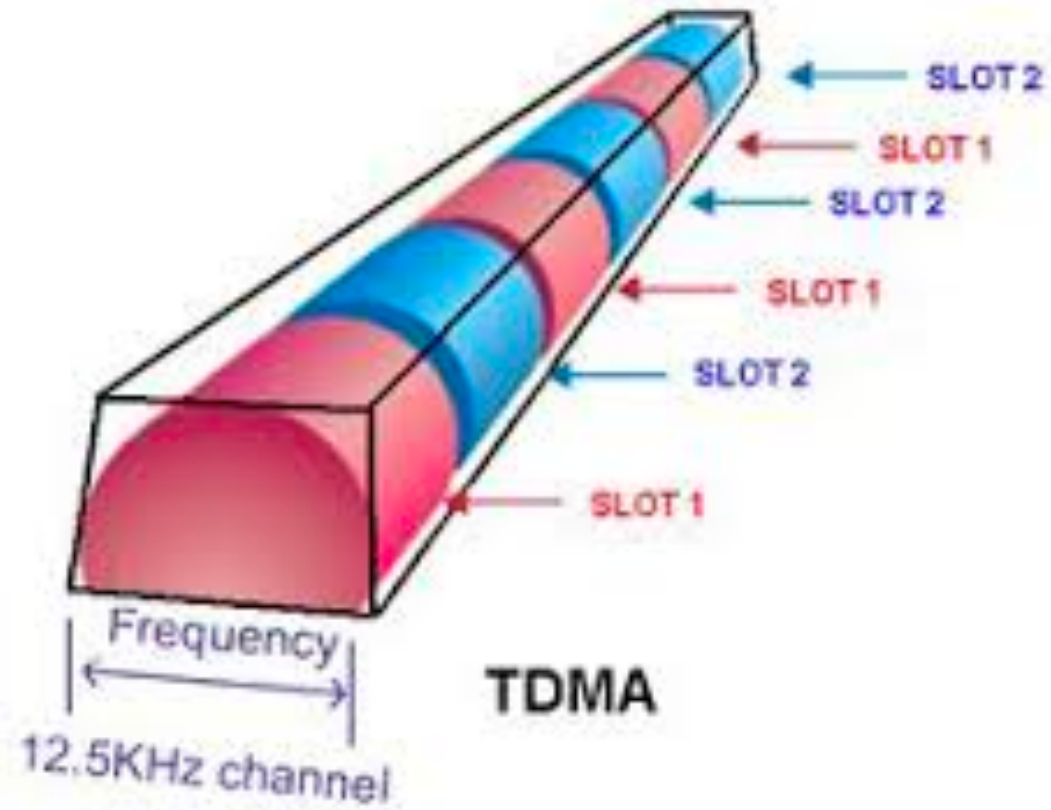
- ▶ Two independent channels, each 12.5 kHz wide
- ▶ TDMA - Time Domain Multiple Access, two channels: “Time Slot 1” and “Time Slot 2”

DMR Tier 2

- ▶ Two independent channels, each 12.5 kHz wide
- ▶ TDMA - Time Domain Multiple Access, two channels: “Time Slot 1” and “Time Slot 2”
- ▶ each channel/time slot gets 30ms out of each 60ms

DMR Tier 2

► TDMA



DMR Tier 2

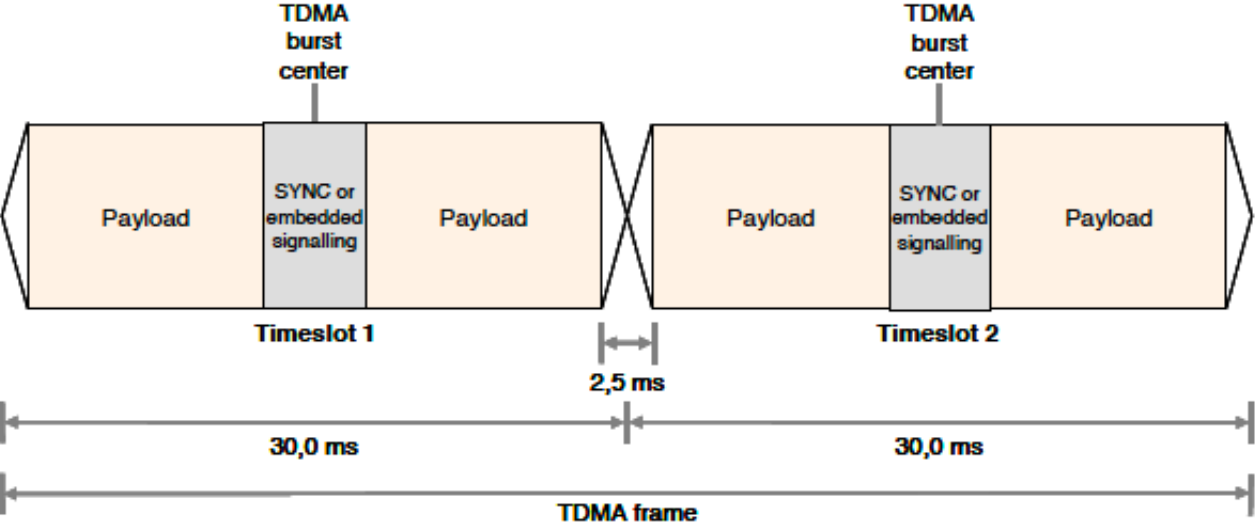
- ▶ Two independent channels, each 12.5 kHz wide
- ▶ TDMA - Time Domain Multiple Access, two channels: “Time Slot 1” and “Time Slot 2”
- ▶ each channel/time slot gets 30ms out of each 60ms
- ▶ the 30ms window is broken down to 27.5 ms of “frame” and a 2.5 ms “gap”

DMR Tier 2

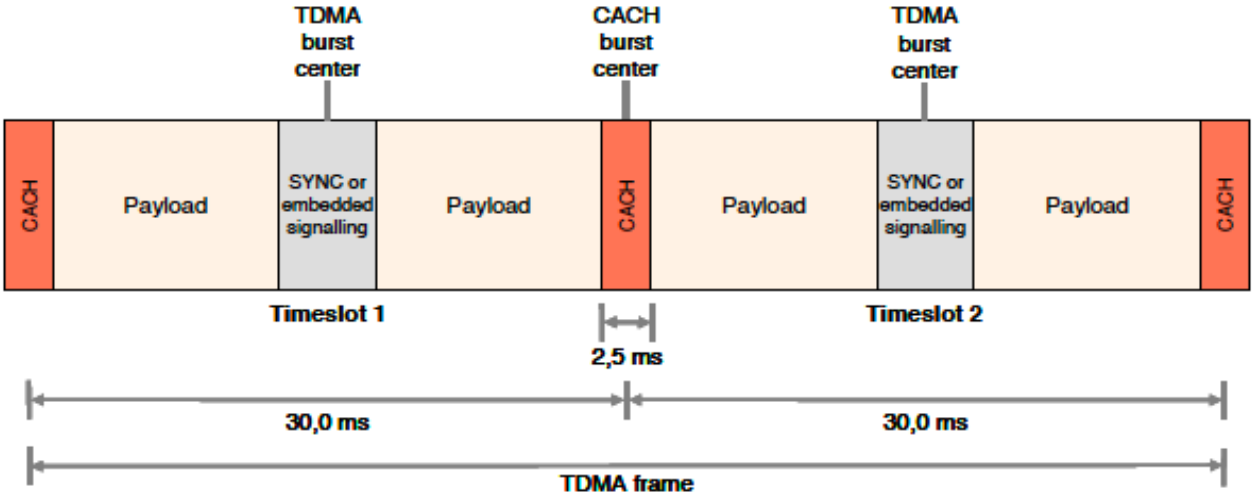
- ▶ Two independent channels, each 12.5 kHz wide
- ▶ TDMA - Time Domain Multiple Access, two channels: “Time Slot 1” and “Time Slot 2”
- ▶ each channel/time slot gets 30ms out of each 60ms
- ▶ the 30ms window is broken down to 27.5 ms of “frame” and a 2.5 ms “gap”
- ▶ the 27.5 ms frame can carry 264 bits
 - ▶ 108 bits of payload, 48 bits of SYNC data, and another 108 bits of payload
 - ▶ the 2.5 ms gap is filled with CACH (Common Announcement Channel) data on the repeater side

DMR Tier 2

► Handset signal



► Downlink signal (repeater)



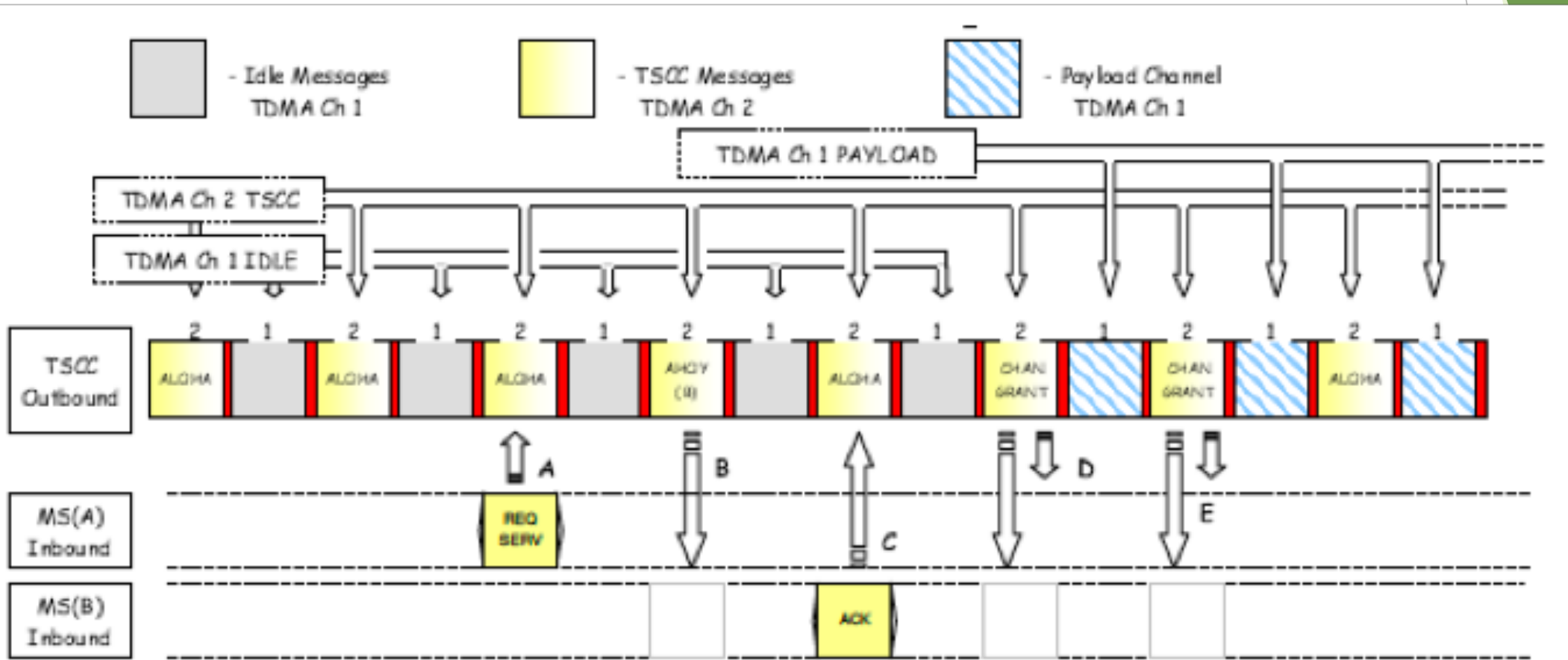
DMR Tier 2

- ▶ Two independent channels, each 12.5 kHz wide
- ▶ TDMA - Time Domain Multiple Access, two channels: “Time Slot 1” and “Time Slot 2”
- ▶ each channel/time slot gets 30ms out of each 60ms
- ▶ the 30ms window is broken down to 27.5 ms of “frame” and a 2.5 ms “gap”
- ▶ the 27.5 ms frame can carry 264 bits
 - ▶ 108 bits of payload, 48 bits of SYNC data, and another 108 bits of payload
 - ▶ the 2.5 ms gap is filled with CACH (Common Announcement Channel) data on the repeater side
- ▶ each channel can carry either voice or data (or a combination of the two)

So What is DMR?

- ▶ Digital Mobile Radio
- ▶ ETSI (European Telecommunications Standards Institute) Standard
- ▶ Used world-wide by professional radio services
- ▶ Standard defines three “tiers” or classifications of usage
 - ▶ Tier 1 - single channel, 6.25 kHz bandwidth, created for European “unlicensed” use
 - ▶ Tier 2 - two channel, TDMA, 12.5 kHz bandwidth, supports peer-to-peer and repeater operations, typically used by amateur deployments
 - ▶ Tier 3 - extensions to tier 2 to add trunking and support for multiple repeaters at a single site, some vendor specific incompatibilities for trunking support and multi-site interconnections

DMR Tier 3



What Does DMR Give Us?



What Does DMR Give Us?

- ▶ Two simultaneous “channels” with one repeater, antenna, duplexer, and one **FREQUENCY!**

What Does DMR Give Us?

- ▶ Two simultaneous “channels” with one repeater, antenna, duplexer, and one FREQUENCY!
- ▶ Data along with voice (APRS? don't need to use a second VFO for that)

What Does DMR Give Us?

- ▶ Two simultaneous “channels” with one repeater, antenna, duplexer, and one FREQUENCY!
- ▶ Data along with voice (APRS? don't need to use a second VFO for that)
- ▶ Totally clean digital signal (think cell phone audio quality, no getting “lost in the steam”)

What Does DMR Give Us?

- ▶ Two simultaneous “channels” with one repeater, antenna, duplexer, and one FREQUENCY!
- ▶ Data along with voice (APRS? don't need to use a second VFO for that)
- ▶ Totally clean digital signal (think cell phone audio quality, no getting “lost in the steam”)
- ▶ Talk Groups

Talk Groups

- ▶ Kind of like FRS “privacy” tones
- ▶ Multiple talk groups can be supported on a single time slot by a single repeater
- ▶ You can have your radio “subscribe” to specific talk groups
- ▶ You will only hear those talk groups that you are subscribed to
- ▶ “Private Call” is an individual talk group specific to you and one other station

Talk Groups in Utah

Talkgroup	ID	Timeslot	Detail / Use
Local 1	1	1	Local Repeater Only
Local 2	2	2	Local Repeater Only
Worldwide	91	1	Worldwide (Short QSO's)
N America	93	1	North America (Short QSO's)
Simplex	99	1	Simplex Frequencies
USA	3100	1	United States
Utah	3149	2	Utah Statewide TS 2
Utah	3149	1	Utah Statewide TS 1
76ers	31490	1	UARC 76ers
Northern Utah	31491	2	Northern Utah
Echo Test	9990	1	Private Call - Test Your Audio

What Does DMR Give Us?

- ▶ Two simultaneous “channels” with one repeater, antenna, duplexer, and one FREQUENCY!
- ▶ Data along with voice (APRS? don’t need to use a second VFO for that)
- ▶ Totally clean digital signal (think cell phone audio quality, no getting “lost in the steam”)
- ▶ Talk Groups
- ▶ Repeater linking over IP networks (a.k.a. “the Internet”) - IPSC

IPSC (Repeater Linking)

- ▶ IP Site Connect
- ▶ NOT defined by the ETSI standard
- ▶ Generally vendor specific (i.e., Motorola equipment can not link with Hytera)
- ▶ Allows repeaters to connect over the Internet
- ▶ Can use a system known as a c-Bridge to connect dissimilar networks together
- ▶ Allows talk groups to exist over a wide area (even world wide)

What Does DMR Give Us?

- ▶ Two simultaneous “channels” with one repeater, antenna, duplexer, and one FREQUENCY!
- ▶ Data along with voice (APRS? don’t need to use a second VFO for that)
- ▶ Totally clean digital signal (think cell phone audio quality, no getting “lost in the steam”)
- ▶ Talk Groups
- ▶ Repeater linking over IP networks (a.k.a. “the Internet”) - IPSC
- ▶ Zones (like memory groups, but better)

Zones

- ▶ Like Kenwood TM-D710 “super” memories
- ▶ Can program a zone for a specific set of repeaters/channels
 - ▶ zone for specific area: local, state, neighboring state
 - ▶ zone for specific purpose: normal, field day, emergency callout

What Does DMR Give Us?

- ▶ Two simultaneous “channels” with one repeater, antenna, duplexer, and one FREQUENCY!
- ▶ Data along with voice (APRS? don’t need to use a second VFO for that)
- ▶ Totally clean digital signal (think cell phone audio quality, no getting “lost in the steam”)
- ▶ Talk Groups
- ▶ Repeater linking over IP networks (a.k.a. “the Internet”) - IPSC
- ▶ Zones (like memory groups, but better)
- ▶ Color Codes (think DCS or CTCSS)

Color Codes

- ▶ These are kind of like CTCSS/DCS on analog repeaters
- ▶ Sixteen “color codes” available
- ▶ Repeater will only hear you if you are on the right color code
- ▶ Use if multiple repeaters geographically close on same frequency

What Does DMR Give Us?

- ▶ Two simultaneous “channels” with one repeater, antenna, duplexer, and one FREQUENCY!
- ▶ Data along with voice (APRS? don’t need to use a second VFO for that)
- ▶ Totally clean digital signal (think cell phone audio quality, no getting “lost in the steam”)
- ▶ Talk Groups
- ▶ Repeater linking over IP networks (a.k.a. “the Internet”) - IPSC
- ▶ Zones (like memory groups, but better)
- ▶ Color Codes (think DCS or CTCSS)
- ▶ Code Plugs (super easy way to program your rig)

Code Plugs

- ▶ Simplified programming for your radio
- ▶ Put together your repeaters, channels, talk groups, etc.
- ▶ <https://www.dmr-utah.net/codeplugs>
 - ▶ Motorola XPR6500, XPR6550, XPR7550, SL7550, XPR4550, XPR5550
 - ▶ Hytera PD782G, X1p
 - ▶ Alinco/Anytone DJ-MD5, AT-D868UV, AT-D878UV
 - ▶ Tytera (TYT) MD380
- ▶ NOTE: Programming software works on Windows only

What Else Does DMR Give Us?



What Else Does DMR Give Us?

- ▶ Scanning (can set radio to scan both time slots, multiple talk groups)

What Else Does DMR Give Us?

- ▶ Scanning (can set radio to scan both time slots, multiple talk groups)
- ▶ Roaming (automatic handoff to another repeater when you move around)

What Else Does DMR Give Us?

- ▶ Scanning (can set radio to scan both time slots, multiple talk groups)
- ▶ Roaming (automatic handoff to another repeater when you move around)
- ▶ Simplex (handset to handset without a repeater)

What Else Does DMR Give Us?

- ▶ Scanning (can set radio to scan both time slots, multiple talk groups)
- ▶ Roaming (automatic handoff to another repeater when you move around)
- ▶ Simplex (handset to handset without a repeater)
- ▶ Admit Criteria (how does your radio know when it can transmit)

What Else Does DMR Give Us?

- ▶ Scanning (can set radio to scan both time slots, multiple talk groups)
- ▶ Roaming (automatic handoff to another repeater when you move around)
- ▶ Simplex (handset to handset without a repeater)
- ▶ Admit Criteria (how does your radio know when it can transmit)
- ▶ Battery Life (the transmitter is only on 27.5 ms out of every 60 ms)

What Do I Need to Play?

- ▶ Get a radio!
 - ▶ Commercial radios (Motorola, Hytera, Vertex Standard, Kenwood)
 - ▶ Non-commercial radios (TYT, Baofeng/BTECH, Anytone, etc.)
 - ▶ <https://amzn.to/30wwPeL> Anytone AT-D878UV+ \$239
 - ▶ <https://amzn.to/2BZfHnR> Baefeng DM-1801. \$70
 - ▶ <https://bit.ly/3dTLFA5> Ham Radio 2.0 Youtube Playlist for DMR Radios
- ▶ Get a Digital ID
 - ▶ you only need one no matter how many radios you have
 - ▶ <https://www.radioid.net/register>
- ▶ Get a Code Plug
 - ▶ DMR-Utah is a good source
 - ▶ <https://www.dmr-utah.net/codeplugs>

NOTE: these are
Amazon Affiliate links

What Else Do I Need/Want?

▶ Digital Hotspot

- ▶ Low power, Simplex, acts like a DMR repeater right in your own shack!
- ▶ Many support multiple digital modes like D-Star, P25, DMR+, YSF and NXDN
- ▶ Typically use a Raspberry Pi and a transceiver daughter board
- ▶ <https://amzn.to/2zoXT4F> \$106



Q and A

► References

- <https://www.dmr-utah.net/>
- <https://brandmeister.network/>
- https://www.dmr-utah.net/media/Amateur_Radio_Guide_to_DMR.pdf
- http://ecee.colorado.edu/~liue/teaching/comm_standards/2015S_DMR_Giebler/DMR_Giebler.htm
- <https://www.dmrassociation.org/>
- <http://www.dmrfordummies.com/>
- <https://amateurradionotes.com/pi-star.htm>