










































































































































For Radio Firmware: 3.x.x



1. LED channel squelch indicators – Lights when signal received (Top: Main, Bottom: Guard).
2. Channel parameter display – (2 line by 24 character LED display) (Top: Main, Bottom: Guard).
3. MAIN (Rotary+Switch) – Power ON/OFF and Main channel volume control.
4. GUARD (Rotary) – Guard channel volume control.
5. Squelch Defeat (Push button) – Press to open squelch (in analog modes of operation)
6. Keyloader/Data Port – Not available on some models. Use with KVL 3000+ keyloader. Data for some TDFM-136A's (SN FDA 1200 & up) only.
7. MN/GD (Toggle Switch) – Selects active channel (main or guard), for transmit and edit.
8. G1/G1 (Toggle Switch) – Selects guard memory (GD1 or GD2), for transmit and edit.
9. HI/LO (Toggle Switch) – Selects transmit power, high (10W) or low (1W).
10. KEYPAD (12 Keys) – Control radio functions, 3 command levels as follows:

Command Level 1: press the 'Cmnd' key. . .				
Cmnd	Function	Edit Keys	OK	Exit
	SELECT MEMORY	 TO  ENTER CHANNEL MEMORY (001 to 230)		
	DISPLAY BRIGHTER			
	EDIT OPERATING MODE	   STEP UP/DOWN THROUGH OPERATING MODES		
	SCROLL MEMORY DOWN	SCROLL DOWN THROUGH THE PROGRAMMED MEMORY POSITIONS		
	SCAN ON/OFF	 OR  STOP SCAN		
	SCROLL MEMORY UP	SCROLL UP THROUGH THE PROGRAMMED MEMORY POSITIONS		
	EDIT FREQUENCY	 TO  SELECT FREQUENCY THEN  Tx FOLLOWS Rx.		
	DISPLAY DIMMER			
	EDIT SQUELCH MODE	   STEP UP/DOWN THROUGH SQUELCH MODES. Tx FOLLOWS Rx.		
	EDIT SQUELCH VALUE	  STEP UP/ DOWN THROUGH: TONES, CODES, TG & NAC (HEX)  TO  DECIMAL EDIT FOR NOISE SQL VALUE (00 TO 15)		
	GO TO NEXT LEVEL	GO TO THE NEXT HIGHER COMMAND LEVEL		
	TOGGLE HOME/CURRENT	TOGGLE BETWEEN 'HOME' MEMORY AND CURRENTLY DISPLAYED MEMORY.		
	TOGGLE TALK AROUND	IF DUPLEX MEMORY, THEN USE RX PARAMETERS FOR TX.		

press  to get to Command Level 2, then the 'Cmnd' key. . .				
Cmnd	Function	Edit Keys	OK	Exit
	CREATE/EDIT CHANNEL	 TO  SELECT CHANNEL MEMORY TO EDIT THEN EDIT: SCAN LIST (L2-5), TEXT DESCRIPTION (L2-6) OPERATING MODE (L1-3), FREQUENCY (L1-7), & SQUELCH (L1-9)		
	COPY GUARD TO MAIN	COPY CHANNEL PARAMETERS FROM GUARD TO MAIN (default disabled)		
	LOCK KEYPAD	 UNLOCK KEYPAD		
	n/u			
	EDIT SCAN LISTS	   STEP UP/DOWN THROUGH AVAILABLE SCAN LISTS  TOGGLE ENABLE/DISABLE FOR SCAN (BAR OVER DIGIT = DISABLED)		
	EDIT TEXT DESCRIPTION	 STEP THROUGH CHARACTER GROUPS (A, a, 0, BLANK)   STEP/SCROLL UP/DN THROUGH CHARACTERS IN SELECTED GROUP   MOVE CURSOR FORWARD/BACKWARD		
	CREATE SHADOW	 TO  SELECT CHANNEL MEMORY TO EDIT THEN EDIT: TEXT (L2-6), MODE (L1-4), SQUELCH (L1-9)		
	COPY MAIN TO GUARD	COPY CHANNEL PARAMETERS FROM MAIN TO GUARD (default disabled)		
	TOGGLE ENCRYPTION	TOGGLE ENCRYPTION ON/OFF (ONLY FOR MEMORIES WITH KEY ASSIGNED)		
	GO TO NEXT LEVEL	GO TO THE NEXT HIGHER COMMAND LEVEL		
	SET HOME MEMORY	SET THE 'HOME' MEMORY FOR MAIN CHANNEL (ANY EXISTING MAIN MEMORY).		
	GO TO PREVIOUS LEVEL	GO TO THE PREVIOUS COMMAND LEVEL		

press  +  to get to Command Level 3, then the 'Cmnd' key. . .				
Cmnd	Function	Edit Keys	OK	Exit
	SET BOOT CHANNEL	   STEP UP/DOWN THROUGH BOOT MEMORY OPTIONS		
	ASSIGN KEY BY KEYTAG	  PICK MEMORY,   PICK KEY,   PICK DECRYPT OPTION		
	SET NUMERIC EDIT MODE	   TOGGLE HEX/DECIMAL EDIT MODE (FOR T.G & NAC)		
	DISPLAY FIRMWARE REV.	   TOGGLE MAIN/BOOT FIRMWARE RELEASE INFORMATION		
	SET SCAN PARAMETERS	   SELECT REVERT MODE THEN  TO  SET TIMERS (REPLY, MONITOR, DELAY)		
	SET PTT TIMER	   STEP UP/DOWN THROUGH TIMER VALUES (30, 60, 90 SEC)		
	SET SIDETONE AUDIO	 TO  SET SIDETONE LEVEL (00 TO 85)		
	PC COMMUNICATION	MUST BE CONNECTED TO A PC RUNNING TDP-136 SOFTWARE		
	SHOW SQUELCH VALUES	   TOGGLE Rx/Tx SQUELCH PARAMETER DISPLAY		
	GO TO NEXT LEVEL	GO TO THE NEXT HIGHER COMMAND LEVEL (NB PASSWORD LOCKED)		
	n/u			
	GO TO PREVIOUS LEVEL	GO TO THE PREVIOUS COMMAND LEVEL		

NOTES:

- The channel being edited is determined by the position of the front panel switches MN/GD and G1/G2.
- Current command level is shown at 4th character on bottom row.
- Levels 2&3 are time limited, the unit will return to level 1 if no activity in 5 seconds.