

Radio Timeout Timer 180s

TOT (Radio Timeout Timer) Must be set to 180s

Anytone – CPS – Digital Fun – Other – TOT = 180

This is set to 180 seconds so Repeaters, Bridges etc do not time out.

When you talk past 180s and the Repeaters, Bridges etc time out and they stop receiving you.

They think you have stopped your TX and replay back but both sides miss each others QSO.

This also applies if you use a hotspot and the other party is on a Repeater or Bridge.

So please always set your TOT to 180 seconds

A 3 minute maximum QSO is a long over. Also lets others replay back.

Why 180 ??

1. When you open a Talk Group or Reflector ie 4401. You will not hear anything until the 1st over is finished and the next one starts. The longest you should have to wait is 180s or less

2. If some talks longer that 180s and the reply does a quick key, repeaters might not have reset and will continue till it hits 240s and then drops out and your left talking to yourself.

If one talks for 180 and the next quick keys and talks for 60s then un-keys. Then the repeaters resets but nothing was loss between users.

3. This is why at the end of an over a 1 to 5 sec gap should be left so repeaters, bridges, can reset. Also lets other break in

4. Using a Hotspot and you have TOT set to Always and you talk on any reflector that is linked to a repeater and talk over 240s that repeater drops out and they think you have finished and replay. Both sides no longer talking to each other.

This is happen on a daily basses and they keep blaming the network, when it is user error.

5. Having Mixed mode repeaters set to unlimited means the other mods can be locked out. Also bridges will drop out as they also have time outs set.

6. If a repeater gets into a loop or stuck. It should stop all TX at 240s and reset.