FT DX 10

Set freq and mode
Press M, move to the memory channel that you want to save to and press and hold M
Set Name if you want to
Back

Enter Freq
Press last 3 digits on screen and enter your freq and then the Mode button to change the mode

Hold STEP/MCH button to it blinks, turn back big dial to switch between memories or groups.

Enable Groups
F button
Ops Settings
Mem Groups
Turn ON
Back and back again

Activate Groups
Press F
Press M-Group

Group 1 is M01 to M19
Group 2 is M20 to M39
Group 3 is M40 to M59
Group 4 is M60 to M79
Group 5 is M80 to M99
PMS Channels are M80 L/U to P9 L/U (Chapter 6)

Waterfall
F
Level (adjust it to it looks like blades of grass)
Rotate the F button to adjust

Memory Storage

1. Set the frequency, mode, and status, as desired.
2. Press the [M] key.
The memory channel list will be displayed.
3. From the channel list, touch and select the desired memory channel

Alternately, the memory channel may be selected by rotating the [FUNC] knob.
4. Press and hold the [M] key to store the frequency and other data into the selected memory channel.
● This method may also be used to overwrite the contents previously stored to a memory channel.
5. Touch [BACK] or press the [M] key, the memory is stored and the screen returns to normal.

Labeling Memories

Alphanumeric labels ("Tags") may be appended to memory channels, to aid in recollection of the channel's use (such as a club name, a location etc.).
1. Press the [M] key.
The memory channel list is displayed.
2. From the channel list, touch and select the desired memory channel.
Alternately, the memory channel may be selected by rotating the [FUNC] knob.
3. Touch [NAME] area on the screen.
The character input screen will be displayed.
● The character input screen may also be displayed by pressing the [FUNC] knob for 1 second, then, rotate the [FUNC] knob to select [NAME], and then press the [FUNC] knob.
4. Touch a character key on the display to enter the letters, numbers, or symbols of the desired label.
Up to 12 characters may be used in the creation of a label
5. Touch [ENT] .
If the character input screen is displayed by a long press of the [FUNC] knob in step 3, touch [BACK] or rotate the [FUNC] knob to select [BACK] and press the [FUNC] knob to return to the state of step 1.
To add a label to another memory, repeat steps 2 to 5 above.
6. Touch [BACK] or press the [M] key to save the new settings and return to normal operation

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