

**Important:** After updating the firmware, you need to do a full radio reset. First, power off the radio. Then power it back on while holding the PTT and the PF1 button (key below the PTT) at the same time. The radio will start up with a note on the display stating "MCU Reset, Please Wait".  
**NOTE:** Do not turn the radio off while it restarts.

After a re-start the radio will need to reset the date and the time. Use the up-down keys to set the current year. Move to the month by pushing the P1 key. Set the month, and use the P1 key to move forward each step. Once done, click the Menu key to save the date and time.

Be sure to also set the time zone to avoid a "date/time" error.

**Please make sure the codeplug is saved to PC before you do the update and reset the MCU.**

#### **DMR-6X2 V1.05 Improvements (dated 2019-3-13) – Requires Icon Update 1.1a**

- 1.Feature Improvement:** Adhoc now defaults to group dialing (Hold "0" key to Adhoc Dial) – press the # key switch to a private adhoc call.
- 2. Feature Improvement:** Modified a programmed key short cut (Sub Ch Switch); toggling this key will now quickly turn on/off the sub channel for simple dual/single channel monitoring. The update removes the sub channel from displaying – so only the primary channel will display
- 3.Bug Fix:** Resolved an issue, that would not allow Analog/Digital mode switching when this option was assigned to a hot key
- 4.New Feature:** Added a new programmed key short cut (Ana SQ Set). This allows you to quickly set analog squelch adjustments
- 5.Bug Fix:** Resolved an issue effecting a small number of users; that resulted in a time slot error while using a repeater.
- 6.New Feature:** Alternate between a daytime (blue background) and nighttime (black background) display modes. Adjustable via the onscreen menu and added to CPS.

#### **DMR-6X2 V1.04 Improvement (dated 2018-11-22)**

- 1.True Adhoc Mode:** When you set Adhoc time to infinity – and then enter a Adhoc group; the radio will return back to the main screen and display the Adhoc group on the main screen along with the current channel (it will no longer will hang up on the momentary dialed in group or contact)
- 2. Fixed a bug** affecting a small number of radios whose backlight did not work on setting 4 or lower.

#### **DMR-6X2 V1.03 Improvement ( dated 2018-10-29)**

- 1. Resolved the View with black** after received the message.
- 2. Change Messages Deleting to Delete Message(s)**
- 3. Stop the time separator (colon symbol)** from flashing on the time of day clock, to avoid clicking sounds to be induced on weak received VHF signals
- 4. Change the Knob Lock** to lock only knobs, no longer lock the up/down key when set up with Knob Lock.
- 5. Allows backlight duration adjustments in Adhoc Mode** (backlight can be adjusted to not stay on when Adhoc is set to infinity).

6. Adhoc Mode Improvements – Now when Adhoc is set to infinity the display will still show the main call screen (instead of being locked on the Adhoc Group or PrivateID).
7. Resolved the scanning Bug, when scanning the secondary line, the first line CH name wouldn't change.

#### **DMR-6X2 V1.02 Improvement (dated 2018-9-6)**

1. Add support of character Ø in the display font in main channel. A Zero is displayed as "Ø".
2. In radio menu, Talk Group -> TG List -> Select-> Select Contact, allow you assign a new TG for current channel,  
it is extremely useful when you create a new channel.  
How to create a new channel: Hold pressing MENU key, until the LCD display "Next Please Press Dial Key", press  
P1 key, the radio will enter into new channel setup.
3. Resolved the time error problem in the Call Log > Last Call > Last CallList.
4. Speed up the zone switch by up and downkey.
5. CPS->Optional Setting->Display->CH Switching Keeps Last Caller, allow to keep Last Heard display when

switch to other channel.

6. Add DMR APRS Location reporting option in CPS, please refer to the APRS setup codeplug.

7. Solved the "Slot Switch" Max volume setting.

8. Solved the display problem, TG name A and B display.

9. Add allow scan to operate by press PF3 enter/exit scan mode with keypad locked.

10. Solved the "Power Save" the option 2:1 save into the radio.

11. In CPS->Optional Setting->Power-on, add the Default Startup Channel and zone will allow you choose a startup channel, every time when you power on the radio, you will be at the start up channel.

12. Update the Menu Bar Color – for easier viewing

13. Allow create a new channel on radio or delete an existing channel . Operation as below.  
Create a new channel: Hold pressing MENU key, until the LCD display "Next Please Press Dial Key", press P1 key, the radio will enter into new channel setup.

Delete an existing channel: Turn to the channel firstly, hold pressing MENU key, until the LCD display "Next Please Press Dial Key", press P2 key, the radio will allow deleting the channel.

#### **Important notice for DMR APRS:**

A) When the radio transmitting or receiving DMR APRS data, the radio will not respond to any other

operations. The transmit cycle for DMR APRS signals is very short and this should not be an issue for normal use.

B) Some users may get the DMR APRS working perfectly, but others users may have issues getting DMR

APRS working. We don't actually know the reason why it doesn't work for everyone, but we believe local conditions with servers and networks may cause these issues.

C) If you have issues getting the DMR APRS working, please know that it is not a radio hardware issue.

We believe it is likely to be FW or Hotspot / Repeater / BM set up problems if it doesn't work. As we receive

feedback on issues will continue to make improvements in the FW and try to address any repeatable issues.

D) Since the D868UV radio's CPU has limited memory space, we cannot add DMR APRS operations to

the radio menu, you can only set up DMR APRS in programming CPS.

E) GPS location DMR APRS sending only works when the GPS is positioned successfully.

F) Please note that DMR-APRS sending may be interrupted if the selected radio Time Slot for DMR-APRS use has other traffic on it.