CHAPTER 3:

RADIO AND HANDHELD

Power on the unit by twisting the SHORT KNOB on top left side. If the screen does not light up replace the battery on the backside. This is also your VOLUME control.

This radio operates on three zones: ZONE 1 is channels 1-15; ZONE 2 is channels 16-31; ZONE 3 is channels 32-47. Look on the GAME PLAN to find the FIELD channel for your gang.

To select the proper zone: Press the MENU button once; press the right-side ARROW until the screen shows ZONE; press the OK button; press the right side arrow again until it shows the range that includes your channel, then press OK; twist the TALL KNOB on the top of the unit until your channel appears on the screen.

To speak into the front of the radio, press and hold the large button on the left side; now speak then release the button to hear the reply.

Older radios select channel only with TALL KNOB on top.

CS/KT

HANDHELD: (FOR INPUTTING DISCHARGED CONTAINER LOCATIONS)

In addition to writing the location on your DISCHARGE SEQUENCE SHEET, you must INPUT the location. Start by pressing the red ENTER/ON button for a few seconds. If the handheld was completely off it will take a few minutes to connect to the base. When the blue screen comes up the curser will be at the PROGRAM line. Press the white # 1 button for STACKS. Then push the grey down arrow V to the USER line and input the white #'s 7799. Hit enter and the STACKS screen on page 3 should appear.

If the handheld was already turned on it may be on a subsequent screen. Hit F4 and continue as described below.

SEE CONTAINER STACKS CHAPTER TO LEARN INPUT POSITIONS WITHIN STACKS.
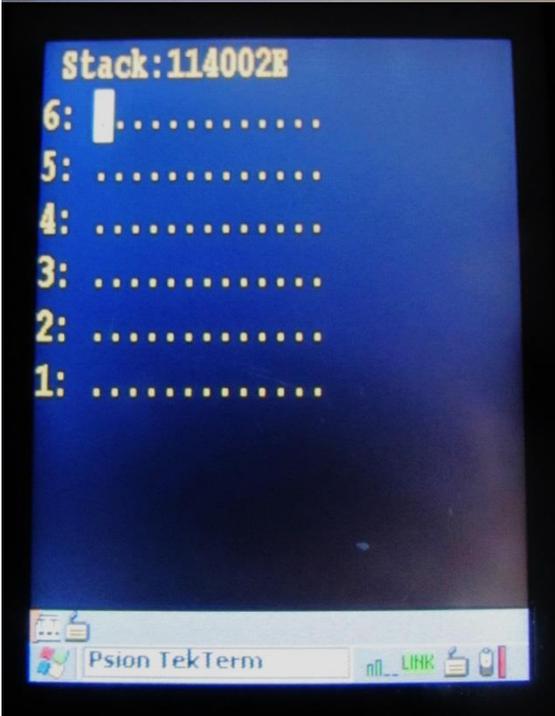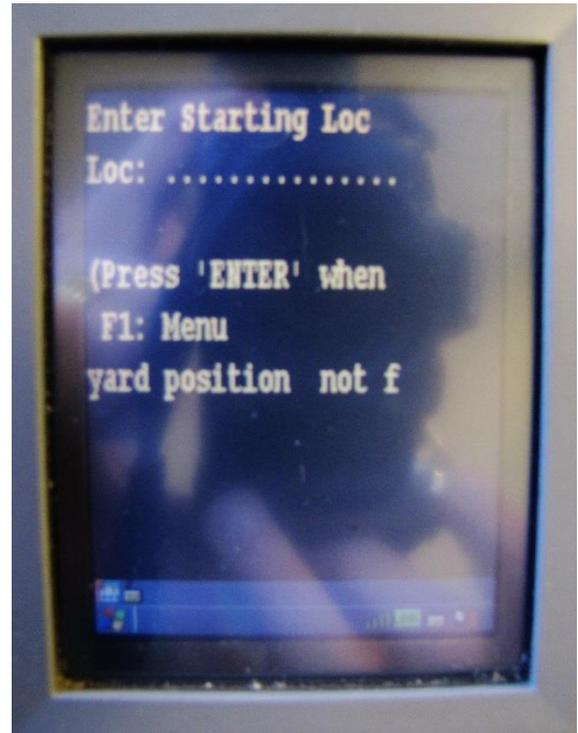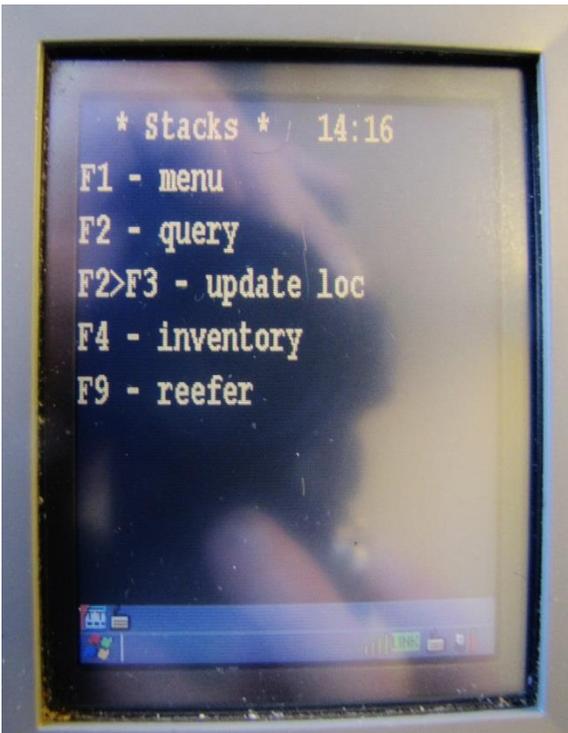
Now on the STACKS screen press the F4 yellow button for INVENTORY. This brings up the ENTER STARTING LOC (location) screen. Where your RTG or MTY HANDLER is set up to receive, enter the STACK & BAY with white # buttons and the TIER with grey letter buttons (ex: 114002e) for the open area @ the back of that bay. You must always enter 3 #'s for the BAY; add ZEROs in front as needed. The CURSER goes to the top of the tier so hit the grey DOWN arrow to get to the first open slot.

As you will see in the STACKS CHAPTER, 40' containers are input with EVEN numbered bays (016) while 20'are input as ODD numbered bays (015,017).

When the container arrives enter just its 7 digit number and hit ENTER. If the computer does not recognize it, "??" will appear. Curser back with the arrow < button to that position on your screen and type over the "??" using the 4 letter PREFIX and the 7 NUMBERS of the container. If you press a wrong letter or #, hit the grey BKSP for backspace. When entered correctly the curser will go to the top of the tier and you will need to arrow down again to get the next open slot.

There are FUNCTION buttons to move WITHIN a bay. The F5 button moves the input screen BACKWARD through the tiers; F to E, E to D, etc. The F6 button moves it FORWARD; A to B, B to C, etc. The grey ^ and v ARROW buttons move the curser up and down that tier. Note if you entered an even # for a 40' bay, when you toggle from tier to tier there, the bay # at screen top may change to the lower odd #. This is just a default built into the system and is not a concern; keep inputting.

When that bay is full, F4 again and enter the new stack, bay and tier. If it is close by in your current stack F7 will move to diminishing bay #'s down the stack; F8 moves to higher bay #'s up that stack. ALWAYS, ALWAYS F4 WHEN GOING TO ANOTHER STACK!!! Ex, 211 to 311.

If you are receiving EMPTY containers in a very large stack of 11, 12 etc. tiers deep, with large stacks on either side, it may be difficult to see or determine what tier your first box will be placed. You can hit then F2 button to "QUERY" or "look up" the location of the last box placed there. Hit F2 and type its 7 digit container # and hit enter. This gives you the full location of that box (ex. 717098M5) and you will know to F4 and enter 717098M; then arrow to the 6 high to input your first box

Help yourself and others by correcting errors in a bay you are working. You may see an OPEN slot in your handheld but a box is actually there, or one showing but in the WRONG slot. If you have the time fix it, but do not if it will slow down your operation.