

The ADMS-VR160 Programmer is designed to give you the ease and convenience of programming the memories and set menu options of your receiver from your PC.

Memory Channels Include:

- 900 Memory Channels
- 1,000 Skip Memories
- 100 Limit Memories (50 pair)
- 12 VFO Channels
- 88 Marine Memories
- 89 SW Memory
- 10 Weather Memories

Other Menu Item Categories Include:

- Common
- CW
- Sounds
- DTM and Skip Menu

The Programmer Is for so Much More than Just Memory Management.

With the ADMS-VR160 Programmer you can begin a new “factory fresh” file into which frequencies and option settings are entered. Or, you can read from the receiver, store these details on your computer and make changes. Then, with minimal button pushing, send the new configuration back to the receiver.

The Programmer allows you to create and save as many files as you want for your receiver. Files can even be shared between users via email or the Internet. Any RT Systems Version 4.50 program can open a file from any other RT Systems Version 4.50 programmer... even from a different receiver.

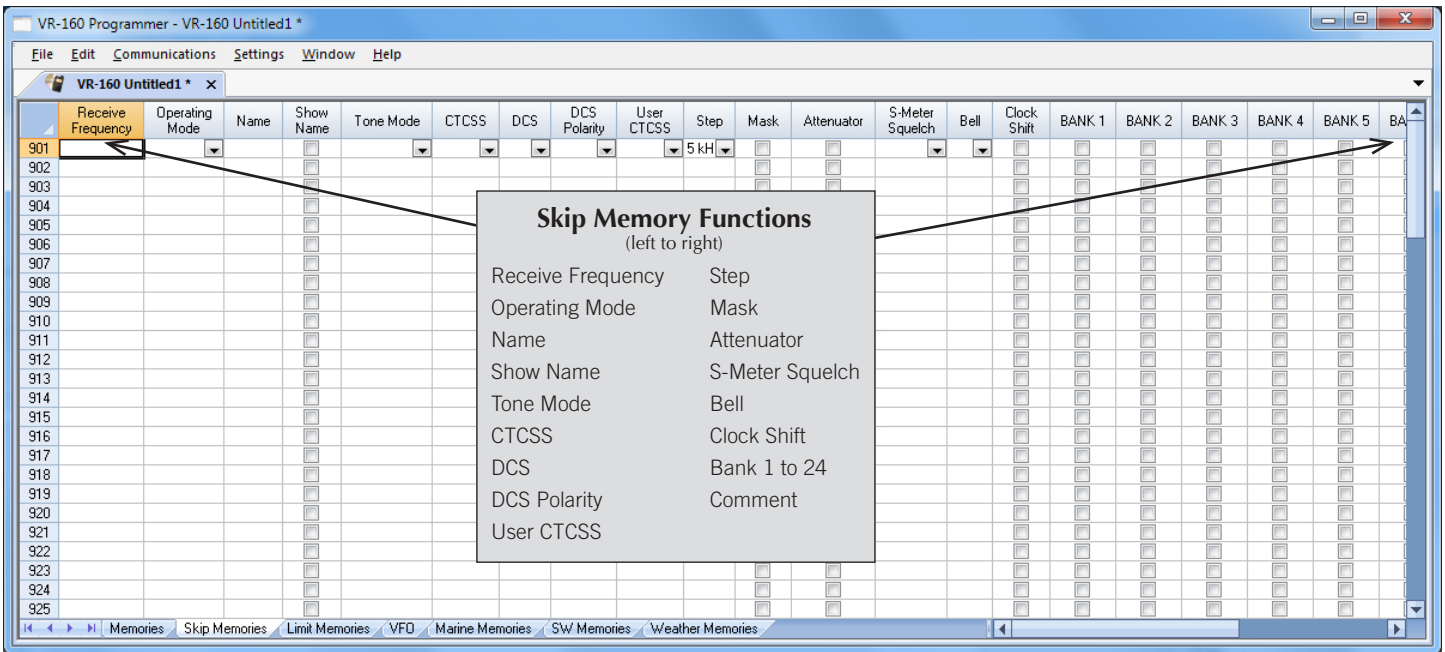
Managing all the options of this great little receiver becomes easy with the Programmer. The cut, copy, paste and insert features of the Programmer make channel management easier than ever.

Open more than one file at a time. Memory channel information can be copied from one file to another within the Programmer making it really easy to set up a new file.



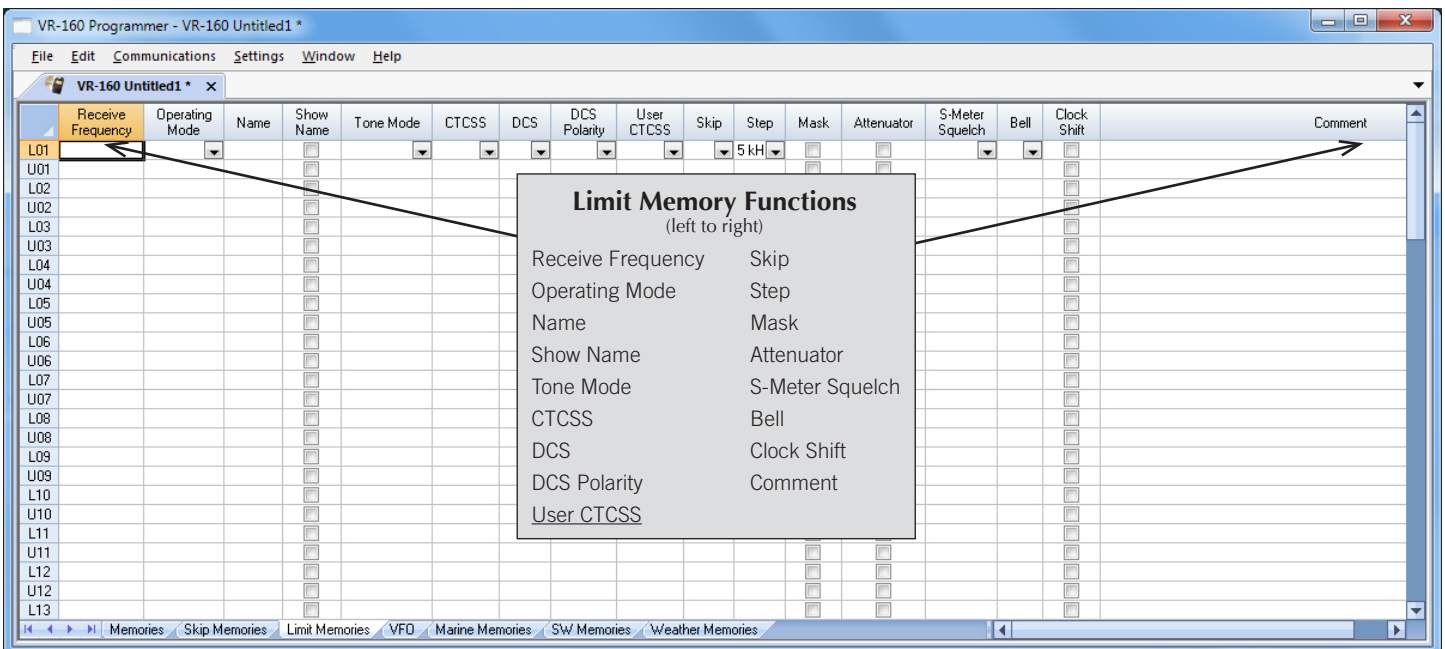
Hardware Requirements:

A PC running Windows XP, Vista, Windows 7 (32 or 64 bit) or Windows 8 (full version). A CD drive (local or network) for installation. A free USB port. The RT Systems USB-29A interface cable. The cable connects the receiver to the computer from the USB port on the computer to the speaker/mic jack on the receiver.



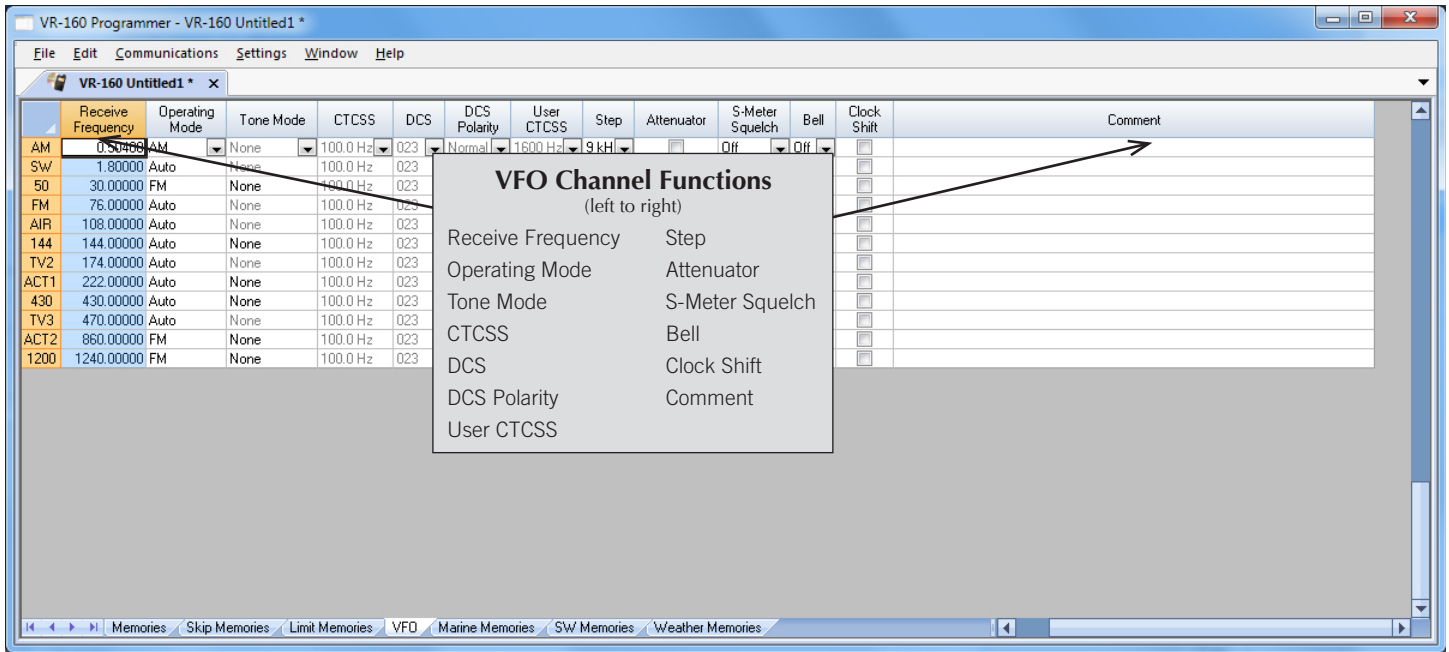
Skip Memories

These frequencies are skipped during VFO scanning. These channels can be used for additional regular memory storage if you don't use VFO scanning.



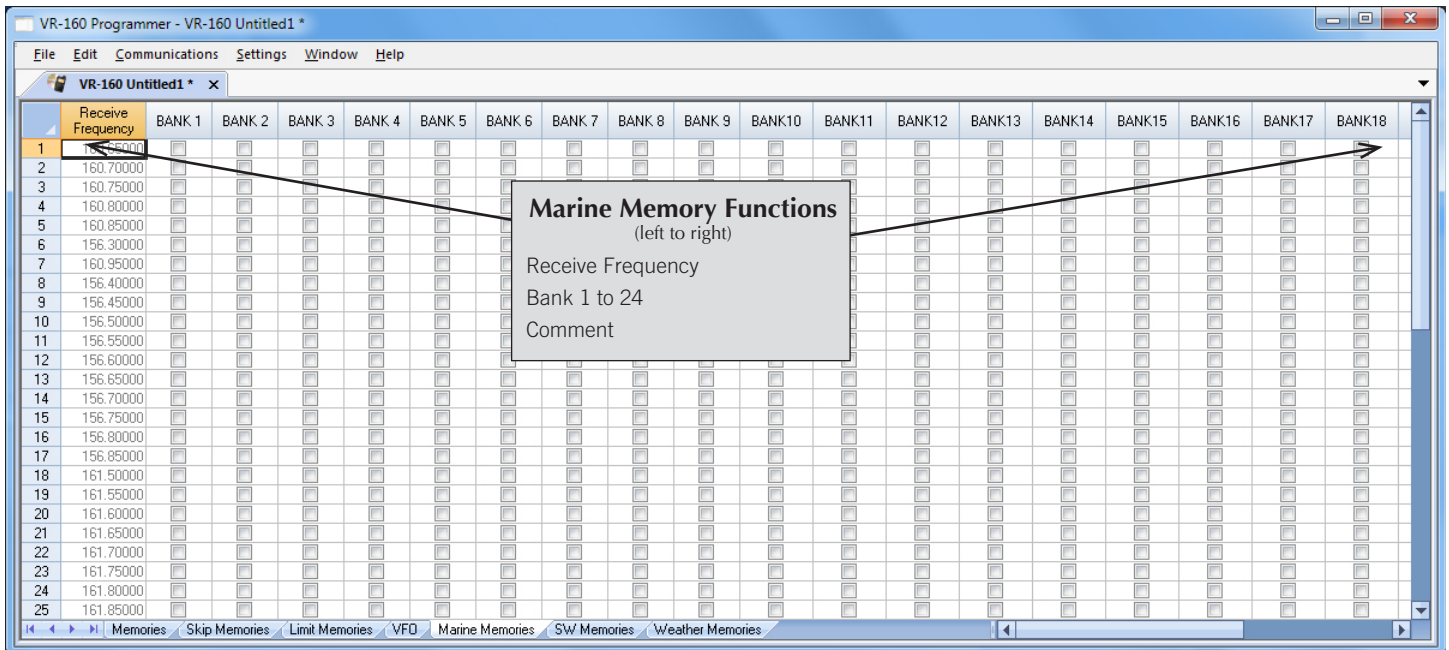
Limit Memories

Limit Memories are used by the receiver for Program Scan. Program the same details for Limit Memories as for regular memory channels. Many of the Limit Memories are preprogrammed in the receiver and while the frequency can be changed to another within the band, they cannot be left blank.



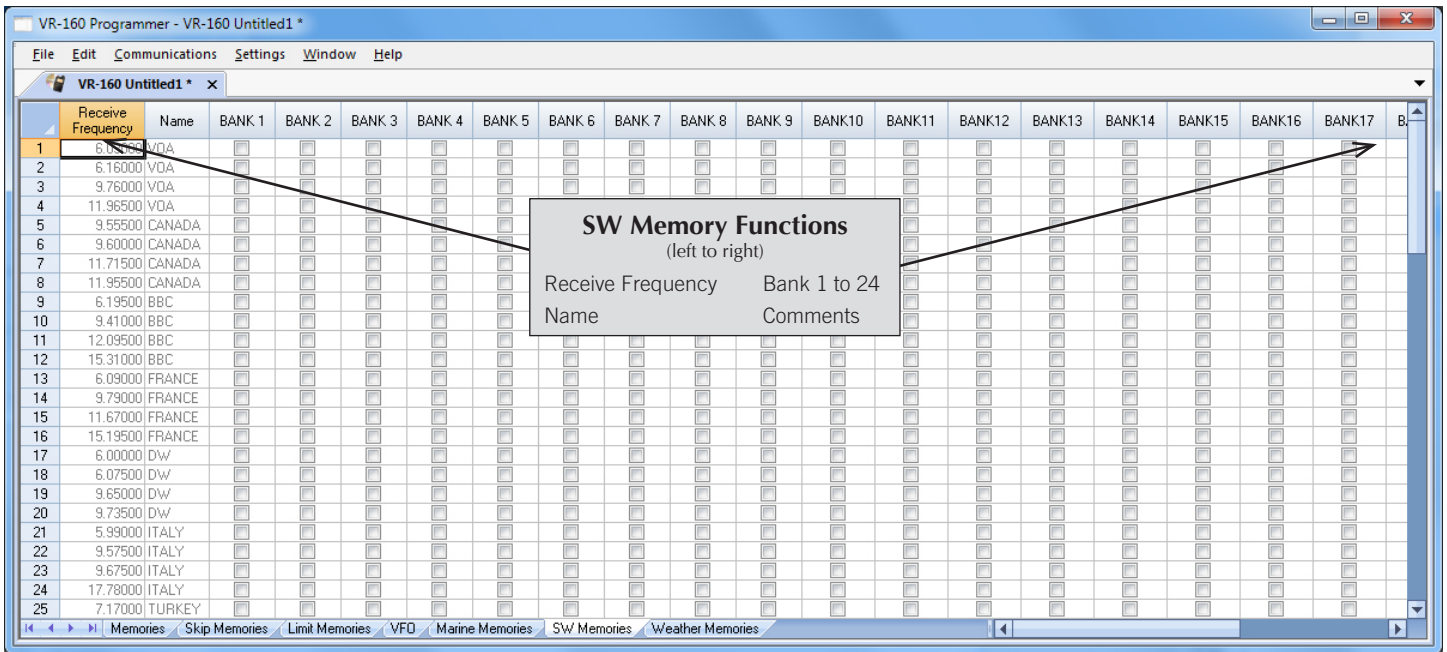
VFO

The program makes available the same VFO's as in the receiver (usually one per band). Remember these are not real memory channels since the details are lost as soon as you tune the receiver manually. There is no one button recall for these. You do not need to program into VFO before programming details into a memory channel. These channels are preprogrammed in the receiver and while the frequency can be changed to another within the band, they cannot be left blank.



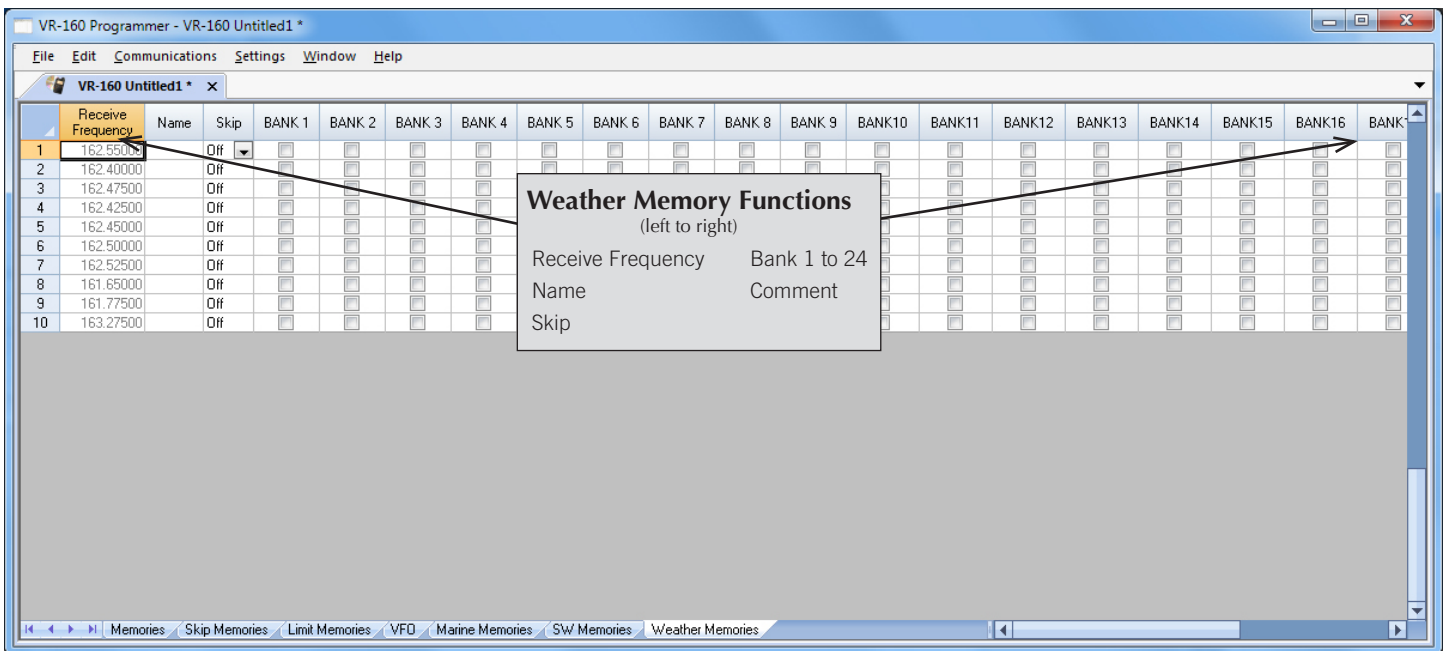
Marine Memories

Pre-programmed in the receiver, the Marine Memories cannot be changed. Receive frequency, Transmit frequency and Offset direction are disabled to prevent editing. These channels can be included with other memories in Banks 1 - 24 by checking the box for that Bank.



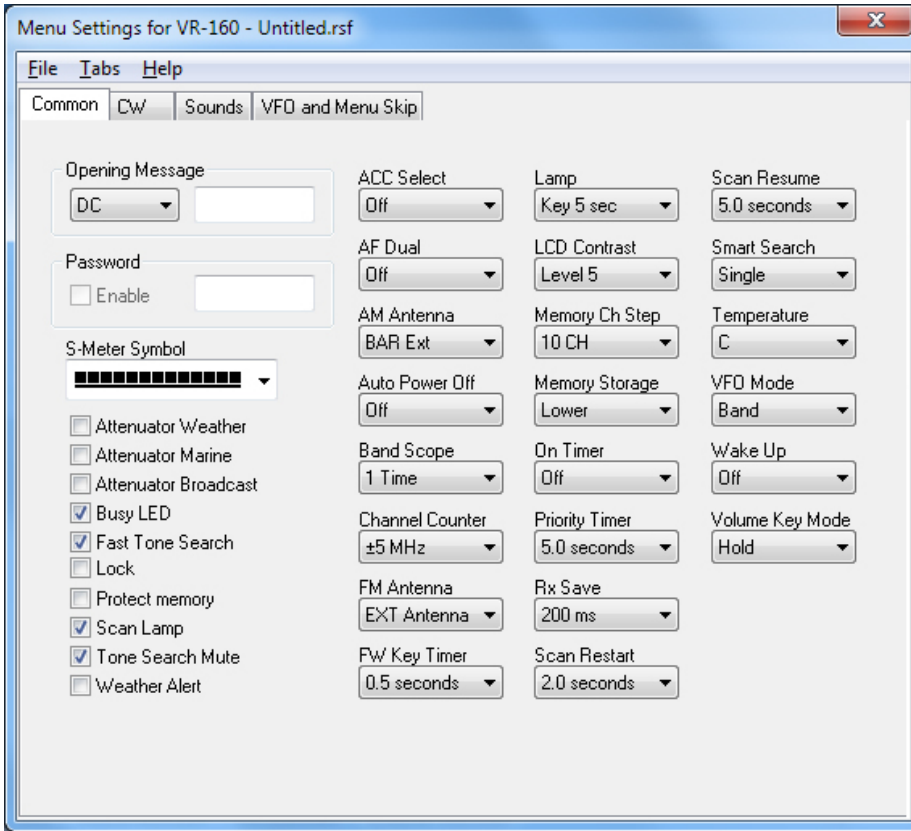
SW Memory

Frequencies for shortwave listening are preprogrammed in the receiver with a name identifier and cannot be changed. Receive frequency and Name are disabled to prevent editing. These channels can be included with other memories in Banks 1-24 by checking the box for that Bank.



Weather Memories

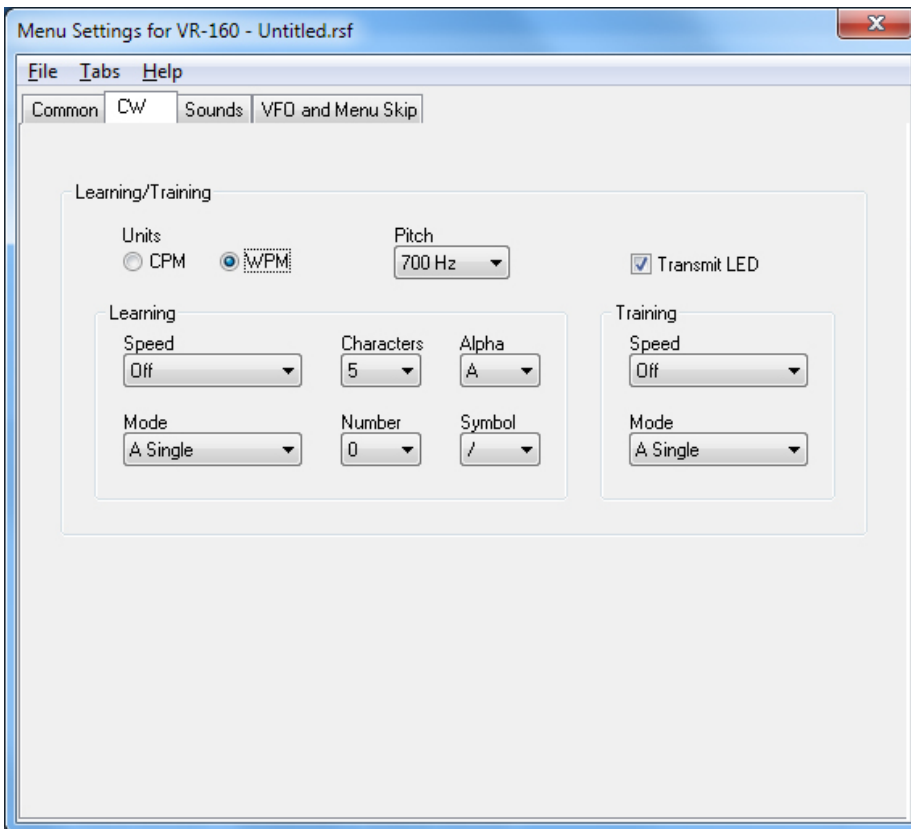
Ten NOAA weather frequencies are preprogrammed in the receiver, and cannot be changed. Use this screen to edit Name, set Skip conditions and add a weather channel to a bank along with other memories.



Common

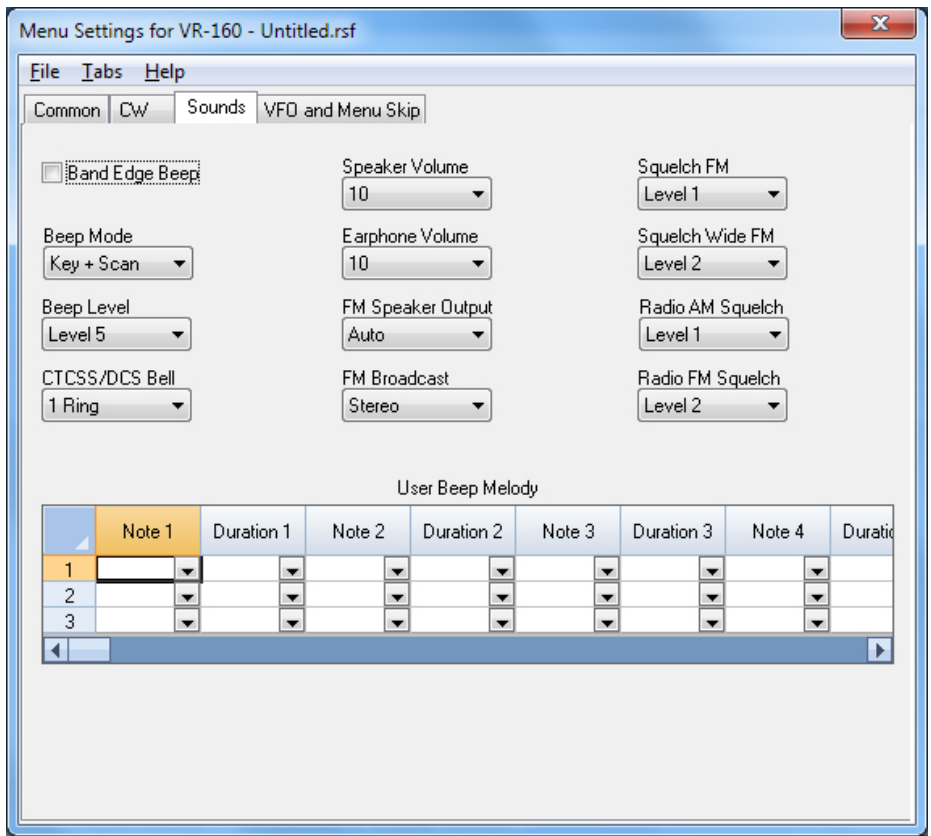
Use these screens to customize other set menu features of the receiver. Check boxes toggle features on or off, drop down menus list all selections and blank boxes for personalized entry add to the ease of setting up your receiver exactly like you want it.

The entries on the Settings screens are made for you to “Set and Forget”. Once settings are customized, you are prompted to save before exiting. The saved settings will be there every time you create a new frequency file.



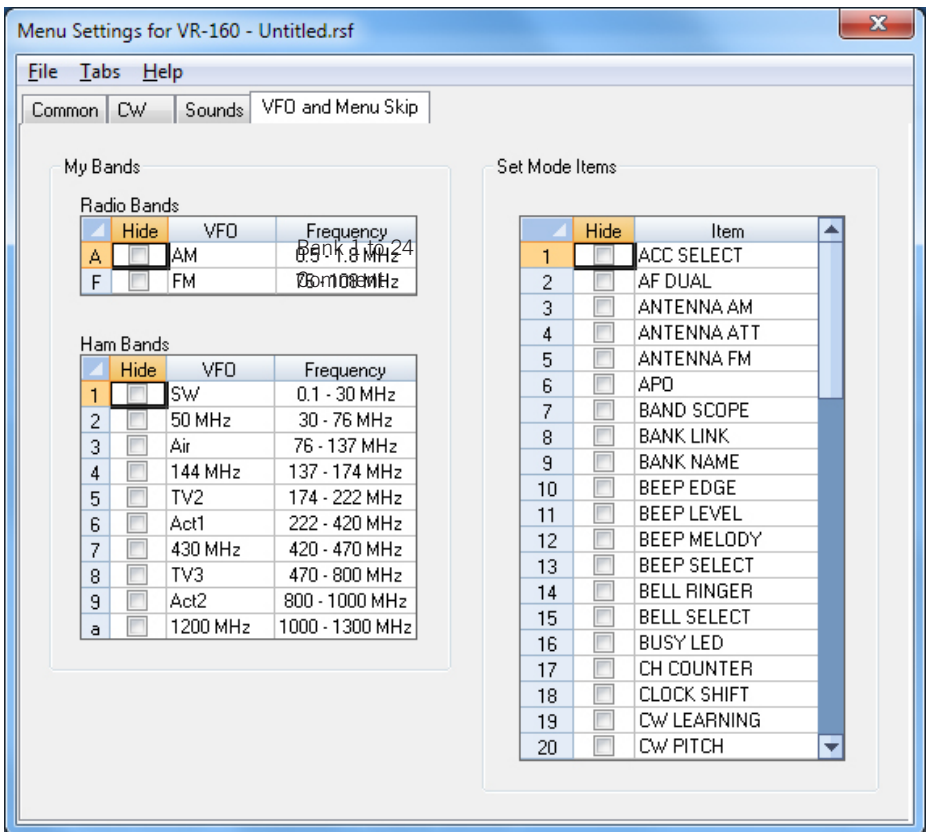
CW

Use these settings to adjust the CW menu items of the receiver.



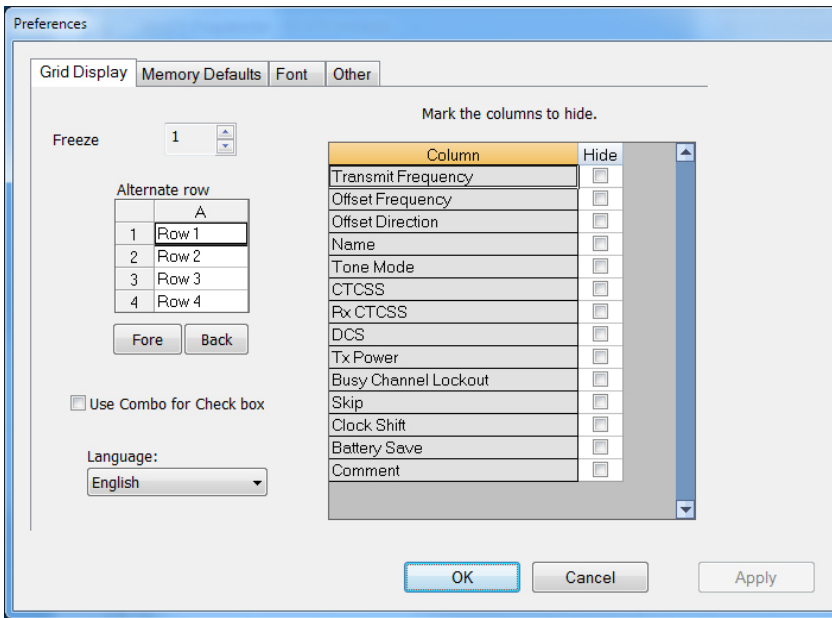
Sounds

Customize receiver sounds including the notes for a User Beep Melody that sounds when User Beep is engaged for Tone Mode on a memory channel.



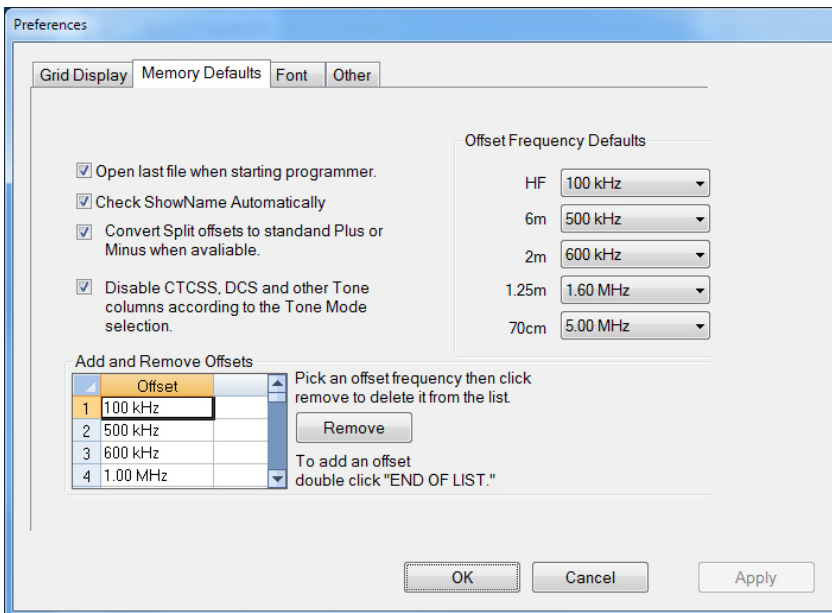
VFO and Menu Skip

Limit access to little used Bands in VFO and Hide menu options to make using the receiver simpler.



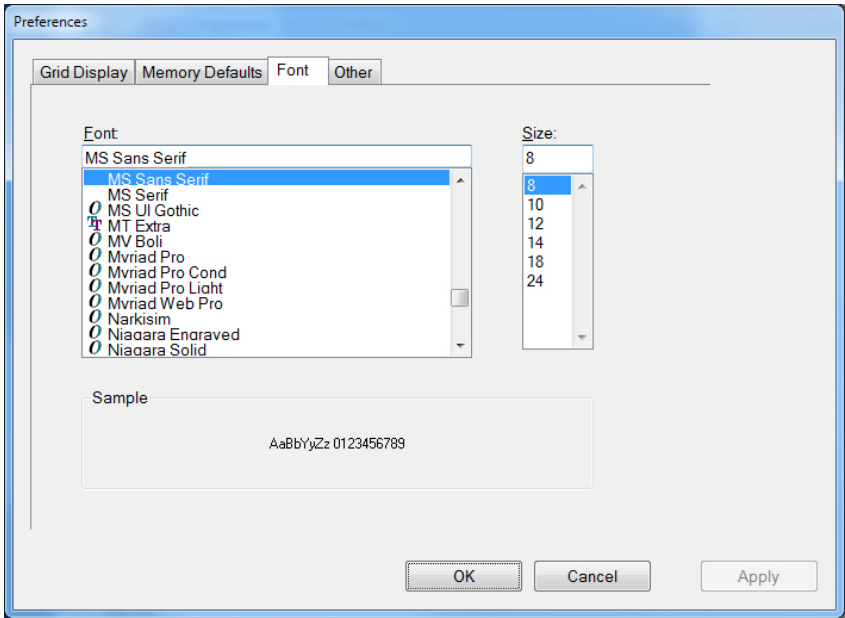
Grid Display

- RT Systems now available in English, French, German, Italian, Spanish, Portuguese and Japanese.
- Set colors for text (Fore) or background (Back) of alternate rows for easier viewing across the columns.
- Freeze columns to keep information on the screen as you scroll to the right of the page.
- Hide columns you don't use. Customize your print-out: hidden columns do not print.
- Use Combo for Check boxes – changes the grid to eliminate check box selections that are disabled on some systems.



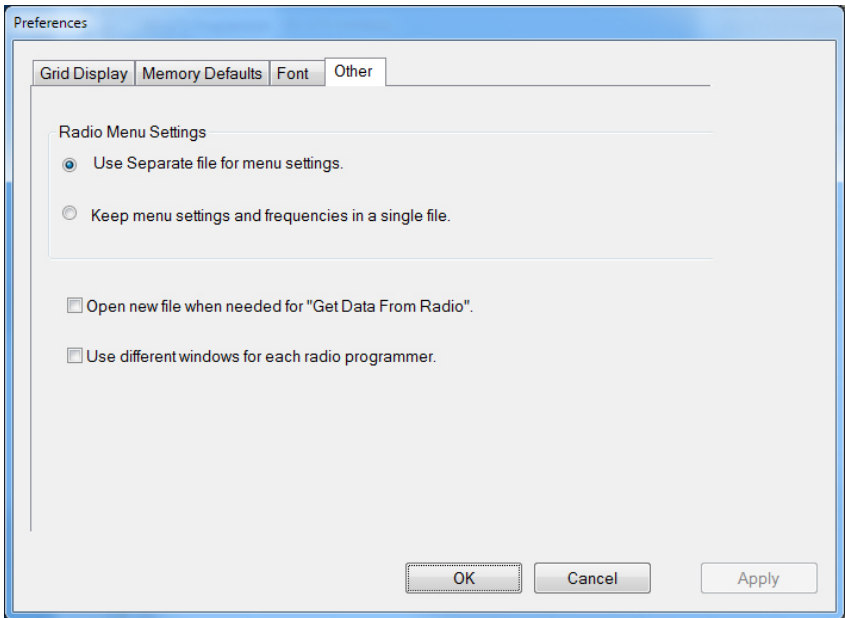
Memory Defaults

- Set options to control auto fill information for memory channel entries.



Font

- Set options to control the font in the column headers of the channel entry screens. Select any font and font size available on your computer.



Other

- Set options to control how the programmer handles the global Radio Menu Settings file.
 - Separate (default) handles the global settings of the radio in a “set and forget” fashion. Once you set these up and save the file you won’t have to reset them for a new frequency file.
 - Together as one gives you the ability to create files that are complete with frequencies and customized global settings. In this mode, each file begins with factory defaults for every option of the radio.
- Check “Get data from Radio” new file option to prevent data loss when you read from your radio into the programmer.
- Check “different window” option to make the programmer for a different radio run in completely separate window rather than in a separate tab of the same window.

[Buy Now](#)