This is the latest code plug for the TYT MD2017 MD-2017_Springhill_Basic, for use on the Springhill, LA 443.750 Receive / 448.750 Transmit DMR Repeater. This plug doesn't contain any channels or zones for use with a Hotspot such as a DV4Min or SharkRF. If you are looking for a code plug for that then download the file labeled MD-2017 Code Plug.

This plug has one Zone only called Springhill home. This zone contains 6 channels.

1. **6.73 FM** - This will allow you to use the Springhill analog VHF FM Repeater This channel will show up in the Channel Member A top of screen.

The remainder of the channels will appear in the channel Member B area or bottom of your display

- 2. **Springhill TG** -This is for the Springhill DMR repeater using Talk Group 312209 corresponding to the DMR ID of the Repeater. This is where you will find most of the local gang "hanging out". This channel uses color code 1 and Time slot 2
- Local 9 ArkLaTex
 This is one is set to Talk Group 9. The default Talk Group for traveling traffic.
 This channel is located on Time Slot 1 and uses a color code of 1. This is set up for future regional use as more DMR repeaters come to the area. We hope they will decide to link to us here. This will come into play when

hope they will decide to link to us here. This will come into play when Internet is added to the repeater. At the moment it is a channel you could move a conversion to when Springhill TG is busy.

- 5. **Direct** This one as the name implies is a Direct or Simplex frequency on the national UHF DMR Frequency of 441.000 mhz. Talkgroup for this frequency is 99 a color code of 1 and a Time Slot of 1.
- 6. **Scan Only**As the name tells you. This channel is a place to set your radio for monitoring purposes scanning all of the channels for activity. This channel has no transmit capability. When you go to this channel it will automatically begin to scan. When you hear activity you can see an indication as to what channel the activity is from and go to that channel if you wish to join in.