



MFJ GRANDMASTER MEMORY KEYS

MODEL MFJ-484



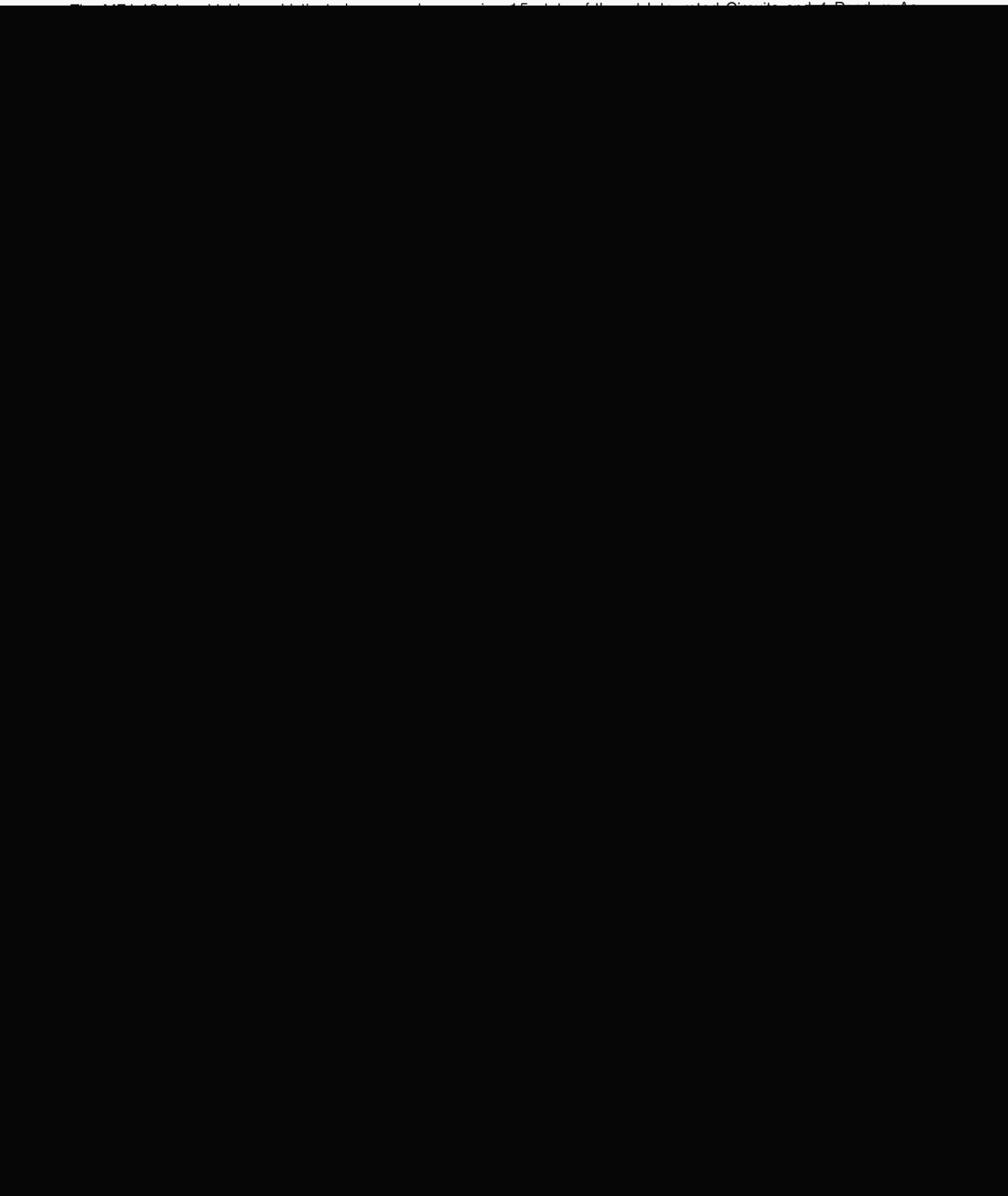
OWNER'S MANUAL

CAUTION: Read All Instructions Before Operating Equipment.

MFJ ENTERPRISES, INC.

P. O. BOX 494, MISSISSIPPI STATE, MS. 39762, USA

MFJ-484 GRANDMASTER MEMORY KEYS



OPERATION PROCEDURE

I. KEYSER OPERATION

1. Apply power to the memory keyer. Use the AC adapter provided.
2. Plug in key paddle to the KEY jack. A dual paddle squeeze key or a single lever key can be used.
3. Push TONE, WEIGHT, SPEED, and DELAY controls in.
4. Turn VOLUME control clockwise to turn on memory keyer.
5. Start sending with paddle and adjust volume, tone, weight, and speed. NOTE: The weight control may cause a steady tone at high speed; should this occur the weight or the speed must be reduced by turning the knob counter clockwise.
6. The dot and dash memories ease sending by allowing keying the dot before the completion of the dash or vice versa. This feature can be checked by setting to the lowest speed and tap first the dash lever then the dot lever before the completion of the dash. The keyer will provide both the dash and the dot. The dash memory can be checked by first tapping the dot then the dash. The dot insertion features allows you to tap the dot side to insert a dot while holding the dash side in. The dash insert feature allows you to tap the dash side to insert a dash while holding the dot side in. When using squeeze key and with both paddles squeezed together the iambic operation feature allows sending of alternate dots and dashes. The first contact determines whether a dot or dash occurs first.

II. MEMORY OPERATION

A. RECORDING

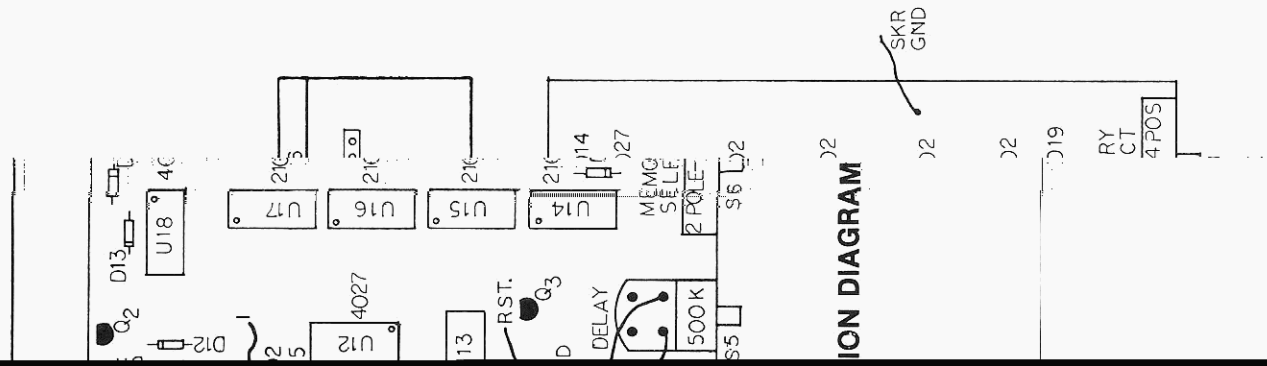
1. Turn the MEMORY SELECT to position 1, 2, 3, or K. Position K will record up to a 100 character continuous message.
2. Pull SPEED control out and adjust speed. Press a MEMORY ADDRESS button (A, B, C, or D) and start sending immediately. (NOTE: RECORDING will not start until a MEMORY ADDRESS button is pressed while in the recording mode.) Memory LED will light up when memory is in operation. Each LED corresponds to the MEMORY button directly above it. Message including spaces is being recorded as long as the LED is lit in the recording mode. When LED goes out, this indicates the memory is full. If LED goes out before you have finished sending, the message is too long. Combine memory addresses A and B by putting the WEIGHT control out to double the memory space. When recording, the internal clock runs continuously to allow spaces of any length to be entered into the memory, thus, there is a particular delay between zero and length of one dot. This requires you to synchronize your sending with the keyer to some extent. At low speed (10-15 wpm) dots may even be missed occasionally. This can be avoided by not releasing the dot lever until a dot starts.
3. Occasionally, an unwanted dot may appear in the beginning of a recorded message; this is due to improper timing. To insure a complete erase of previously recorded message in the memory, when recording to press the address button two or three times before sending. Note that the MEMORY ADDRESS button, when pressed, resets the memory to the beginning of that address either during recording or playing a message. Therefore, the reset button need not be pressed when programming. A recorded message can also be erased by first playing the correct part of the message and just before the mistake turn to record mode to record the message. NOTE: The memory keyer will key the transmitter in the recording mode. It will transmit from the transmitter during recording. Turning recording mode and insert into transmit/receive switch to the receive mode.

B. PLAY BACK

1. Push the SPEED control in. This puts the memory keyer in the play mode. Press the MEMORY ADDRESS button. The LED indicates which memory is in operation. MEMORY ADDRESS button beginning once it is pressed.
2. To interrupt a playing message or to make an insertion, simply send at the point where the message was made. The message can be continued by pressing another MEMORY ADDRESS button. The remainder of the message will be played.
3. To repeat, pull the DELAY control out. Turn control clockwise to increase time delay. DELAY LED lights to indicate the period when time delay is on. When DELAY control is turned counter clockwise there is no delay between the repeat message; however, a message will be repeated. NOTE: If time delay is interrupted, during the delay period the message will be repeated. This does not affect other modes of operation.

OPERATION NOTES

1. Shielded cables must be used between the memory keyer jack and paddle and between the memory keyer and the transmitter to prevent an RFI interference.
2. Cover the battery snap if memory saver battery is not in use. Use the plastic tubing provided.
3. Use only the MFJ AC ADAPTOR supplied. Do not use more than 15 volts for the external power source. The miniature jack is positive and the sleeve is ground.



ION DIAGRAM

BOTTOM VIEW - S

1.234 W 1W234

