Radio Messenger v1.0

https://islandmagic.co/radiomessenger

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1 Getting started

These steps take you from a fresh install to your first message over the air.

1.1 Set your identity

1. Open **Settings** and set your **callsign**.
2. Leave the default **SSID** unless you need a separate identity for another app or radio.

1.2 Connect your radio

> Radio Messenger works well with Bluetooth radios (for example BTECH UV-PRO, VGC VR-N76, and Kenwood TH-D75 with a B.B. Link adapter). For a handheld radio without Bluetooth, use an audio adapter such as Digirig Lite or AIOC. See Radios and audio adapters for setup details.

Bluetooth radio

1. Turn on the radio and put it in pairing mode (Do not pair it in iOS Settings).
2. In Radio Messenger, open **Settings** and choose **Preferred Radio**.

Audio adapter

1. Connect the adapter to the radio.
2. Plug the adapter into your phone. Radio Messenger detects it automatically.

1.3 Send your first message

1. Tap **Messages** and start a new conversation.
2. Enter a station's **callsign** and send a short message.

The frequency your radio is tuned to decides how the message is sent. See Dual messaging modes.

1.4 If it doesn't work

Open **Settings** → **Monitor** to see a live log from your connected radio. It's the first place to check whether the phone is hearing anything. See Monitor for more.

2 Dual messaging modes

Radio Messenger sends messages two ways: **APRS Messaging** and **Enhanced Messaging**. The app picks the mode from the frequency your radio is tuned to. You don't switch a setting.

2.1 How the mode is chosen

- On frequency identified for APRS use, the app uses **APRS Messaging**.
- On any other frequency, the app uses **Enhanced Messaging**.

The conversation shows which mode is active, so you always know how a message will be sent. Once a message is in a conversation, long press to bring up the message details information that will show the message type.

2.2 APRS Messaging

APRS Messaging works with the wider APRS network that's already present in a lot of areas.

- Shorter messages.
- Delivery confirmations and automatic retries.
- Can reach you over the internet when your radio isn't available, through Message Continuity.
- Includes access to many APRS services & bots and ANSRVR groups.

2.3 Enhanced Messaging

Enhanced Messaging is a modern, radio-to-radio mode for chatting with another Radio Messenger operator.

- Longer messages and full Unicode, including emoji and accents.
- Verified sender identity, reactions, and read receipts.
- Files & photos transfer.

Enhanced Messaging stays on the air. It needs both stations on the same frequency, each with the app running and a radio on. There's no internet fallback.

2.4 Choosing where to operate

- To reach the broadest audience, use an APRS frequency.
- To chat with a friend who also has Radio Messenger, agree on a non-APRS frequency and use Enhanced Messaging.

> Location sharing works in both modes, using the right format for each. See Location sharing. For open group chat on a shared channel, see Room chat.

3 Radios and audio adapters

Radio Messenger connects to your radio over Bluetooth, or through an audio adapter for radios without it. Set a preferred radio so the app knows what to use, and save presets to switch frequency quickly.

3.1 Bluetooth radios

Works well with Bluetooth radios such as BTECH UV-PRO, VGC VR-N76, and Kenwood TH-D75 with a B.B. Link adapter.

3.2 Audio adapters

Other radios can use an audio adapter, for example Digirig Lite or AIOC. Plug it in and the integrated modem uses it automatically.

3.3 Preferred radio

Pick a **preferred radio** in **Settings** → **Preferred Radio** so the app knows what to connect to by default.

3.4 Frequency presets

If your radio supports frequency control, save **Frequency Presets** to switch frequency from the app. Remember that the frequency sets your messaging mode.

3.5 Disconnect and reconnect

In the radio panel, tap **Disconnect** to release the link for another app without forgetting your paired radio. Auto-reconnect pauses until you reconnect, so you don’t have to pair again.

3.6 Adjusting performance

- **Audio Levels** appear when an analog adapter is connected, for setting input and output levels.
- **Advanced Parameters** fine-tune the radio link. Change these only if you know what they do.

> See device compatibility list to find out if a radio is supported.

4 Messages

Messages is where your conversations live. Start a direct chat with a station, follow whether your messages got through, and keep your inbox tidy.

4.1 Start a direct chat

1. Tap **Messages**.
2. Start a new chat and enter a station's **callsign**.
3. Type a message and send.

How a message is sent depends on your radio's frequency. See Dual messaging modes for the difference between APRS and Enhanced Messaging.

4.2 Track delivery

- Outgoing messages show their **delivery state**.
- If a message isn't acknowledged, the app retries it for you.
- A failed message shows a mark you can tap to retry.

4.3 Act on a message

Long-press a message for actions like copy and details information.

4.4 Organize your inbox

Long-press a conversation for actions like:

- **Pin** a conversation to keep it at the top.
- **Hide Alerts** to mute a conversation. See Notifications.
- **Mark as Read** or **Mark as Unread**.
- Edit **Via…** digipeater path (non APRS only).
- **Delete** a conversation.
- Block a station from their profile, or manage blocks in **Settings** → **Blocked Callsigns**. See Blocked callsigns.

Bulk Editing

- Use **Edit** to select several conversations and act on them at once.

4.5 Find something

Search your inbox by name, callsign, or search the text inside messages. See Inbox search.

5 Inbox search

Find a conversation or a specific message without scrolling.

5.1 Open search

- On iPhone, tap the magnifying glass next to **Edit**.
- On iPad, use the search field when you’re not in **Edit** mode.

5.2 What you can find

- Conversations by **contact name** or **callsign**.
- Words inside messages.

Results group into **Conversations** and **Messages**. Tap a message result to jump straight to it in the thread, where it briefly highlights so you can spot it.

6 Blocked callsigns

Block a station you don’t want to hear from. A blocked station messages won’t appear in direct or group conversations, and its alerts are suppressed.

6.1 Block a station

You can block from two places:

- A station’s **profile**.
- **Settings** → **Blocked Callsigns**.

6.2 What blocking does

- Messages from the blocked callsign no longer reach you.
- Alerts from that callsign are suppressed.
- Your block list syncs across your devices. See iCloud Sync.

Existing conversations stay in your inbox until you delete them.

6.3 Unblock

Open **Settings** → **Blocked Callsigns**, then remove the callsign to allow its messages again.

7 APRS Messaging

APRS Messaging sends direct messages on the APRS network. Use it to reach a wide audience — other operators, gateways, and services & bots. The app uses APRS Messaging automatically when your radio is tuned to an APRS frequency. See Dual messaging modes.

7.1 Send a message

1. Open **Messages**.
2. Start a chat and enter a station's **callsign**.
3. Type a short message and send.

The bubble shows its progress as the message is sent, heard, and acknowledged.

7.2 Length

APRS messages are short. The compose field shows the count as you type, so you can see how much room is left.

7.3 Delivery and retries

- Outgoing messages show their **delivery state**.
- If a message isn't acknowledged, the app retries it for you.
- If it still fails, you'll see a red mark. Tap it to retry once the radio is back.

When Message Continuity is enabled, once the message has exhausted its retries on the radio path, it will fall back to internet delivery.

8 Message Continuity

Message Continuity keeps your conversations complete when the radio path isn't available. Radio is always tried first. When your radio can't reach, the app can carry APRS messages over the internet and hold anything you miss until you're back, so messages still find you.

8.1 When it steps in

Message Continuity can help when:

- Your radio is out of range or off.
- Your phone isn't connected to the radio.
- The app isn't in the foreground, or you're temporarily offline.

8.2 What it does

Sending

After radio retries are exhausted, the app can send your message over the internet so it still has a path to the recipient.

Receiving while the app is running

With no radio connection, the app can watch for messages addressed to you over the internet and deliver them in the app.

Receiving when the app isn't active

When the phone is locked or the app isn't running, there's no radio path and iOS may suspend the app. The service holds messages addressed to your callsign, including any SSID variation, and can send a push notification to wake your phone so an alert appears. Whenever the app launches or returns to the foreground, it checks for anything it missed, downloads it, and sends any required acknowledgements.

If your phone is offline for a while, such as when Airplane Mode is on, or if a conversation is muted and its notifications are suppressed, nothing is lost. The app catches up and retrieves any pending messages the next time it connects.

8.3 Acknowledgements happen on your device

The acknowledgement is sent only once a message actually reaches your device, never by the server on your behalf. This matters when your phone is out of signal or left behind:

- The app doesn't acknowledge the message, because it never reached its final destination, your device. That's the intended behavior.
- The sender sees the message as unacknowledged, the same as if you weren't running any store-and-forward service.
- The message stays safely stored, waiting for you the moment your phone has internet again.

8.4 How this differs from a query-based service

Some operators are used to query-based services such as QRX, where you ask an inbox for held messages. Two differences are worth knowing:

- Retrieval happens through the app over the internet, not by directly querying a mailbox. Some services let you request messages from a radio, but those requests are still routed through an iGate and delivered over the internet.
- The sender doesn't receive a courtesy "recipient is offline, message held" reply while you're away. Your messages remain safely stored and waiting; the sender simply isn't told that they were held.

8.5 Turning it off

Turn off **Settings** → **Message Continuity** for radio-only behavior. With it off, the app doesn't use the internet or push delivery for missed messages.

9 Secondary Station Identifier (SSID)

In APRS, a callsign can have several **SSIDs** (suffixes like `-7` or `-9`). Each one is a separate "address" on the network. In classic APRS messaging, you often have to guess which address reaches the person you want. Radio Messenger treats that the way modern messaging apps treat phone numbers: you talk to a person by **callsign**, and the app figures out the right SSID when it can.

9.1 One thread per callsign

Conversations are grouped under the **base callsign**, not split into a separate thread for every SSID. That matches how most people think about messaging: one ongoing chat with **WH6AZ**, not three parallel chats with **WH6AZ-7**, **WH6AZ-9**, and **WH6AZ-15**.

Each message still keeps its full **callsign + SSID** attribution. Long-press a message and tap **Details** to see the complete source, destination, and path.

9.2 Messages you receive

The app shows any message addressed to **your callsign**, on **any of your SSIDs**. You do not need to pick which identity is "active" to see incoming traffic.

When the network expects an acknowledgement, the app sends an ACK only for messages addressed to the **exact SSID** that actually received the packet. That keeps you compatible with traditional APRS stations and gateways that expect a precise reply.

9.3 Messages you send

When you reply, the app sends from the **SSID you are using now** (the one tied to your settings).

When you start or continue a conversation, outgoing messages are addressed to the SSID that looks most reachable for that station. By default that is the **most recently active messaging-capable SSID** (the one that last sent you a message you could reply to).

9.4 Likely reachable at

When you open a station profile, you see a hint such as **Likely Reachable At: WH6AZ-7**. That is the app's best guess for where to deliver your next message, not a guarantee.

The guess combines:

- **Recent messages** from that station (which SSIDs have been used for messaging lately).
- **Position and status traffic** (which SSIDs look like a live operator rather than infrastructure, such as a weather station).

The hint updates as new traffic arrives. If you know a station only checks one radio, you can still rely on the automatic choice in most cases.

9.5 Why this approach

For human-to-human messaging, the usual goals are:

1. Show you everything sent to any of your SSIDs.
2. Acknowledge only what arrived on the SSID that actually heard it.
3. Reply from the SSID you are using now.
4. Keep one conversation per callsign.

5. Pick a reachable SSID for the other station when you do not want to choose yourself.

Radio Messenger follows that model so APRS messaging feels closer to a familiar chat app, while still working with operators and services that use classic APRS addressing.

9.6 When you might change your SSID

Leave the default **SSID** in **Settings** unless you run another app or radio that needs a separate identity. See Getting started for setup. If automatic addressing ever feels wrong for a station, check **Details** on recent messages to see which SSIDs have been active.

10 Services and bots

Some stations on APRS are automated services — weather, SMS gateways, and more. Radio Messenger recognizes many of them, shows a friendly name and avatar, and helps you figure out how to type the right command. For group conversations over APRS, see ANSRVR groups.

10.1 Recognized services

When you message a known service, its name and avatar appear in your inbox.

10.2 Command helper

Many services expect commands in a specific format. When you message one, a helper appears above the compose field.

- Tap a suggestion to insert it.
- Use the chevron to open or close the helper.

10.3 Service profile

Open a service’s profile to learn more about it.

- Read its description.
- Follow **Learn More** when it’s available.
- Check its status badge: **Active**, **Pending**, or **Down** for an indication if the service is operational.

11 ANSRVR groups

ANSRVR is an APRS group service. When you join a group, Radio Messenger collects its messages into one dedicated conversation under the group name, instead of mixing them into your other chats.

11.1 Sending to a group

Once the group appears in your conversations, type a message and send. The app handles the group syntax for you.

11.2 Quieter groups

Busy groups can produce a lot of traffic. Each group has its own **notification suppression** setting. Messages still arrive in the group conversation; you won't be alerted for every one unless you choose to be.

11.3 Staying joined

The app keeps your membership active in the background. You can turn this off and let membership expire instead. Either way, sending a new message rejoins the group.

> The ANSRVR conversation shows the raw exchange, including the commands the app sends on your behalf.

11.4 Join the Radio Messenger Group (RMG)

There's a group called **RMG** for Radio Messenger users. To join, send `J RMG` to `ANSRVR`.

A new RMG conversation appears on its own. Group messages arrive there, attributed to each sender. Tap a sender's avatar to open their profile or send a direct message.

12 Enhanced Messaging

Enhanced Messaging is for chatting directly with another Radio Messenger operator over the air. It feels like a modern messaging app and adds features that plain APRS messages can't carry.

The app uses Enhanced Messaging automatically when your radio is tuned to a non-APRS frequency. See Dual messaging modes.

Enhanced Messaging is based on the 'Elele open protocol so that any other application can adopt it.

12.1 What you need

Enhanced Messaging stays on the air, with no internet fallback. To exchange messages, both stations need to be:

- On the **same frequency**.
- Running Radio Messenger, with the radio on.

12.2 What it adds

- **Longer messages** than APRS, with full Unicode — emoji and accented characters arrive intact.
- **Verified identity**, so others can confirm a message really came from you. See Trust & signing.
- Reactions on any message.
- Files & photos, with the recipient's consent.
- **Delivery confirmations** and **read receipts**.
- **Automatic retries** when a message isn't acknowledged.

12.3 Read receipts

Turn on **Settings** → **Send Read Receipts** to let others know when you've opened their message.

Delivery confirmations are sent separately and aren't affected by this setting.

12.4 Retries

If a message isn't acknowledged, the app retries it automatically. You can also retry manually from a failed message. It's re-sent with a fresh signature so the other station can still verify it.

> Enhanced Messaging is most fun with a friend. Agree on a non-APRS frequency, make sure you're both on the air, and start chatting.

13 Reactions

A reaction is a quick way to respond to a message with an emoji, without sending a full reply. Reactions are part of Enhanced Messaging, so both stations need to be on the same frequency with the app running.

13.1 React to a message

1. Long-press the message you want to react to.
2. Pick an emoji.

The reaction appears on the message for both of you. The other station is notified, and the reaction shows in their inbox preview.

13.2 Change or clear a reaction

You can have one reaction per message.

- To change it, react again with a different emoji.
- To remove it, clear your reaction.

13.3 Delivery

Reactions are sent with the same delivery confirmation and automatic retry as a regular Enhanced message.

14 Files and photos

Share a photo or document with another operator over the air. Sending files takes time on radio, so the recipient is always asked to accept before anything transfers. Files & photos are part of Enhanced Messaging.

14.1 Send a file

1. In a conversation, tap **+**.
2. Choose a photo from the camera or your library, or a document from Files.
3. Send it.

If you send a large photo, the app offers a smaller size so it transfers faster. Choose the size that fits your situation.

14.2 Receiving a file

When someone sends you a file, you’re notified and asked to **Accept** or **Decline**. Nothing transfers until you accept. You can accept from the app or from the notification.

14.3 Cancel a transfer

Either station can cancel a transfer while it’s in progress. The conversation returns to a normal state so you can try again.

> Larger files take longer and are less reliable over radio. Send the smaller option when you can.

15 Trust and authenticity

Enhanced Messaging can sign your messages so others can confirm they really came from you. Your public key is published to a shared directory keyed by callsign, so other stations can fetch your key automatically. Trust is still personal: you decide which keys to trust for a given callsign.

15.1 What signing does

A signature proves that a message came from someone who controls a specific key. It does not encrypt the message, anyone on the frequency can still read the text.

15.2 Shared directory

When your identity is set up, Radio Messenger publishes your public key to a shared directory under your callsign. Other stations can fetch that key when they message you, without a manual exchange every time.

You can still share your key directly — via QR code or **Share key as file** under **My Public Key** — when you want someone to import it by hand.

15.3 Fingerprints

Each public key has a fingerprint which is a short code derived from the key. Use it to confirm that two copies of a key are the same (for example, the key in the directory and the key someone has in their app).

Compare fingerprints over a side channel you already trust: in person, by phone, or on another channel. If you cannot meet in person, read the fingerprint aloud on a call or paste it in a message on a system you both trust, then confirm it matches before you **Mark as trusted**.

15.4 Message verification badge

On signed Enhanced messages, a seal badge on the bubble shows one of three states:

- **Green: Authentic** — The signature is valid and you trust this station’s key.
- **Orange: Authentic (not trusted)** — The signature is valid, but you have not marked this key as trusted.
- **Red: Invalid** — The signature failed verification (tampering, wrong key, or an expired timestamp).

Long-press a message and open **Details** for the full signature line, including the reason when verification fails.

Unsigned messages show no seal.

15.5 Shield on the conversation header

On a direct conversation, the title area shows a shield next to the station when a public key is known:

- **Green shield** — you marked this station’s key as trusted.
- **Gray shield** — a public key is known, but you have not trusted it yet.
- **No shield** — no public key is known for this callsign yet.

15.6 Share your key

Open **Settings** → **My Public Key** to view your fingerprint, show a QR code, or **Share key as file**.

15.7 Trust someone’s key

1. Open **Settings** → **Public Keys**.
2. Choose **Import**, then scan a QR code or import a key file.
3. Compare the fingerprint if you received the key indirectly.
4. Swipe the row and choose **Mark as trusted**.

After you trust a key, messages from that station show **Authentic**. If you revoke trust, existing messages return to **Authentic (not trusted)** until you trust the key again.

15.8 Back up your identity

Use **Settings** → **Identity Backup** to export your identity and import it on another device.

Treat identity backup files like a password. Store them in a safe place and **do not** share them with others.

16 Presence & On Air

16.1 Presence

Send Presence is meant to announce "I'm on the air and around here," along with an optional mood emoji and status text. It is transmitted as a status message, using grid location to provide the necessary position ambiguity.

Generic APRS tracker-style location beacons are intentionally not exposed. See location sharing for how to share your current position or a labeled pin within the context of a conversation.

16.1.1 Clear after

Optional status text is meant to be temporary. In the presence strip above your inbox, **Clear after** controls when your emoji and status line are removed automatically so you do not stay listed with stale information.

Choose how long the status stays live: **30 min**, **1 hr**, **2 hrs**, **4 hrs**, **Today** (clears at the end of your local day), or **Never**. The default is **1 hr**. When the timer runs out, the app clears your emoji and text and sends an updated status so others see that the note has ended. Your presence can continue; only the extra message goes away.

Updating your emoji or status text starts the timer again from your chosen **Clear after** setting.

This works well for activities with a natural end. If you are activating a park for POTA, you might set your status to the park reference and choose **4 hrs** or **Today** so nearby operators know you are on the air for the activation, without still appearing at that park the next day.

16.2 On Air

On Air is the counterpart to **Presence**. When stations transmit status messages, they appear in the On Air tab. It will also show stations detected through other traffic.

To keep the list useful, On Air is heavily filtered to show only stations that appear to be **messaging-capable**. For APRS, this uses a combination of heuristics (for example, filtering known infrastructure SSIDs like -13 weather stations) and TOCALL capability lookups.

The goal is to help you discover people you can message, rather than present a noisy list of infrastructure and automated traffic.

The filtering may not be perfect. If you expect a real human-operated station to appear and it does not, please share the details in the community forum.

17 Location sharing

Share where you are, or point to a place, from inside a conversation. Unlike a tracker that beacons on its own, you choose when to share. Location works in both messaging modes, using the right format for each.

17.1 Share your location

1. In a conversation, tap **+** → **Location**.
2. Choose **My Location**.
3. Send.

My Location needs a GPS fix. If iOS is set to share an **Approximate** location with the app, the map shows that, and the send marks it as approximate.

17.2 Drop a pin

1. In a conversation, tap **+** → **Location**.
2. Choose **Pin**, then drag the map under the marker.
3. Add a label if you want, then send.

A pin is useful for places that aren’t where you are now such as a meeting point or a campsite.

17.3 On the receiving end

Tap the inline map in the conversation to open it full screen and start navigation.

> On an APRS frequency, shared locations are sent as APRS location reports and should appear on most APRS maps. A shared location is visible to anyone monitoring the frequency.

Maps keep working off-grid when their tiles are cached. See Offline Maps.

18 Offline Maps

Shared locations show on a map, and maps normally need an internet connection to load. Offline Maps cache the tiles around your area ahead of time, so shared locations keep displaying when you're off-grid.

18.1 Set it up

1. Open **Settings** → **Offline Maps**.
2. Choose a cache limit.
3. With a current location fix, tap **Refresh Home Area**.

The app keeps the area around your home cached, and refreshes it on its own when you have a connection.

18.2 Control data use

- **Allow Cellular Downloads** — turn this off to cache only on Wi-Fi.

18.3 Free up space

- **Clear Offline Maps** removes the cached tiles. They repopulate around your home area the next time you have a connection.

19 Notifications

Radio Messenger alerts you to new activity so you don’t have to watch the app. Alerts arrive when you’re in another app, when the app is in the background, and when your phone is locked.

19.1 What you’re alerted to

- Incoming messages.
- Incoming reactions.
- Shared locations.
- File offers.

The app icon badge shows your number of unread messages.

19.2 Quiet a conversation

To stop alerts from a specific conversation, open its menu in the inbox and choose **Hide Alerts**. Messages still arrive in the conversation — you won’t be alerted for them.

To turn alerts back on, choose **Show Alerts**.

> For APRS conversations, alerts can reach you even when your radio isn’t available. See Message Continuity.

20 iCloud Sync

Messages and certain settings — such as muted conversations — sync through **iCloud**. Any device signed into the same iCloud account will stay in sync. See Notifications for alert settings.

You might go off-grid with your iPhone and operate radio-only. When you return to Wi-Fi or cellular coverage, both outgoing and incoming messages sync automatically. Opening the app on your iPad will show the same conversation history so you can continue where you left off.

21 Room chat

A room is an open group channel on a shared tactical callsign. Everyone on the same frequency can hear and take part, like a net or a group call. Use room chat when you want casual group traffic without delivery tracking.

Room chat is separate from APRS Messaging and Enhanced Messaging. The compose bar shows **Plain** for room messages.

21.1 How room chat works

- Messages go to the shared callsign everyone agreed on.
- Everyone on the frequency can receive them.
- There are **no delivery confirmations** and **no retries**.
- Keep messages short. Others may miss one.

21.2 Start or join a room

1. Tune to a frequency that is not used for APRS in your area.
2. Open **Messages** and start a new chat.
3. Enter the room's tactical callsign and send a message.

Others on the frequency who use the same callsign see your traffic in the room.

21.3 Relay messages via

Room messages can go through packet relay stations (digipeaters) when stations cannot hear each other directly.

1. In the inbox, open the room's menu.
2. Choose **Via…**.
3. In **Relay Messages Via**, add relays in order, or leave the path blank to send without relays.

These relays are for plain packet paths. They are not the same as APRS digipeaters in **Settings** → **Digipeaters**.

> For one-to-one messaging with delivery state and retries, use a direct conversation. See Messages.

22 Monitor

The Monitor is a live text log of what Radio Messenger sees from your connected radio. It’s the first place to check when something isn’t working.

22.1 Where to find it

Open **Settings** → **Monitor**.

22.2 What it’s useful for

- Confirming the phone is connected to the radio.
- Seeing whether anything is being heard over the air.
- Capturing a log to share when reporting a bug.

22.3 Tips

- If the text is too small or too large, adjust the text size in Monitor settings.
- If you need to share what you’re seeing, save the log to a file.

23 Radio Messenger Plus

Radio Messenger is free to use over radio, so anyone can send and receive messages and experiment with Enhanced Messaging. Radio Messenger Plus adds a few features that rely on internet services.

23.1 What Plus includes

- **Message Continuity** — keeps conversations complete by delivering messages over the internet when your radio can't reach, and holding anything you miss until you're back.
- **Callsign Name Lookup** — shows operator names next to callsigns for more human conversations.
- **Offline Maps** — caches map areas so shared locations stay readable when you're off-grid.
- Access to future Plus features as they're added.

23.2 Free trial

Plus features come with a **10-day free trial**. Try them with your own radio and setup before you decide. When the trial ends, these features turn off until you subscribe. Nothing else about the app changes, and messaging over radio keeps working.

If Plus ends, your messages and conversations remain in the app. Offline map areas are cleared, name lookups stop resolving, and messages are no longer delivered over the internet when radio can't reach. Subscribe again at any time to turn these features back on.

23.3 Purchases and billing

For plans, renewal, cancelation, and refunds, see App Store purchases and refunds.