LBI-38802A



Mobile Communications

EDACS[™] C3[™] Modular and Desktop Consoles

Operations Guide

IMPORTANT SAFETY INSTRUCTIONS

LBI-38802

- 1. **SAVE THIS MANUAL** It contains important safety operating instructions for the C3 Series Console.
- 2. Do not use auxiliary equipment not recommended or sold by the manufacturer. To do so may result in a risk of fire, electric shock, or injury to persons.
- 3. To reduce the risk of damage to the electric plug and cord, pull by the plug rather than the cord when disconnecting.
- 4. Make sure the cord is located so that it will not be stepped on, tripped over, or otherwise subjected to damage or stress.
- 5 An extension cord should not be used unless absolutely necessary. Use of an improper extension cord could result in a risk of fire or electric shock. If an extension cord must be used make sure:
 - a. That the pins on the plug of the extension cord are of the same number, size and shape as those on the console.
 - b. That the extension cord is properly wired and in good condition; and
 - c. That the wire is large enough for the AC ampere rating of the unit as specified in Table 1.

Table 1Recommended Minimum Size For
Extension Cords

Length of Cord (ft)	25	50	100	150
AWG Size of Cord	18	18	18	16

- 6. Do not operate the unit with a damaged cord or plug replace them immediately.
- 7. Do not operate the unit if it has received a sharp blow or otherwise is damaged in any way; call a qualified service shop.
- 8. Do not dissemble unit; contact a qualified service shop when service or repair is required. Incorrect reassembly may result in a risk of electric shock or fire.
- 9. To reduce the risk of electric shock, unplug the unit from the AC outlet before attempting any maintenance or cleaning.

- 10. **GROUNDING AND AC POWER CORD CONNECTION** - To reduce the risk of electric shock use only a properly grounded outlet. The unit is equipped with an electric cord having an equipment-grounding conductor and a grounded pin. Be sure that the outlet is properly installed and grounded in accordance with all local codes and ordinances.
- 11. **DANGER** -- Never alter an AC power cord or plug. If it will not fit an outlet, have a proper outlet installed by a qualified electrician. An improper connection can result in a risk of electric shock.
- 12. This unit is for use on a 110-volt circuit, and has a grounded plug that looks like the plug illustrated in Figure 1. If a properly grounded outlet is not available, a temporary adapter, which looks like the adapter illustrated in sketches (B) and (C), may be used to connect this plug to a two-prong receptacle as shown in sketch (B). The temporary adapter should be used only until a properly grounded outlet can be installed by a qualified electrician.
- 13. **DANGER** Before using as illustrated, be certain that the center screw of the outlet plate is grounded. The green colored, rigid ear or lug extending from the adapter must be connected to a properly grounded outlet make certain it is grounded.



Figure 1 - Grounding Methods

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SECTION 1 - INTRODUCTION

The **EDACS C3 Series Console** has been designed for flexibility. The console may be adapted to a variety of communications needs through optional modules and features. The console operator may:

- Initiate or monitor communications between radio units.
- Initiate patches and coordinate emergency activities.

This manual is composed of four sections. The contents of the sections are as follows:

- **SECTION 1** INTRODUCTION briefly describes the EDACS C3 Series Console and lists the contents of the manual.
- **SECTION 2** CONSOLE OPERATIONS details the functional operation of the console. Each major feature and function is explained in detail to provide the operator with the information necessary to handle the demands of the dispatch environment.
- **SECTION 3** TROUBLESHOOTING lists possible operating problems and how to identify and correct them.
- **SECTION 4** CONTROLS, INDICATORS, AND DISPLAYS describes the individual console controls, buttons, and displays available on the EDACS C3 Series Console.

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GENERAL

This section explains the operations performed on the C3 console. Console operations are operator actions performed as a result of a want or need, such as the need to communicate with an individual unit or group, or as a response to external events, such as a response to an emergency declaration. Throughout this section the terms unselect and select are used. These terms refer to pressing the SELECT button on a particular module.

Basic, frequently used procedures are explained first, followed by the more complex and special features. Table 2-1 lists console operations and page references. Use this table when you need to quickly locate information on a desired console operation, or as a quick reference to remind you of the controls used for different operations.

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Main / Standby		Simul-Select Operation
Remote Disable		Supervisory Console Functions
Repeat Disable		Disabling Another Console in the System
• • •		Enabling Another Console in the System

Preempt

Transmitting From the Console

SELECTING A MODULE

When a Radio Control module is selected, the SELECT indicator is on and received audio is heard through the Select speaker. Console transmissions are directed through the selected module when the foot switch or TRANSMIT bar is used. When the module is unselected, the received audio is heard through the Unselect speaker and the SELECT indicator is off.

- Press the SELECT button on a module to select an entity. The SELECT indicator will light.
- Press the SELECT button again and the entity will be unselected. The SELECT indicator will go off.

NOTE: Only one Radio Control module at a time can be selected at a console (unless a Patch is selected or a Simul-Select is active.) Pressing the SELECT button on a module while another module is selected will unselect the first module and select the second.

TRANSMITTING FROM THE CONSOLE

Several "request failure" messages can be displayed on the Keypad module display. These messages are listed in the KEYPAD MODULE MESSAGES portion of Section 2.

TRANSMITTING TO AN UNSELECTED ENTITY

The Instant TRANSMIT button on a Radio Control module allows the console operator to transmit over that Radio Control module whether or not it is selected.

NOTE: If the BUSY or CALL indicator on the Radio Control module is on, the Group or Channel is in use. Wait until the indicators turn off before starting to transmit.



Figure 2-1 - Transmitting To An Unselected Entity

1. Press the Instant TRANSMIT button on the Radio Control module. The module's XMIT indicator will light.

NOTE: Wait for the Grant Tone before speaking. This allows time for the transmit request to be processed.

- 2. Speak into the microphone and make your transmission.
- 3. Release the Instant TRANSMIT button when the transmission is complete. The XMIT indicator on the Radio Control module and the Select speaker module DISPATCHER BUSY indicator will go off.

TRANSMITTING FROM THE CONSOLE CONTINUED

TRANSMITTING TO A SELECTED ENTITY

1. Press the SELECT button on the Radio Control module. The SELECT indictor will light. The SELECT indictor on any previously selected module will go off.

NOTE: If the BUSY or CALL indicator on the Radio Control module is on, the Group or Channel is in use. Wait until the indicators turn off before starting to transmit.

- NOTE: If your console is equipped with Channel Guard, press the MONITOR button (or left foot switch pedal) before transmitting to make sure the channel is not busy. Do not transmit if the channel is in use. See DISABLING CHANNEL GUARD for more information. This Applies To Conventional Channels Only.
- 2. Press the foot switch or the TRANSMIT bar on the Keypad module. The XMIT indicator on the Radio Control module and the Select speaker module DISPATCHER BUSY indicator will go on.

NOTE: When transmitting, wait for the Grant Tone before speaking. This insures that the entire transmission will be heard by the receiving radios.

- 3. Speak into the microphone and make your transmission.
- 4. Release the foot switch or the TRANSMIT bar when the transmission is complete. The XMIT indicator on the Radio Control module and the Select speaker module DISPATCHER BUSY indicator will go off.



Figure 2-2 - Transmitting To A Selected Entity

RECEIVING A CALL

Receive audio is heard through the console speakers or headset. A selected Group or Channel (SELECT indicator on) will be heard through the Select speaker and the unselected Groups or Channels will be heard through the Unselect speaker. The DISPATCHER BUSY indicator lights when a selected call is received. Calls from the selected Group or Channel are heard through the Select speaker. All other calls are heard through the Unselect speaker.

MODULE CALL INDICATORS

Radio originated calls are indicated by the module CALL indicators. The CALL indicator can have three states. These states are listed in Table 2-2.

CALL Indicator State	Condition
Off	A radio originated call is not active on this module.
On	A radio originated call is active on this module and the programmed entity is the selected entity on a console in this system. If this entity is selected at this console, the SELECT indicator on the module will also be lit.
Flashing	A radio originated call is active on this module and the programmed entity is not selected on any console

Table 2-2 -	Module	Call Indicato	r States
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Console originated calls are indicated on the module by the TRANSMIT XMIT or BUSY indicators. The TRANSMIT XMIT indicator lights when this console is transmitting on this module. The TRANSMIT BUSY indicator lights when another console is transmitting on the programmed entity.

RECEIVED CALL AUDIO

VOLUME ADJUSTMENT

Each Radio Control and Speaker module has a volume (VOL) control. The Volume control on each Radio Control module controls the received audio volume coming from that module. The Volume control on each speaker module controls the volume of all received audio coming through that speaker.

- Radio Control module volume control: Sets the level of audio received from that module.
- Select Speaker module volume control: Sets the level of all Select speaker audio.
- Unselect Speaker module volume control: Sets the level of all Unselect speaker audio.

MUTING A SINGLE MODULE

The received audio level of any Radio Control module can be instantly reduced by muting the module. A module is muted by pressing and releasing the MUTE button on the module. When muted, the MUTE indicator on the module will be lit. Once muted with the MUTE button, the module will stay muted until the MUTE button is pressed again or the module is selected.

RECEIVED CALL AUDIO CONTINUED

MUTING ALL UNSELECTED MODULES

The received audio level of all unselected Radio Control modules can be instantly reduced by initiating a console All Mute. An All Mute is initiated by pressing and releasing the ALL MUTE button found on a Button module. The audio level reduction is temporary and lasts until the ALL MUTE button is pressed again or the user-defined All Mute Delay expires. The All Mute Delay is defined as part of the Console User Profile Configuration on the CEC/IMC Manager. While the All Mute is active, the ON indicator located with the ALL MUTE button and the MUTE indicator on all unselected modules will be lit. Individual modules can be un-All Muted by being selected. If another module was previously selected, the previously selected module will become unselected and will be muted for the duration of the console All Mute.

CONSOLE GENERATED TONES

TRANSMIT GRANT TONE

The Grant Tone provides an audible indication at the console that the request to transmit has been granted (meaning a channel is available). The operator must wait for the Grant Tone to insure that the entire transmission will be heard. The Grant Tone will be heard on the Select or Unselect speaker as dictated by the select state of the transmit module.

ERROR TONES

Several "error" tones are generated to alert the operator of a failed console operation. Table 2-3 lists the tones generated and the conditions that cause them to be generated.

ALERT TONES

Each of the three Alert Tones provided at the console has a distinctive tone and its own Button module button. An Alert Tone button will generate a tone on the current transmit or selected entity until the button is released.

Tone Name	Condition	Tone Generated
Error	This tone is generated when an invalid button has been pressed on the	Short middle then short
	console or the requested action is invalid. (For example, pressing the	low frequency tones.
	TRANSMIT bar without a module selected.)	
Denied	The transmit attempt was denied by the radio system. The console's or	Short low frequency tone.
	radio's id is not valid on a requested transmit site.	
Queued	The transmit request was not granted by the radio system. For example,	Short high frequency tone.
	the site did not have a working channel available. The call will be	
	assigned when a channel is available. Re-try the transmit request.	
Failsoft	This tone is generated when a Site interface reports a change in it	Short burst of alternating
	Failsoft state. This tone will accompany a change in the Failsoft state	middle and low frequency
	indicator displayed on the Keypad module.	tones.
Alert 1	Initiated by pressing and holding ALERT 1 button.	Continuous middle
		frequency tone.
Alert 2	Initiated by pressing and holding ALERT 2 button.	Pulsed middle frequency
		tone.
Alert 3	Initiated by pressing and holding ALERT 3 button.	Alternating high then
		middle frequency tones.

Table 2-3 - 0	Console	Generated	Tones
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INDIVIDUAL CALLS

Individual calls can be received from and made to individual radios. These transmissions are not heard by other radios or consoles monitoring the common Group.

INDIVIDUAL TRANSMISSIONS TO A RADIO

For the console to transmit to an individual radio unit, that radio unit must be programmed on a Radio Control module. Once programmed, individual transmissions are made from the console in the same manner as Trunked Group or Conventional Channel transmissions. Both Select and Unselect Transmit modes are available.

RECEIVING INDIVIDUAL RADIO CALLS

Individual calls can be received from a radio in two modes; as a monitored or non-monitored individual calls.

MONITORED INDIVIDUAL CALLS

Monitored individual calls are calls received from a programmed radio unit. This call is indicated on the module of the calling radio. All normal call indicators and controls apply.

NON-MONITORED INDIVIDUAL CALLS

Non-monitored individual calls are calls received from a radio unit that is not programmed on this console. This call is indicated on the Keypad module's display for as long as the calling radio is transmitting. The display will alternate between the phrase "ICALL" and the unit number or name of the calling radio. The audio for the non-monitored individual call will be heard through the Unselect speaker. Since this non-monitored individual call is received from an unprogrammed radio unit, the operator can not transmit to the calling radio unit until that unit is programmed.

PROGRAMMING OF A NON-MONITORED INDIVIDUAL CALL

Non-monitored individual calls can quickly be programmed on a Radio Control module by performing this button sequence while the non-monitored individual call is active:

1. Press and release the PROGRAM button on the Keypad module.

NOTE: The PROGRAM and SELECT buttons **must** be pressed while the non-monitored call is active for this caller to be programmed in this manner.

- 2. Press and release the SELECT button on the module where the radio unit is to be programmed. The radio's unit number or name will be displayed on the module's display.
- 3. Press and release the ENTER button on the Keypad module. The calling radio unit is now programmed. All normal call indicators and controls apply.

EMERGENCIES

Emergencies are used to signal extraordinary situations. Emergencies can be generated from suitably equipped and configured radio units and consoles. Each new emergency is announced by an audible alarm and an alternating display of the unit declaring the emergency and the Group the emergency was declared upon. Consoles configured with the EMER ALARM RESET and EMER CLEAR ON indicators will have these indicators active. Once declared, the emergency is indicated at the console as a monitored or as an non-monitored emergency. In either case the operator has several options for handling the emergency.

NOTE: Only supervisory console positions are allowed to display non-monitored emergencies. Non-supervisory console can only display emergencies declared on programmed Groups.



Figure 2-3 - Buttons Used With Monitored Emergencies

SILENCING THE AUDIBLE ALARM

The audible alarm tone can be silenced by pressing and releasing either the EMER CLEAR or the EMER ALARM button. This action simply silences the alarm. It does not affect status of emergency or clear the emergency. This allows the operator to silence the alarm tone while dealing with the emergency situation. Emergency alarm will be silenced until another emergency is displayed.

EMERGENCIES CONTINUED

MULTIPLE EMERGENCIES

Emergencies can be active on more than one module at a time. The emergency state of each module is independent. Each emergency is displayed separately and must be handled separately. Only the silencing of the audible alarm tone is common to all emergency modules. An individual module can have up to four emergencies active/pending at one time. The emergencies are stored in the order received. A pending emergency will not be displayed until the previous one is acknowledged. When the second emergency is displayed, the audible alarm tone will once again be heard. This alerts the operator that a second emergency exists. If the first emergency is cleared, all other pending emergencies on that Group are also cleared.

MONITORED EMERGENCIES

Monitored emergencies generate an audible alarm tone and an alternating display of the radio declaring the emergency and the emergency Group on the Group's module. The module's EMER indicator will flash, the EMER ALARM RESET indicator will flash and the EMER CLEAR ON indicator will go on.

ACKNOWLEDGING AN EMERGENCY

Acknowledging an emergency changes the module's alternating emergency display back to the normal Group display and allows a second pending emergency, if present, to be displayed. The second emergency will cause the module's display to once again alternate and the alarm tone to be heard as if a new emergency had just been declared. Acknowledging an emergency does not clear the emergency and does not affect the emergency indication on the radios or other consoles. To acknowledge a monitored emergency:

- 1. Press and hold the EMER ALARM button.
- 2. Press and release the SELECT button on the emergency module. If another emergency is not pending on this Group, the module's display will revert to the programmed Group display and the module's EMER indicator will stop flashing and remain on. If another emergency is pending on this Group, the module's EMER indicator will continue flashing and the module's display will continue to alternate with the name of the second emergency declarer. The EMER ALARM RESET indicator will remain flashing as long as an unacknowledged emergency exists.
- 3. Release the EMER ALARM button.

CLEARING AN EMERGENCY

Clearing an emergency removes the emergency on a single Group from the system. All emergency indicators on the radios and other consoles associated with that emergency will be cleared. If multiple emergencies are declared on one Group, clearing the first emergency will clear all remaining pending emergencies. Emergencies on other Groups are not affected. To clear a monitored emergency:

- 1. Press and hold the EMER CLEAR button.
- 2. Press and release the SELECT button on the emergency module. The emergency module's EMER indicator will go off and the module's display will show the programmed Group. If another emergency is not active on the console, the EMER CLEAR ON indicator will go off and the EMER ALARM RESET indicator will go off, if not already off. If another emergency is active on the console, the EMER CLEAR ON and the EMER ALARM RESET indicators will remain unchanged.
- 3. Release the EMER CLEAR button.

EMERGENCIES CONTINUED

NON-MONITORED EMERGENCIES

A non-monitored emergency is an emergency declared on Group that is not programmed on the console. The emergency will be shown on the Keypad module's display. The Keypad display will alternately display the unit declaring the emergency and the Group the emergency was declared upon. Each new non-monitored emergency is announced by an audible alarm. Up to four non-monitored emergencies can be pending on each non-monitored Group. As with monitored emergencies, the EMER ALARM RESET and EMER CLEAR ON indicators will become active when a non-monitored emergency is displayed.

NOTE: Only supervisory console positions are allowed to display non-monitored emergencies. Non-supervisory console can only display emergencies declared on programmed Groups.



Figure 2-4 - Buttons Used With Non-Monitored Emergencies

SUPERVISORY CONSOLE SETTINGS FOR NON-MONITORED EMERGENCIES

Only supervisory console positions are allowed to display non-monitored emergencies. A console is designated as a supervisory position from the CEC/IMC Manager Console User Profile Configuration. An additional restriction can be placed on a supervisory position's ability to display non-monitored emergencies. If the CEC/IMC Manager Console User Profile Configuration option "Route Unprivileged Emer" is set to "NO", the console will only display emergencies on Groups that are in the console's privilege list. Setting it to "YES", will allow all emergencies to be displayed regardless of the console's privilege list.

EMERGENCIES CONTINUED

ACKNOWLEDGING A NON-MONITORED EMERGENCY

Acknowledging an emergency changes the emergency display to show only the emergency Group and allows a second pending non-monitored emergency, if present, to be displayed. The second emergency will cause the Keypad display to alternate and the alarm tone to be heard as if a new non-monitored emergency had just been declared. Acknowledging an emergency does not clear the emergency and does not affect the emergency indications on the radios or other consoles. To acknowledge a non-monitored emergency:

- 1. Press and hold the EMER ALARM button.
- 2. Press and release the CLEAR button on the Keypad module. If another non-monitored emergency is not pending on this Group, the Keypad display will show the emergency Group. If another non-monitored emergency is pending, the Keypad display will alternate with the name of the second emergency declarer and the emergency Group. The EMER ALARM RESET indicator will continue flashing if an unacknowledged emergency is present on the console.
- 3. Release the EMER ALARM button.

CLEARING A NON-MONITORED EMERGENCY

Clearing an emergency removes the emergency on a single Group from the system. All emergency indicators on the radios and other consoles associated with that emergency will be cleared. If multiple emergencies are declared on one Group, clearing the first emergency will clear all remaining pending emergencies. Emergencies on other Groups are not affected. To clear a non-monitored emergency:

- 1. Press and hold the EMER CLEAR button.
- 2. Press and release the CLEAR button on the Keypad module. If another non-monitored emergency is not pending, the EMER CLEAR ON indicator will go off, the Keypad display will show the current time. If another non-monitored emergency is pending, it will be displayed. If another emergency is active on the console, the EMER CLEAR ON and the EMER ALARM RESET indicators will remain unchanged.
- 3. Release the EMER CLEAR button.

PROGRAMMING A NON-MONITORED EMERGENCY

Non-monitored emergency can quickly be programmed on a Radio Control module by performing this button sequence while the non-monitored emergency is active:

1. Press and release the PROGRAM button on the Keypad module.

NOTE: The PROGRAM and SELECT buttons **must** be pressed while the non-monitored emergency is active for the emergency Group to be programmed in this manner.

- 2. Press and release the SELECT button on the module where the emergency Group is to be programmed. The Group will be displayed on the module's display.
- 3. Press and release the ENTER button on the Keypad module. The emergency group is now programmed and the emergency can be treated as a monitored emergency. The emergency state of the Group will remain unchanged. The Radio Control module display and its EMER indicator will be updated to reflect the current emergency state of the Group.

PATCH OPERATION

A patch is used to let radio users on different Groups or Channels communicate with each other. Normally, radio users on different Groups or Channels cannot communicate with each other, but during emergencies or other special situations, the console operator may patch different Groups together. The controls used during Patch operation are shown in Figure 2-5.

NOTE: More than one Patch may be active on a console at one time. Entities involved in the Patch must not be involved in any other active Patch or Simul-Select.

NOTE: Patch audio is heard through the Select speaker only when the Patch is selected. A Patch is selected by pressing the SELECT button on any module in the Patch or by activating a Patch that includes the Selected module.





ACTIVATING A PATCH

- 1. Press and hold the desired PATCH button. The ACTIVE indicator will flash slowly.
- 2. Press and release the SELECT button on each Radio Control module to be included. The PATCH indicator on each Radio Control module will light as it is added to the Patch. If this PATCH button is a numbered PATCH button, the MEMORY indicator will light when the first module is added to the Patch and will remain lit as long as at least one module has been selected.
- 3. Release the PATCH button. The ACTIVE indicator will flash quickly. The ACTIVE indicator will light if the Patch is set up. The ACTIVE indicator will go off if the Patch cannot be set up. The PATCH BUSY indicator will light on other consoles with these entities programmed.

DEACTIVATING A PATCH

Press and release the desired PATCH button. The ACTIVE indicator will go off. If the Patch being deactivated is a memory Patch, the MEMORY indicator will remain lit and can be re-activated later. The modules associated with the non-memory Patch are not stored and are lost when deactivated.

PATCH OPERATION continued

RECALLING A STORED MEMORY PATCH

Patches can be stored in memory and recalled when needed to save setup time. The Patches associated with the numbered PATCH buttons are stored in memory.

- 1. Choose a numbered PATCH button with a lit MEMORY indicator. This PATCH button controls a memory Patch.
- 2. Press and release hold the numbered PATCH button. The ACTIVE indicator will flash then go on if the Patch is activated. The ACTIVE indicator will go off if the Patch can not be activated.

ADDING OR REMOVING MODULES FROM AN ACTIVE PATCH

- 1. Press and hold the PATCH button of the active Patch.
- 2. Press and release the SELECT button on all modules to be added or removed from the Patch. The PATCH indicator will light if the module is being added or go off if it is being removed. If this PATCH button is a numbered PATCH button, the MEMORY indicator will remain lit as long as at least one module has been selected.
- 3. Release the PATCH button. The new Patch will active.

NOTE: If all modules have been removed from the Patch when the PATCH button is released, the Patch will be deactivated and deleted from memory. The MEMORY indicator on memory Patch will go off.

CLEARING A MEMORY PATCH

A memory Patch can be cleared (deleted from memory) as follows:

- 1. Press and hold the PATCH button of the Patch to be cleared.
- 2. Press and release the CLEAR button on the Keypad module.
- 3. Release the PATCH button. The MEMORY and ACTIVE indicators will go off.

SELECTING A PATCH

A Patch can be selected (or unselected) by pressing and releasing the SELECT button on any module involved in the patch. A Path will be selected if any involved module was the console's "select" module when the Patch was activated. Selecting a Patch places all of the Patch's audio on the Select speaker and allows transmitting on the Patch using the Keypad module's TRANSMIT bar.

PATCH OPERATION continued

PATCH SELECT TRANSMIT

- 1. Activate or recall a Patch.
- 2. Select the Patch (if not already selected) by pressing and releasing the SELECT button on any module of this Patch.
- 3. Press the foot switch or the TRANSMIT bar, wait for the Grant Tone, then speak into the microphone. The XMIT indicator will light on all modules in the Patch.
- 4. Release the foot switch or the TRANSMIT bar when the transmission is complete.

PATCH INSTANT TRANSMIT

- 1. Activate or recall a Patch.
- 2. Press the PATCH # TX button or the Instant TRANSMIT button on any module involved in the Patch, wait for the Grant Tone, then speak into the microphone. The XMIT indicator will light on all modules in the Patch.

NOTE: Transmissions using the Instant TRANSMIT button on any patched module will transmit on the Patch.

3. Release the PATCH # TX button or the Instant TRANSMIT button when the transmission is complete.

VOLUME CONTROL OF A PATCH

The audio levels associated with a Patch are controlled by the volume knob on the Master module. The Master module is the lowest numbered module on the console involved in this Patch. The PATCH indicator on the Master module of a Patch will blink slowly (about once every four seconds). The volume knobs on the non-Master modules do not affect the audio levels of the Patch.

MUTING PATCH AUDIO

A Patch can be muted (or unmuted) by pressing and releasing the MUTE button on any module involved in the patch. When muted, the MUTE indicator on all of the Patched modules will be lit.

CALL INDICATIONS ON PATCHED MODULES

All call indications for both local and remote transmissions will be shown on all modules involved in a Patch.

PATCHES ACTIVATED BY OTHER CONSOLES

Patches activated on other consoles will light the PATCH BUSY indicator on involved modules on this console. All functions except those that activate, deactivate, or modify a patch are valid for remote patches.

SIMUL-SELECT OPERATION

The Simul-Select feature allows the console operator to make transmissions to several Groups, Channels, or individuals at once. This feature allows "broadcast" messages to be sent quickly to large groups of radio users. Simul-Selects can be stored in memory for quick recall over and over again or setup temporarily when needed. The temporary Simul-Select is not stored in memory and will not be retained when deactivated. The numbered SIM-SEL buttons control the memory Simul-Selects.

NOTE: Only one Simul-Select can be active on a console at a time. Entities involved in the Simul-Select must not be involved in any other active Patch or Simul-Select.

- The console will hear all Simul-Selected entities in the Select speaker.
- Console transmissions using the foot switch or TRANSMIT bar will be heard by all Simul-Selected entities. The Instant TRANSMIT button will only transmit on the module's programmed entity even if the module is Simul-Selected.
- Simul-Selects do not change the receiving capabilities of the involved entities. Radios continue to receive other radio calls as if the Simul-Select were not active.
- Other consoles can monitor the Simul-Select transmissions from the console that activated the Simul-Select but can not transmit on the Simul-Select.





ACTIVATING A SIMUL-SELECT

- 1. Press and hold the desired SIM-SEL button. The ACTIVE indicator will flash slowly.
- 2. Press and release the SELECT button on each Radio Control module to be included. The SELECT indicator on each Radio Control module will light as it is added to the Simul-Select. If this SIM-SEL button is a numbered SIM-SEL button, the MEMORY indicator will light when the first module is added to the Simul-Select and will remain lit as long as at least one module has been selected.
- 3. Release the SIM-SEL button. The ACTIVE indicator will flash quickly. The ACTIVE indicator will light if the Simul-Select is set up. The ACTIVE indicator will go off if the Simul-Select can not be set up.

SIMUL-SELECT OPERATION continued

DEACTIVATING A SIMUL-SELECT

When a Simul-Select is deactivated, the ACTIVE indicator will go off. If this Simul-Select is a memory Simul-Select, the MEMORY indicator will remain lit and can be re-activated later. The modules associated with the nonmemory Simul-Select are not stored and are lost when deactivated. A Simul-Select can be deactivated by either:

1. Pressing and releasing the desired SIM-SEL button;

or by

2. Pressing and releasing the SELECT button on any programmed module on this console.

RECALLING A STORED MEMORY SIMUL-SELECT

Simul-Selects can be stored in memory and recalled when needed to save setup time. The Simul-Selects associated with the numbered SIM-SEL buttons are stored in memory.

- 1. Choose a numbered SIM-SEL button with a lit MEMORY indicator. This SIM-SEL button controls a memory Simul-Select.
- 2. Press and release the numbered SIM-SEL button. The ACTIVE indicator will flash then go on if the Simul-Select is activated. The ACTIVE indicator will go off if the Simul-Select can not be activated.

ADDING OR REMOVING MODULES FROM AN ACTIVE SIMUL-SELECT

- 1. Press and hold the SIM-SEL button of the active Simul-Select.
- 2. Press and release the SELECT button on all modules to be added or removed from the Simul-Select. The SELECT indicator will light if the module is being added or go off if it is being removed. If this SIM-SEL button is a numbered SIM-SEL button, the MEMORY indicator will remain lit as long as at least one module has been selected.
- 3. Release the SIM-SEL button. The new Simul-Select will active.

NOTE: If all modules have been removed from the Simul-Select when the SIM-SEL button is released, the Simul-Select will be deactivated and deleted from memory. The MEMORY indicator on memory Simul-Select will go off.

CLEARING A MEMORY SIMUL-SELECT

A memory Simul-Select can be cleared (deleted from memory) as follows:

- 1. Press and hold the SIM-SEL button of the Simul-Select to be cleared.
- 2. Press and release the CLEAR button on the Keypad module.
- 3. Then release the SIM-SEL button. The MEMORY and ACTIVE indicators will go off.

SIMUL-SELECT OPERATION continued

MAKING A SIMUL-SELECT TRANSMISSION

- 1. Activate or recall a Simul-Select.
- 2. Press the foot switch or the TRANSMIT bar, wait for the Grant Tone, then speak into the microphone. The XMIT indicator will light on all modules in the Simul-Select.

NOTE: Transmissions using the Instant TRANSMIT button will only transmit on the module's programmed entity even if the module is Simul-Selected.

3. Release the foot switch or the TRANSMIT bar when the transmission is complete.

VOLUME CONTROL OF A SIMUL-SELECT

The only volume associated with a Simul-Select is the level of the Grant Tone generated by a transmission on the Simul-Select. The level of this tone is controlled by the volume knob on the Master module of the Simul-Select. The Master module is the lowest numbered simul-selected module on the console (a visual indication of the Master module does not exist). This volume knob controls the Simul-Select's Grant Tone level and all audio levels associated with that module's programmed entity.

MUTING SIMUL-SELECTED MODULES

Muting a Simul-Selected module will only affects the audio associated with that programmed entity. The Mute function does not affect the Simul-Select.

CALL INDICATORS ON SIMUL-SELECTED MODULES

Calls on Simul-Selected modules are displayed as if the Simul-Select were not active. Calls are only shown on the module of the programmed entity upon which the call was placed; not on all module involved in the Simul-Select..

SIMUL-SELECTS ACTIVATED BY OTHER CONSOLES

Simul-Selects activated by other console are not indicated on this console. The only indication that a remote Simul-Select exists is when the Simul-Select originator transmit on the Simul-Select. The TRANSMIT BUSY indicator on all modules involved in the remote Simul-Select will light.

DIGITAL DISPATCH

The Digital Dispatch feature allows the console to transmit and receive digitized audio. Digital Dispatch provides end-to-end digital communications improving weak signal performance and eavesdropping security. Digital Dispatch is available for Group, Individual, Patch, and Simul-Select transmissions. Even though Digital Dispatch is not available for Conventional Channels, a Conventional Channel can be included in Digital Dispatch Patches and Simul-Selects.

CONSOLE DIGITAL DISPATCH MODE

The application of the Digital Dispatch feature is on a module-by-module and call-by-call basis. One, all, or none of the modules on a console may be selected by the operator for Digital Dispatch transmission. Digital Dispatch status of a module is controlled by the console module's PRIVATE button and the type of the last non-Patch/non-Simul-Select call received. The Digital Dispatch status of the last call will override the operator's module setup by enabling or disabling the Digital Dispatch status of the console module. Likewise, the dispatcher can toggle a module's Digital Dispatch state by pressing the PRIVATE button on the console's module. (On older consoles, this button was labeled VOICE GUARD.) The PRIVATE button indicators, RCVNG and ENCRYPT, reflect the state of the Digital Dispatch receive and transmit modes. A module's Digital Dispatch status can be changed by the following two methods:

NOTE: These methods only apply to modules not involved in a Patch or Simulselect. While activate, the Digital Dispatch mode of a Patch or Simul-Select can not be changed.

1. Pressing the PRIVATE button on the console's module will toggle the module's current Digital Dispatch state. The ENCRYPT indicator on the module will show the module's current state. The Digital Dispatch state can not be changed while the console is transmitting on this module.

or

2. When a call is received, the called module's Digital Dispatch state will track the Digital Dispatch state of the call. If the call is a Digital Dispatch call, both the RCVNG and ENCRYPT indicators will light. If the call is not a Digital Dispatch call, both indicators will be turned off. The RCVNG indicator will not be turned on if this console is the caller of the Digital Dispatch entity.

DIGITAL DISPATCH CALL INDICATIONS

When a call Digital Dispatch is received, the RCVNG and ENCRYPT indicators on the module will light. If the call is not a Digital Dispatch call, the RCVNG and ENCRYPT indicators on the module will go off.

PENDING TRANSMIT REQUEST INDICATION

When the operator initiates a Digital Dispatch transmission from the console, the granting of the request must be delay until all of the system components are ready to process the Digital Dispatch audio. While the console is waiting for the transmit confirmation, the XMIT indicator on the module will flash. When the channel assignment is received, the XMIT indicator will turn on solid. For Patches and Simul-Selects the pending confirmation indicator is only shown on the Master module.

DIGITAL DISPATCH CONTINUED

ERROR MESSAGES

Several error messages can be displayed on the Keypad module display to notify the operator of a failure to transmit. The error messages are listed in Table 2-4.

Error Message	Indicated Condition
DV FAIL	Digital Dispatch encryption channel failure. The Digital Dispatch transmit
	request could not be granted. Re-try the transmit request.
NO CNFRM	This message is generated when a transmit site did not respond to the
	transmit request when expected.
NO UNITS	This message is generated when a transmit site does not have a radio unit
	active on the transmit Group.

Table 2-4 - Digital Dispatch	Error Messages
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PATCHES AND DIGITAL DISPATCH

The Digital Dispatch mode of a Patch is based upon the Digital Dispatch mode of the modules involved in the Patch. When a Patch is activated, the Digital Dispatch mode of all the involved modules is checked. If all non-Conventional modules being patched are digital, the Patch will be digital. Otherwise the Patch will not be digital and ENCRYPT indicator on all the patched modules will go off. The Digital Dispatch mode indicators will be restore when the Patch is deactivated. Once activated, its Digital Dispatch mode can not be changed. The Digital Dispatch state of calls received on the Patch will not change the Digital Dispatch mode of the Patch. In addition, the PRIVATE button on patched modules will not change the Digital Dispatch mode of the Patch. The ENCRYPT indicator on the patched modules will not change. The RCVNG indicator will follow the Digital Dispatch state of the received Patch calls.

NOTE: While activate, the Digital Dispatch mode of a Patch can not be changed.

SIMUL-SELECTS AND DIGITAL DISPATCH

The Digital Dispatch mode of a Simul-Select is based upon the Digital Dispatch mode of the modules involved in the Simul-Select. When a Simul-Select is activated, the Digital Dispatch mode of all the involved modules is checked. If all non-Conventional modules being simul-selected are digital, the Simul-Select will be digital. Otherwise the Simul-Select will not be digital. The ENCRYPT indicator on the simul-selected modules will remain unchanged. Once activated, its Digital Dispatch mode can not be changed. Call received on simul-selected modules are on the module's programmed entity and not on the Simul-Select. Therefore, the Digital Dispatch state of received calls will change the Digital Dispatch mode of the receiving module, but will not change the mode of the Simul-Select. The PRIVATE button on simul-selected modules will change the Digital Dispatch mode of the module's entity. The ENCRYPT and RCVNG indicators will follow the Digital Dispatch state of the received calls.

NOTE: While activate, the Digital Dispatch mode of a Simul-Select can not be changed. However, the Digital Dispatch mode of the simul-selected entities can be changed.

CONFIRMED CALL

The Confirmed Call feature provides a means of holding off a transmission until all required resources are available for the call. Confirm Call is available for Group, Individual, Patch, and Simul-Select transmissions. Even though Confirm Call is not available for Conventional Channels, a Conventional Channel can be included in Patches and Simul-Selects in the Confirmed Call mode.

ENABLING CONFIRM CALL

The Confirmed Call Mode is enabled from the CEC/IMC Manager Console User Profile Configuration. The CEC/IMC Manager Console User Profile Configuration option "Confirm Group PTT" determines the Confirmed Call mode of the console. The option "Maximum Confirmation Delay" determines the length of time that a console will wait for confirmation responses. The Confirmed Call mode is enabled on a setup-by-setup basis.

PENDING TRANSMIT REQUEST INDICATION

When the operator initiates a Confirmed Call transmission, the granting of the request must be delay until all of the system components are ready to process the call. While the console is waiting for the transmit confirmation, the XMIT indicator on the module will flash. When the channel assignment is received, the XMIT indicator will turn on solid. For Patches and Simul-Selects the pending confirmation indicator is only shown on the Master module.

ERROR MESSAGES

Several error messages can be displayed on the Keypad module display to notify the operator of a failure to transmit. The error messages are listed in Table 2-5.

Error Message	Indicated Condition
NO CNFRM	This message is generated when a transmit site did not respond to the
	transmit request when expected.
NO UNITS	This message is generated when a transmit site does not have a radio
	unit active on the transmit Group.

Table 2-5 -	Confirmed	l Call	Error	Messages
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PATCHES, SIMUL-SELECTS AND CONFIRMED CALL

Patches and Simul-Selects are treated as Group calls and will generate Confirmed Call transmit requests.

CONVENTIONAL CHANNEL FUNCTIONS

This section outlines the controls associated with the use of Conventional Channels.

CHANNEL GUARD MONITOR

The Channel Guard Monitor function is used to make sure no other transmissions are taking place on a channel or for monitoring calls even if they are not coded with your Channel Guard Tone. The Channel Guard Monitor function is used with a selected Conventional Channel. If a Conventional Channel is not selected, the function is not available. The Channel Guard Monitor function is enabled and disabled by the:

- MONITOR button found on a Button module;
- Left pedal of a dual foot switch; or
- Monitor switch on a desk microphone.

NOTE: The Channel Guard Monitor function is only available when a Conventional Channel is selected.

ENABLING CHANNEL GUARD MONITOR

The Channel Guard Monitor function is enabled and the MONITOR ON indicator turned on by:

- Selecting a Conventional Channel programmed on the console (The Radio Control module's SELECT indicator will also will be lit.);
- Pressing and releasing the MONITOR button with a Conventional Channel selected;
- Pressing and holding the MONITOR switch on the desk microphone or the MONITOR pedal on the dual foot switch with a Conventional Channel selected;

DISABLING CHANNEL GUARD MONITOR

The Channel Guard Monitor function is disabled and the MONITOR ON indicator turned off by:

- Selecting a non-Conventional Channel;
- Pressing and releasing the MONITOR button;
- Releasing the MONITOR switch on the desk microphone or the MONITOR pedal on the dual foot switch.
- Pressing and releasing a Transmit button (Instant TRANSMIT button or Common TRANSMIT bar) to transmit on the Selected Conventional Channel

CONVENTIONAL CHANNEL FUNCTIONS CONTINUED

FREQUENCY SELECTION

The Radio Control module FREQUENCY button(s) selects the transmit and receive frequencies of conventional base stations. A frequency selection is made by pressing and releasing the FREQUENCY button or buttons until the desired frequency number is illuminated. Only one frequency indicator is lit at a time.

NOTE: The FREQUENCY button supports only coupled transmit and receives frequencies.

MAIN / STANDBY

The SITE button is used to select either the main or standby conventional transmit site. The current conventional transmit site is indicated by the MAIN and STANDBY indicators. Only one indicator is lit at a time. The current transmit site is changed by pressing and releasing the SITE button.

REMOTE DISABLE

The REMOTE button is used to disable and enable a remote control unit. The remote control unit is disabled when the REMOTE DISABLE indicator is lit. The state of the remote control unit is changed by pressing and releasing the REMOTE button on Radio Control module.

REPEAT DISABLE

The REPEAT button is used to disable and enable a remote repeater. When the repeater is disabled, transmissions will not be rebroadcast but will be heard as the console. The remote repeater is disabled when the REPEAT DISABLE indicator is lit. The state of the remote repeater is changed by pressing and releasing the REPEAT button on Radio Control module.



Figure 2-7 - Conventional Channel Control Buttons

CONSOLE INTERCOM

The Intercom feature is provided to allow direct communications between console operators in the system. The Intercom feature can be initiated by either manually "dialing" the number of the console or by a one button Hotline Intercom method. Additionally, two transmission modes exist to communicate on an active Intercom call. The use of the desk microphone and the headset are both supported. When using a desk microphone, the INTERCOM TX button must be used to transmit on the intercom. In this mode the console can not receive and transmit at the same time. When using a headset, the INTERCOM TX button is not required and the operator can transmitting and receive on the intercom at the same time. In this mode the Intercom is activated with the headset microphone enabled and transmitting on the Intercom. The headset microphone will remain active until the headset is removed, the intercom is released or put on hold, or the operator initiates a radio transmission. When the radio transmission is completed (Transmit button released), two-way communications on the Intercom is automatically restored. If the headset is removed during an Intercom call, transmission on the Intercom will require the use of the INTERCOM TX button. When the headset is re-connected, normal headset operation is restored.



Figure 2-8 - Buttons Used With the Intercom

CONSOLE INTERCOM CONTINUED

PLACING AN INTERCOM CALL

An intercom call can be placed by either the manual Direct Dial method or the pre-stored one-button Hotline method.

DIRECT DIAL INTERCOM

The Direct Dial intercom allows the operator to initiate an intercom with any other console in the system by entering the number of the console each time the intercom is activated.

1. Press and release the INTERCOM button. The INTERCOM CALL indicator will flash slowly. The Keypad module display will show "OPR ***". The RELEASE ACTIVE indicator will light. The RELEASE button may be used to terminate or abort an intercom call any time the RELEASE ACTIVE indicator is lit.

NOTE: The number of the console being called must be entered as a three digit number. Leading zeros must be added for console numbers of less than three digits.

- 2. Enter the number of the console being called. The number of the console must be entered as a three digit number. The entered digits will replace the stars on the Keypad module display. After the third digit is entered, the console will automatically attempt to activate an Intercom call to the requested console. The ringing tone will be heard at both consoles. The INTERCOM CALL indicator will flash quickly.
- 3. When the intercom call is answered, the Keypad module display of the calling console will return to the system time display, the ringing tone will stop at both consoles, and the INTERCOM CALL indicator will flash slowly.

HOTLINE INTERCOM

This function allows the operator to initiate an intercom call to user-defined console with a single button.

PROGRAMMING A HOTLINE INTERCOM BUTTON

Each Hotline Intercom CONSOLE # button must be programmed when the console is first initialized. This need only be done once or whenever the number of the console assigned to a hotline button is changed.

1. Press and hold a CONSOLE # button. The CONSOLE # CALL indicator will flash slowly. The Keypad module display will show "OPR ***" (or "OPR ???" if the button was previously programmed). The RELEASE ACTIVE indicator will light. The RELEASE button may be used to terminate or abort an intercom call any time the RELEASE ACTIVE indicator is lit.

NOTE: The console number must be entered as a three digit number. Leading zeros must be added for console numbers of less than three digits.

- 2. Enter the number of the console being called. The entered digits will be shown on the Keypad module display. When the number has been enter, release the CONSOLE # button. The CONSOLE # button has now been programmed. The console will attempt to activate an Intercom call to the requested console to verify the programmed console number. The ringing tone will be heard at both consoles. The CONSOLE # CALL indicator will flash quickly.
- 3. When the intercom call is answered, the Keypad module display of the calling console will return to the system time display, the ringing tone will stop at both consoles, and the CONSOLE # CALL indicator will flash slowly.

CONSOLE INTERCOM CONTINUED

INITIATING A HOTLINE INTERCOM CALL

Once a Hotline Intercom CONSOLE # button has been programmed, an intercom call can quickly be initiated with the programmed console.

- 1. Press and release a programmed CONSOLE # button. The INTERCOM CALL indicator will flash quickly. The Keypad module display will show "OPR ???" (where ??? is the pre-stored console number). The RELEASE ACTIVE indicator will light. The RELEASE button may be used to terminate or abort an intercom call any time the RELEASE ACTIVE indicator is lit.
- 2. When the intercom call is answered, the Keypad module display of the calling console will return to the system time display, the ringing tone will stop at both consoles, and the CONSOLE # CALL indicator will flash slowly.

ANSWERING AN INTERCOM CALL

An incoming Intercom call is signaled by the ringing tone (if enabled) and the fast flashing of the INTERCOM CALL indicator. To answer the intercom call, press and release the INTERCOM button. The ringing tone will stop and the INTERCOM CALL indicator will flash slowly. The RELEASE ACTIVE indicator will light. The RELEASE button may be used to terminate an intercom call any time the RELEASE ACTIVE indicator is lit.

RELEASING AN INTERCOM CALL

The RELEASE button is used to terminate an active Intercom call or to abort the initiation of an Intercom call. The RELEASE button may be used any time the RELEASE ACTIVE indicator is lit. When the Intercom call is terminated, all Intercom related indicators will be turned off. If the RELEASE button is pressed while an Intercom call is on hold and another Intercom call is not active, the Intercom call on hold will be terminated.

PLACING A CALL ON HOLD

The HOLD button is used to temporarily suspend an Intercom call. To place an Intercom call on hold, press and release the HOLD button while the Intercom is active. The HOLD ON indicator will light and the CALL indicator of the active intercom (INTERCOM CALL or CONSOLE # CALL) will go off. To restore the Intercom, press and release the HOLD button again. The Intercom call will be transferred to the INTERCOM CALL indicator even if it had been activated from a CONSOLE # button. Normal Intercom functions are available. If the RELEASE button is pressed while an Intercom call is on hold and another Intercom call is not active, the Intercom call on hold will be terminated.

INTERCOM RINGING TONE

An incoming Intercom call is signaled by a ringing tone. The volume level of this tone can be reduced by pressing and releasing the CHIME button. While the ringing tone level is reduced, the CHIME DISABLE indicator will light. The ringing tone will remain reduced until the CHIME button is pressed again.

CONSOLE INTERCOM CONTINUED

HANDS-FREE INTERCOM OPERATION

The hands-free Intercom operation, using a console headset, allows the operator to communicate through the Intercom without using the INTERCOM TX button. This provides the operator with greater flexibility in the dispatch environment. In addition, the use of a headset allows the operator to receive and transmit on the Intercom at the same time. In this mode the intercom is activated with the headset microphone active and remains active until:

- The intercom is released or put on hold;
- The headset is removed from the console. If the headset set is removed, Intercom transmissions will require the use of the INTERCOM TX button and the operator will not be able to receive and transmit at the same time. When the headset re-connected, the Hands-Free mode is restored.
- The operator initiates a radio transmission. When the radio transmission is completed (Transmit button released), two-way communications on the Intercom is automatically restored.

INTERCOM DISPLAY INDICATIONS

The following Table lists the state of the indicators while an Intercom call is activating.

Г		Intercom Indication	ons	Condition
	INTERCOM CALL †	Ringing Tone ‡	Keypad Module Display	
	Fast Flash	Yes	"OPR ???"	Operator at called console is not
				answering.
	Slow Flash	No	"OPR ???"	Invalid console number entered.
	Off	No	"OPR BUSY"	The called console already has an
				active Intercom call.

 Table 2-6 - Intercom Call Indicators States

† Also applies to the CONSOLE # CALL indicators.

Assumes ringing tone is not disable (CHIME DISABLE indicator is not lit).

AUXILIARY I/O

This function allows the console operator to control and monitor the state of auxiliary I/O available on EDACS controller boards. The configuration of each auxiliary I/O point is assigned on the CEC/IMC Manager. For more information on the configuration of auxiliary I/O points refer to the EDACS Monitor Module (MOM) Operations Guide. Each console can control/monitor 8 output events and monitor as many input events as allowed by the system configuration and I/O point restrictions. Each I/O event can be assigned to more than one console. The configuration of each I/O event contains an independent list of consoles allowed to control or monitor the event.

OUTPUT EVENT AND BUTTON CONFIGURATION

The assignment of output events to ALARM or AUX button is user-definable from the CEC/IMC Manager. The ALARM and AUX buttons are functionally the same and can be assigned in any order. Output events may be defined as either Momentary or Latched. For momentary events, the event will only be active for as long as the button is held. For latched events, the event will stay active until the button is pressed again.

CONTROL AND MONITOR OF OUTPUT EVENTS

Output events are activated by pressing one of the ALARM # or AUX # buttons. The ON indicator will be lit as long as the event is active. For momentary events, this will be for only as long as the button is held. For latched events, the event will stay active until the button is pressed again. The ON indicators will also light any time that indicator's event is active. If an event is assigned to more than one console, both consoles can monitor event state changes initiated by the other console.

MONITORING INPUT EVENTS

Input events are user-defined. When an input event occurs that this console has been granted the privilege to monitor, the console will display the first eight characters of the input event message on the Keypad module display. This display will clear automatically or when the CLEAR button is pressed.



Figure 2-9 - Aux I/O Console Control Buttons

CONSOLE FUNCTIONS

CHIME

Normally the ringing (chime) signals an incoming Intercom call. The CHIME button is used to reduce the volume of the ringing tone without answering the Intercom call. The ringing tone will be reduced for as long as the CHIME DISABLE indicator is lit. This function only affects the Intercom ringing tone. All other Intercom indicators and console volume settings are unaffected.

- 1. Press and release the CHIME button. The CHIME DISABLE indicator will light and the ringing tone will be reduced.
- 2. Press and release the CHIME button. The CHIME DISABLE indicator go off and the ringing tone level will be restored.

CONSOLE MONITOR

The Console Monitor function allows the operator to mute all audio originating from other consoles. This is useful in dispatch centers where audio from adjacent consoles can generate audio feedback. The console initializes with the Console Monitor disabled (CONSOLE MON ON indicator off) meaning the audio from other consoles is muted.

- 1. Press and release the CONSOLE MON button. The CONSOLE MON ON indicator will light and audio from all other consoles will be heard.
- 2. Press and release the CONSOLE MON button. The CONSOLE MON ON indicator will go off and audio from all other consoles will be muted.



Figure 2-10 - Console Functions Buttons

PREEMPT

When configured as a non-supervisory position console, this console will only be able to preempt radio calls. Transmissions from other consoles can not be preempted. The supervisory status of a console is defined at the IMC/CEC Manager. The Keypad module display message "NO PREMP" indicates a preempt attempt failure.

SUPERVISORY CONSOLE FUNCTIONS

Certain functions on the console are intended for supervisory personnel. These functions should only be used by authorized personnel and are only available (enabled) at console positions designated as supervisory console positions. The supervisory status of a console is defined at the IMC/CEC Manager.

DISABLING ANOTHER CONSOLE IN THE SYSTEM

The Console Disable function allows supervisory personnel to disconnect (disable) another console in the system. Only non-supervisory consoles can be disabled. Once disabled, a console will not respond to module button commands and can not transmit. The Keypad module display of the disabled console will show "DISABLED" when it is disabled. The CONSOLE DISABLE button is used to disable other consoles.

NOTE: Only non-supervisory consoles can be disabled.

- 1. Press and release the CONSOLE DISABLE button. The CONSOLE DISABLE indicator will light and the Keypad module display will show "OPR 000".
- 2. Enter the number of the console to be disabled as a three digit number using the numeric keys on the Keypad module. Insert leading zeros as needed. Press the ENTER button after the console number is entered.
- 3. The CONSOLE DISABLE indicator will go off and the Keypad module display will display the system time. The Keypad module display of the disabled console will show "DISABLED".

Problem	Cause	Operator Actions
CONSOLE DISABLE indicator	The "disabling" console must be a	Check current supervisory status of
goes off and keypad shows time but	supervisory console.	"disabling" console.
target console not disabled.		
Keypad display flashes the number	The console being disabled is	Press and release the CONSOLE
of the disabled console and the	either already disabled or is a	DISABLE button to clear the indica-
CONSOLE DISABLE indicator	supervisory console or an invalid	tions. Check current status and
flashes.	console number was entered.	number of the console being disabled

CONSOLE DISABLE INDICATIONS

SUPERVISORY CONSOLE FUNCTIONS CONTINUED

ENABLING ANOTHER CONSOLE IN THE SYSTEM

The Console Enable function allows supervisory personnel to reconnect (enable) a disabled console in the system. Only non-supervisory consoles can be enabled. Once enabled, a console will be able to resume normal console operations. The Keypad module display on the previously disabled console will show the system time. The CONSOLE ENABLE button is used to enable other consoles.

NOTE: Only supervisory consoles can be enable another console.

- 1. Press and release the CONSOLE ENABLE button. The CONSOLE ENABLE indicator will light and the Keypad module display will show "OPR 000".
- 2. Enter the number of the console to be enabled as a three digit number using the numeric keys on the Keypad module. Insert leading zeros as needed. Press the ENTER button after the console number is entered.
- 3. The CONSOLE ENABLE indicator will go off and the Keypad module display will display the system time on the supervisory console. The Keypad module display of the previously disabled console will show the system time.

CONSOLE ENABLE INDICATIONS

Problem	Cause	Operator Actions
CONSOLE ENABLE indicator goes	The "enabling" console must be a	Check current supervisory status of
off and keypad shows time but target	supervisory console or the console	"enabling" console and operational
console was not enabled.	being enabled is already enabled.	status of console being enabled.
Keypad display flashes the number of	An invalid console number was	Press and release the CONSOLE
the disabled console and the	entered.	ENABLE button to clear the
CONSOLE ENABLE indicator		indications. Check number of the
flashes.		console being enabled

PREEMPT

When configured as a supervisory position console, this console will be able to preempt all transmission from radios and other non-supervisory consoles. Transmissions from other supervisory consoles can not be preempted. The supervisory status of a console is defined at the IMC/CEC Manager. The Keypad module display message "NO PREMP" indicates a preempt attempt failure.

PROGRAMMING A MODULE

A Radio Control module may be programmed to communicate with different Groups, Units, or Channels. Radio Control modules may be programmed by either the Scroll or Numeric ID Entry modes.

NOTE: Only one Radio Control module can be programmed at a time. An entity can be programmed on only one module at a time.

SCROLL MODE PROGRAMMING



Figure 2-11 - Scroll Programming Mode Buttons

The Scroll Mode of Radio Control module programming allows the operator to scroll though a list of entities available for programming on the selected module. The contents of the scroll list depend upon:

- The contents of the last entity database and privilege list downloaded to the console. The console can only show the entities it has a name for and privilege to display.
- The type of the module being programmed. Only Groups and Units can be programmed on Trunked modules and only Conventional Channels can be programmed on Conventional modules. The type of each module is defined on the CEC/IMC Manager.
- The entities already programmed on this console. Since each entity can only be programmed once, it is removed from the available list when programmed.

NAME DISPLAY SCROLL LOOP

The names are displayed in a loop. The loop is determined by the type of the module being programmed. Trunked and Conventional Radio Control modules have different scroll lists. Repeated presses of the Scroll buttons will move through the lists in a circular fashion. The following figure shows the scroll patterns for a previously unprogrammed module using the SCROLL \uparrow button. The SCROLL \downarrow button will scroll in the opposite direction from the arrows shown. The programming of a previously unprogrammed module will start with the lowest number available entity name. If the module is already programmed, the scroll loop will start from the current entity and move in accordance with the Scroll buttons used.



Figure 2-12 - Entity Scroll Loop

PROGRAMMING USING THE SCROLL BUTTONS

1. Press and release the PROGRAM button on the Keypad module. The Keypad module display will show "SEL GRP".

NOTE: The Scroll programming mode can be canceled at any time by pressing and releasing the CLEAR button on the Keypad module.

- 2. Press and release the SELECT button on the Radio Control module to be programmed. The display on the radio Control module will go blank and the module indicators below the module display will all light. The Keypad module display will show "PROG GRP".
- 3. Press and release either the SCROLL ↑ or SCROLL ↓ button on the Keypad module. The first available entity name will be displayed on the Radio Control module display. The Keypad display will show "NEXT" if SCROLL ↑ was pressed or "PREVIOUS" if SCROLL ↓ was pressed.
- 4. Continue to press Scroll buttons until the desired name is displayed.
- 5. Press the ENTER button on the Keypad module. The displayed entity is now programmed on the Radio Control module. The programming indicators on the Radio Control module will go off and the Keypad module display will briefly show "PROG OK".

PROGRAMMING A MODULE CONTINUED

NUMERIC ID ENTRY PROGRAMMING



Figure 2-13 - Numeric Id Entry Mode Buttons

The Numeric ID Entry mode allows the console operator to program an entity by its numeric system id rather than by scrolling through a list of names. In some cases this may be a faster method of Radio Control module programming. The ability to program an entity by its numeric id is limited by:

- The last privilege list downloaded to the console. The console can only program the entities it has the privilege to program.
- The type of the module being programmed. Only Groups and Units can be programmed on Trunked modules and only Conventional Channels can be programmed on Conventional modules. The type of each module is defined on the CEC/IMC Manager.
- The entities already programmed on this console, since each entity can only be programmed once.

PROGRAMMING A MODULE CONTINUED

PROGRAMMING USING THE NUMERIC ENTITY ID

NOTE: The type of the entity being programmed is determined by the Keypad module * or # buttons and the type of the module being programmed.

Module Type	* Keypad Button	# Keypad Button
Trunked	Group id programmed	Unit id programmed
Conventional	Conventional id programmed	Invalid programming option

1. Press and release the PROGRAM button on the Keypad module. The Keypad module display will show "SEL GRP".

- 2. Press and release the SELECT button on the Radio Control module to be programmed. The display on the radio Control module will go blank and the module indicators below the module display will all light. The Keypad module display will show "PROG GRP".
- 3. Press and release the * button (if entering a Group or Channel number) or the # button (if entering a Unit number). The Keypad module display will show "GRP 0000" if a * was pressed or "UNT00000" if a # was pressed.
- 4. Enter the entity id number.
- 5. Press and release the ENTER button on the Keypad module. The new entity will be programmed and displayed on the Radio Control module.

NUMERIC PROGRAMMING ERROR MESSAGE

If the programming sequence was not completed successfully, the message "PROG ERR" is shown on the Keypad module display. Once displayed "PROG ERR" will remain displayed until the CLEAR button is pressed. The programming error condition can be caused by any one of the following:

- Requested id was out of the range of valid ids.
- The requested entity is already programmed.
- The console has not been grant programming privileges for the requested entity.

DELETING A PROGRAMMED ENTITY

To delete (or unprogram) a module, follow the Numeric Entry Id programming procedure and enter "9999" if the * button is pressed or "99999" if the # button is pressed.

NOTE: The programming mode can be canceled at any time by pressing and releasing the CLEAR button on the Keypad module.

CONSOLE CONFIGURATION

The console requires several configuration steps before being fully operational. The configuration steps are listed below and should be performed in the order listed. The sections that follow detail each configuration step.

Configuration Step	Result
Console User Profile	Provides Console's Unit Id and operational parameters.
(From CEC/IMC Manager)	
C3 Modular/Desktop Module Configuration	Defines the number and type of Radio Control modules
(From CEC/IMC Manager)	available at the console.
Group Upload	Provides Group names and entity operational parameters.
(From System Manager or CEC/IMC Manager)	
Unit Upload	Provides Unit names and entity operational parameters.
(From System Manager or CEC/IMC Manager)	
Conventional Upload	Provides Conventional Channel names and entity operational
(From CEC/IMC Manager)	parameters.
Console Upload	Provides names, numbers and ids of other consoles.
(From CEC/IMC Manager)	
Console Privilege Lists	Provides a list of entities that can be programmed and monitored
(From CEC/IMC Manager)	at this console.

CONSOLE USER PROFILE

The console stores 10 independent User Profile setups. These setups can be used to modify console operating parameters, but do not affect the entities programmed on the console. The setups are defined and downloaded from the CEC/IMC Manager. A complete description of all the configuration parameters can be found in the EDACS Monitor Module Operations Guide. Some of the more important and commonly used parameters will be described here. To change the active setup from the console, see CHANGING THE CONSOLE SETUP later in this section.

IGURATION ame: CONS 1 Setup: 1 Hour Time nselect Labels Jmeric Labels Jmeric Volume	: Y : Y : N
ame: CONS 1 Setup: 1 Hour Time nselect Labels umeric Labels umeric Volume	: Y : Y : N
Hour Time nselect Labels umeric Labels umeric Volume	: Y : Y : N
nselect Labels umeric Labels umeric Volume	: Y : N
umeric Labels	: N
imeric Volume	
	: N
uto Alarm Off	: Y
eep On Error Message	: N
isplay Failsoft Indicator	: Y
ebug Messages / Functions	: N
onsole Labels	: Y
oute Unprivileged Emer	: N
onfirm Group PTT	: N
aximum Confirmation Delay	: 5
one Volume Offset (dbm)	: 5
F9 = Delete	
M To end	Maximum Confirmation Delay Tone Volume Offset (dbm) end F9 = Delete

CONSOLE CONFIGURATION CONTINUED

TABLE 2-8 - Selected Console	Configuration Options
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Configuration Option	Option Usage
CONSOLE	This field ties the number of the console (as defined on the CIM controller board) with this
	console configuration. This is the only link between the console's number and its Unit id.
UNIT ID	This field defines the Unit id used by this console when transmitting.
NAME	This field defines the name of this console. This name will be displayed on other console when
	this console is transmitting.
SETUP	This field defines which of the ten console setups is being edited. Each setup has its own
	configuration screen. Changing this number will allow other setups to be edited.
SUPERVISOR	Used to indicate if this console is a supervisory console for this setup. A console can be defined
	as a supervisory position on a setup-by-setup basis. Supervisory functions are not allowed
	unless this option is set.
DEFAULT UNSELECT	Default volume setting for Intercom calls and non-monitored individual calls to the console.
VOLUME	
NON-MONITORED	Default volume setting for non-monitored emergency calls.
EMERGENCY	
VOLUME	
MUTE ALL DELAY	The time, in seconds, that modules are muted after the ALL MUTE button is pressed.
MINIMUM ALARM	This is the minimum level at which an emergency tone will be heard. The greater of the module
LEVEL	volume or this volume will be used for the emergency tone level.
ALARM RESET	Setting this option forces the operator to acknowledge the emergency before clearing the
BEFORE EMER	emergency.
CLEAR	
UNSELECT LABELS	Used to indicate if the operator wants the names of all callers displayed or only those on the
	selected module.
BEEP ON ERROR	This option determines if the error beep (tone) is enabled.
ROUTE	This field is set in conjunction with the Supervisor option. The Supervisor's option must be set
UNPRIVILEGED	to "Yes" for this option to be allowed. When set to "No" only non-monitored emergencies on
EMER	Groups in the console Group Privilege list are displayed. When set all non-monitored
	emergencies, regardless of the console's Group Privilege list, are displayed on the console.
CONFIRM GROUP PTT	This option enables the Confirmed Call function.
TONE VOLUME	This option allows the level of console tones (such as Grant and Error tones) to be lowered
OFFSET	relative to the radio audio associated with a module. Headsets equipped with AGC circuits will
	I counteract the option. Setting the volume offset to 40, will effectively disable the tones.

CONSOLE CONFIGURATION CONTINUED

C3 MODULAR/DESKTOP MODULE CONFIGURATION

The Module Configuration defines the number and type of Radio Control module available at the console. The following parameters are defined here:

Configuration Option	Options	
MODULE TYPE	TRNK	for Trunked modules
	CONV	for Conventional Channel modules
DISPLAY TYPE	ALPHA	for modules with programmable displays
	FIXED	for modules with pre-printed entity labels
MODULE PRESENT	Yes	for modules present on the console
	No	for modules not present on the console

TABLE 2-9 - C3 Console Module	Configuration Options
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Up to 64 modules can be defined. The actual number of available modules may vary from console to console. All entries for modules that do not exist should have their MODULE PRESENT option set to "No". The Module Type option determines the type of entities that can be programmed on that module. Groups and Units can only be programmed on Trunked modules and Conventional Channels can only be programmed on Conventional modules. The Display Type option determines the display capabilities of the module. Modules with fixed displays can only be programmed using the Numeric Id Entry Programming mode. Also, the name of the programmed entity and any calling entities on that module cannot be displayed.

CONSOLE PRIVILEGE LISTS

This list defines the Units, Groups, and Conventional Channels available for this console to program and monitor. A separate editable list exists for each entity type. One download operation transfers this console's privilege list for all entities. This download affects only this console.

DATABASE UPLOADS

The database uploads provide the console with names and operational parameters for all of the entities defined in this system. A separate upload function is required for each entity type. These uploads are received by all consoles and EDACS controller boards. These uploads are only required when this console's Translator controller board's non-volatile memory is cleared or when required by changes to an entity database have been made.

NOTE: Caution should be taken when performing these database uploads. Refer to the System Manager Wide Area Setup Procedure in the CEC/IMC Digital Audio Switch Installation, Setup and Troubleshooting Maintenance Manual (LBI-38938) for more information.

CHANGING THE CONSOLE SETUP

The currently active console setup can be changed from the console Keypad module. This only allows the operator to select a different set of console operating parameters. Individual setup options can not be modified at the console and changing the console setup does not change the entities programmed on the console. For more information on the Console User Profiles, see CONSOLE CONFIGURATION earlier in this section.

NOTE: A Console Setup change **does not** change the entities programmed on the console.

- 1. Press and hold the # button on the Keypad module. The Keypad module display will show "SETUP#xx", where "xx" is the number of the current setup.
- 2. Use the Keypad module's numeric keys to enter the number (from 1 to 10) of the new setup. The "xx" will change as the new number is entered.
- 3. Release the # button. If a new setup number was chosen, the console will reset (go blank) then redisplay all the programmed entities. The new setup is now in affect.

NOTE: If the setup number is not changed, the console will not reset.

VIEWING THE CURRENT SETUP NUMBER

The current console setup can be viewed by pressing and releasing the # button on the Keypad module. The current setup will be displayed for as long as the # button is held.

PROGRAMMED MODULE IDENTIFICATION

The module number and programmed entity name can be determined for a programmed module by pressing and holding the * button on the keypad module. The module number and programmed entity name will be displayed on the keypad module display for as long as the * button is held. This function is useful for viewing the programmed entity on a fixed-display module and in determining the number of a module when correlating the console's module number with the CEC/IMC Manager's C3 Modular/Desktop Module Configuration screen.

KEYPAD MODULE MESSAGES

A number of messages can be shown on the Keypad module's display to alert the operator of the status of console transmit requests. These messages are shown in Table 2-10. A reference page is provided to direct the operator to a related section of this manual.

Message	Meaning	Page
DENIED	The transmit attempt was denied by the radio system. The console's or radio's id is not valid	2-2
	on a requested transmit site.	2-3
DV FAIL	Digital Dispatch encryption channel failure. The Digital Dispatch transmit request could not	2-18
	be granted. Re-try the transmit request.	
NO CNFRM	The call confirmation process (of Digital Dispatch or Confirmed Call) failed. At least one of	2-18
	the transmit sites that was expected to respond, did not respond before the confirmation time-	2-19
	out expired.	
NO PREMP	The console was unable to preempt the active call.	2-27
		2-29
NO UNITS	No radio units are logged onto the radio site that was requested to transmit the console	2-18
	message.	2-19
NOTLOGED	Individual call unit or Group is not logged in anywhere in the system.	2-2
		2-3
OPR BUSY	The console being called, already has an intercom call active.	2-25
PROG ERR	The programming attempt failed. Check the programmed entity's id and type, the type of	2-33
	module being programmed, and the console privilege to program that entity. The entity may	
	already be programmed.	
QUEUED	The transmit request was not granted by the radio system. For example, the site did not have	2-2
	a working channel available. The call will be assigned when a channel is available. Re-try	2-3
	the transmit request.	
SYS BUSY	The requested system resource is busy and can not respond to the request. The called unit is	2-2
	busy or the site could not assign the call. Re-try the transmit request.	2-3

CONSOLE ACCESSORIES

HEADSET OPERATION

An optional headset is available for use with the console. The headset plugs into the dual-jack interface located below the console desktop. When the headset is plugged-in, the console Select speaker is disconnected and the select speaker audio will be heard through the headset earpiece. The headset microphone will be connected and the console microphone(s) will be disconnected.

FOOT SWITCH OPERATION

An optional dual-pedal foot switch may be used with the console. The right foot-switch pedal performs the same operation as the (common) TRANSMIT bar on the Keypad module. The left pedal performs the same operation as the MONITOR button.

PAGING ENCODER

A Paging Encode interface exists that allows a Paging Encode to be connected directly to the console hardware. This interface allows the Paging Encode to transmit paging tones on the selected entity. The console operator is not required to initiate a transmission before activating the Paging Encoder.

CONSOLE TROUBLESHOOTING

Some common operating problems are covered in this section. The table below will help you identify the problem and suggest possible corrective actions. Following the table are test procedures that can be run if your console is equipped with a Keypad module. If the problem persists, contact your service personnel.

Console dead (no indicators) 1. Check AC power. 2. Check power circuit breaker or fuse. 2. Check backup power supply. Button or indicator inoperative 1. Run the Button test or Indicator test. The procedures for these tests fails or cannot be resolved. 2. Call for service. Console will not respond (indicators on) 1. Reset the console. 2. Call for service. 2. Call for service. XMIT Indicator stuck on a Radio Control module Press and release the Instant TRANSMIT button on the affected module. Can't program modules and all modules are blank See CONSOLE CONFIGURATION in Section 2. Can't re-program a module 1. Delete current programmed entity and re-try. See PROGRAMMING A MODULE in Section 2. Can't re-program module Identification only shows a * 1. Verify the type of the module being programmed. Wrong entity is programmed 1. Type of module and type of entity mismatched. (Group ⇔ Conventional Channel) 2. See CONSOLE CONFIGURATION in Section 2. Programmed Module Identification only shows a * 1. Verify that the module is selected. 3. Run the Indicator test. 3. Run the Indicator test. "PROG ERR" message on Keypad module display. Console programming attempt failed. "DISABLED" shown on Keypad module display. If this display is seen during a console reset:<	Problem	Corrective Action
2. Check power circuit breaker or fuse. 3. Check backup power supply. Button or indicator inoperative 1. Run the Button test or Indicator test. The procedures for these tests follow this table. 2. Call for service if test fails or cannot be resolved. 2. Call for service if test fails or cannot be resolved. Console will not respond (indicators on) 1. Reset the console. 2. Reset the CEC/IMC console interface. 3. Call for service. XMIT Indicator stuck on a Radio Control module Press and release the Instant TRANSMIT button on the affected module. Can't program modules and all modules are blank See CONSOLE CONFIGURATION in Section 2. Can't re-program a module 1. Delete current programmed entity and re-try. See PROGRAMMING A MODULE in Section 2. Query conventional Channel) 2. Verify the type of the module being programmed. Wrong entity is programmed (Group ⇔Conventional Channel) 1. Verify that the module is programmed. Programmed Module Identification only shows a * 1. Verify that the module is programmed. "PROG ERR" message on Keypad module display. If this display is seen during a console reset: "DISABLED" shown on Keypad module display. If this display is seen during a console reset: "Time display flashing with time later than The console has lost communications with its CEC/IMC interface. "	Console dead (no indicators)	1. Check AC power.
3. Check backup power supply. Button or indicator inoperative 1. Run the Button test or Indicator test. The procedures for these tests follow this table. Console will not respond (indicators on) 1. Reset the CCC/IMC console interface. Console will not respond (indicators on) 1. Reset the CDC/IMC console interface. XMIT Indicator stuck on a Radio Control module Press and release the Instant TRANSMIT button on the affected module. Can't program modules and all modules are blank See CONSOLE CONFIGURATION in Section 2. Can't re-program a module 1. Delete current programmed entity and re-try. See PROGRAMING A MODULE in Section 2. Wrong entity is programmed (Group⇔Conventional Channel) 1. Type of module and type of entity being programmed. Wrong entity is programmed (Group⇔Conventional Channel) 1. Verify that the module is programmed. Programmed Module Identification only shows a * 1. Verify that the module is programmed. "PROG ERR" message on Keypad module display. If this display is seen during a console reset: 1. Reset the Console. "DISABLED" shown on Keypad module display. If this display is seen during a console reset: 1. Reset the Console from a supervisory console. Time display flashing with time later than "12:01:00". The console from a supervisory console. Time display flashing with time later than "12:01:00". Reset the CCI/MC console interface.		2. Check power circuit breaker or fuse.
Button or indicator inoperative 1. Run the Button test or Indicator test. The procedures for these tests follow this table. Console will not respond (indicators on) 1. Reset the console. Console will not respond (indicators on) 1. Reset the console. XMIT Indicator stuck on a Radio Control module Press and release the Instant TRANSMIT button on the affected module. Can't program modules and all modules are blank See CONSOLE CONFIGURATION in Section 2. Can't re-program a module 1. Delete current programmed entity and re-try. See PROGRAMMING A MODULE in Section 2. Verify the type of the module being programmed. 3. Verify the type of the module being programmed. Wrong entity is programmed (Group ⇔ Conventional Channel) 1. Verify that the module is selected. Programmed Module Identification only shows a * 1. Verify that the module is selected. Reset the cONSOLE CONFIGURATION in Section 2. 2. Verify that the module is selected. Run the Indicator test. 2. Reset the CDNFIGURATION in Section 2. "PROG ERR" message on Keypad module display. Console programming attempt failed. See PROGRAMMING A MODULE in Section 2. "DISABLED" shown on Keypad module display. If this display is seen during a console reset: 1. Reset the CDNIC console interface. "12:01:00". 2. Reset the CEC/IMC console interface. Reset the CEC/IMC console		3. Check backup power supply.
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CONSOLE KEYPAD TESTS

INDICATOR TEST

This test allows you to check all indicators on the console. Run this test before contacting service personnel if you suspect a problem with a console display or indicator.

- 1. Press and release the TEST button on the Keypad module. The Keypad display will show "TEST #00".
- 2. Type "01" on the Keypad' module's numeric keys and press the ENTER button. The Keypad module will show "LED TEST".
- 3. Press and release any button on a module. All module indicators will light and the alphanumeric display will alternate between flashing zeros (0) and stars (*). Continue pressing buttons until all indicators and displays of interest have been tested.
- 4. Press and release the TEST button on the Keypad module to exit the Indicator Test mode.

BUTTON TEST

This test allows you to check all operating controls on the console. Run this test before contacting service personnel if you suspect a problem with a console operating control.

- 1. Press and release the TEST button on the Keypad module. The Keypad display will show "TEST #00".
- 2. Type "02" on the Keypad' module's numeric keys and press the ENTER button. The Keypad module will show "BUT.TEST".
- 3. Press and hold any button on a module (or rotate any volume control). The button name will appear on the Keypad module display. Continue until all buttons and controls of interest have been tested.
- 4. Press and release the TEST button on the Keypad module to exit the Button Test mode.

GENERAL

This section provides information necessary to understand and operate the C3 Console. You should become thoroughly familiar with the buttons and indicators described before using the equipment. Table 4-1 lists the console controls, a brief description, and a page reference where additional information may be found. Use the table when you need to quickly locate information on a console control or as a quick reference guide.

RADIO MODULE	Page	Description
Control Names		
FREQUENCY	4-5	Used to change the transmit and
		receive frequency in a conven-
		tional system.
MUTE	4-3	Mutes received audio associated
		with module.
PRIVATE	4-5	Enables/disables the digital dis-
		patch transmission mode
REPEAT DISABLE	4-5	Disables or enables a remote
		repeater in a conventional system.
REMOTE DISABLE	4-5	Disables or enables a Remote
		Control Unit in a conventional
		system.
SELECT	4-3	Selects module for monitoring or
		common transmit.
SITE	4-5	Used to change the transmit site in
		a conventional system.
TRANSMIT	4-3	Controls transmit to programmed
(Instant)		entity.
VOL	4-3	Adjusts received volume associ-
		ated with this module.

BUTTON	Page	Description
MODULE	I uge	Description
Control Names		
ALARM # / AUX #	4-6	Used to activate customer-defined
		auxiliary functions.
ALERT #	4-6	Activates alert tone on the current
		transmission or selected entity.
ALL MUTE	4-6	Temporarily reduces the volume
		level of the unselect speaker.
CALL DIR PTT	4-6	Used to transmit through the call
CHEE DITT I		director.
CHIME	4-7	Used to reduce the volume of the
CTININE .	• •	"ringing" tone.
CONSOLE	4-7	Allows a supervisory console to
DISABLE	• •	disable a non-supervisory console
DISTIBLE		in the system
CONSOLE ENABLE	4-7	Allows a supervisory console to
	• •	enable a disabled console in the
		system.
CONSOLE MON	4-7	Allows console to monitor the audio
	• •	from all other consoles.
CONSOLE #	4-7	Activates the console hotline
CONDOLL #	• •	intercom
EMER ALARM	4-8	Used to acknowledge an active
	10	emergency Also silences the
		emergency tone at the console.
EMER CLEAR	4-8	Used to clear an active emergency
		from the console. Also silences the
		emergency tone at the console.
EMER DECLARE	4-8	Used to declare an emergency from
Eliner Decentre		the console.
HOLD	4-8	Places an active Intercom call on
mollb		hold.
INTERCOM	4-8	Used to activate the intercom
in (TERCOM		function.
INTERCOM TX	4-9	Used to transmit through the
	. /	intercom.
MONITOR	4-9	Enables and disables the Channel
		Guard monitor on the selected
		conventional channel.
PA	4-9	Used to transmit through a public
		address system.
PATCH	4-9	Activates the Non-Memory Patch.
PATCH #	4-9	Activates a stored Patch.
PATCH TX #	4-10	Used to transmit on the Patch.
RELEASE	4-10	Releases (hangs up) the currently
	. 10	active Intercom call.
SIM-SEL	4-10	Activates the Non-Memory
		Simulselect.
SIM-SEL #	4-10	Activates a stored Simulselect
	-10	rich vales a stored Simulscreet.

KEYPAD MODULE	Page	Description
Control Names		
CLEAR	4-11	Used to clear the keypad module
		display, to clear stored Patches and
		Simulselects, to abort module
		programming, and to acknowledge
		and cancel non-monitored emer-
		gencies.
ENTER	4-11	Used to terminate entry of numeric
		information from the keypad.
NUMERIC KEYPAD	4-11	Used to enter numeric information.
PROGRAM	4-11	Activates the module programming
		mode.
SCROLL	4-11	Used to "move" through the list of
UP / DOWN		available programmable aliases.
TEST	4-11	Activates the console self test
		mode.
TRANSMIT	4-11	Activates a transmission to the
(Common)		currently selected entity.

SPEAKER Control Name	Page	Description
VOL	4-12	Local console control of the select and unselect speaker volumes.

GENERAL CONTINUED

The basic modules which make up a console control panel are:

- Radio Control modules
- Button modules
- Keypad modules
- Speaker modules

The position and combination of modules vary depending on communications needs. A typical control panel is shown in Figure 4-1, your console may be different. Each module serves a specific purpose:

- Radio Control modules are used to communicate with fleets, subfleets, and agencies on trunked systems and for communications on conventional systems.
- Button modules are used to provide the operator with specific dispatch features.
- The Keypad module is used for intercom, module programming, and special functions.
- Speaker modules allow you to hear radio transmissions made over the system.



Figure 4-1 - Typical Control Panel

RADIO CONTROL MODULES

Radio Control modules are used to communicate with fleets, subfleets, and agencies on trunked systems and for communications on Conventional Channels on conventional systems. They can display the identification of the programmed Group, Unit, or Conventional Channel of the calling entity.

Each Radio Control module has six buttons (Figure 4-2). The SELECT, MUTE, and TRANSMIT buttons are standard and occupy three positions. Remaining positions may be filled with optional buttons. A description of the standard controls, indicators, and displays are found in Table 4-2.

The buttons on Radio Control modules are color coded as follows:

- GREEN buttons for SELECT functions.
- YELLOW buttons for MUTE functions.
- RED buttons for TRANSMIT functions.
- WHITE buttons for optional functions.

The remainder of this section explains the various optional buttons that may be added to Radio Control modules, along with additional features found on the console. Actual buttons on your console depend on options selected at the time the order was placed.



Figure 4-2 - Radio Control Module

RADIO CONTROL MODULES CONTINUED

FUNCTION	LABEL	COLOR	DESCRIPTION	
Module Display			An eight-character alphanumeric display at the top of the	
			module shows the name of the programmed entity. The	
			name of the calling radio is displayed if the module is	
Less Detablication	DATCH	Crear	selected.	
Local Patch Indicator	PAICH	Green	Lights when the module is patched by this console.	
Remote Patch Indicator	PAICHBUSY	Tellow Ded	Lights when the module is patched by another console.	
Radio Call Indicator	CALL	Red	Flashes of remains steady to signal an incoming call. When continually on it indicates that the call is selected at	
			this or another console within a multi-console system	
			When flashing it signals that the call is not selected at any	
			console position.	
Volume Control Knob	VOL	Black	Use to adjust the volume of received audio associated with	
			this module.	
Remote Console	BUSY	Yellow	Lights when the another console is transmitting to the	
Transmit Indicator			programmed entity.	
Mute Indicator	MUTE	Green	Lights when the received audio is muted.	
Emergency Indicator	EMER	Red	Lights when the Group is involved in an emergency.	
SELECT Button	SELECT	Green	An alternate-action button used to select the module. Use SELECT to monitor and to allow common transmit to the programmed entity. When selected, received audio associated with this module is heard through the Select speaker. When not selected, received audio is heard through the Unselect speaker. Also used to select this module during programming or during Patch or Simul- Select activation.	
Select Indicator	SELECT	Green	Lights when the module is selected. When lit, received audio associated with this module will be heard through the Select speaker.	
MUTE Button	MUTE	Yellow	An alternate-action button used to mute received audio.	
Optional Button			Three button/indicator positions for user-selected Radio	
Positions			Control module options.	
Instant Transmit Button	TRANSMIT	Red	Press to instant transmit to the programmed entity.	
Transmit Indicator	(Instant) XMIT	Red	Lights when a transmission is being made from this console	
Transmit marcator	2317111	ittu	to the programmed entity.	

RADIO CONTROL MODULE OPTIONS

The optional button positions in each Radio Control module may be filled by any of the buttons listed below. Each position has a button to operate the function and one or two status indicators. Refer to **Section 2** for operating instructions.

PRIVATE BUTTON



- PRIVATE Used to toggle the Digital Dis-Button patch transmission mode of the module.
- RCVNG Lights when a digital call is Indicator received on this module and stays lit for the duration of the call.
- ENCRYPT Lights when the Digital Dis-Indicator patch transmission mode is enabled on this module.

FREQUENCY BUTTONS



- FREQUENCY Used only in conventional Buttons systems to control the transmit and receive frequencies of conventional base stations.
 - 1, 2, 3, or 4 Lights when the frequency is Indicators being used for receive and transmit operations. Only one Frequency indicator will be on at a time.

REMOTE DISABLE BUTTON



- REMOTE Used to disconnect or connect a Button remote control unit.
- DISABLE Lights when a remote control Indicator unit is disconnected.

REPEAT DISABLE BUTTON



REPEAT Disables or enables a remote Button repeater in a conventional system.

DISABLE Lights when a repeater has been Indicator disabled. When the repeater is disabled, transmissions will not be rebroadcast but they will be heard at the console.

MAIN / STANDBY SITE BUTTON



ventional transmit station. MAIN and Shows the currently selected

STANDBY station. Indicators

BUTTON MODULE OPTIONS

The typical button module contains eight button positions. Each position has a button to enable or disable a function and one or two indicators to show the status of the function. Button module functions are common to the operation of the console and are not limited to a Group or Channel. The buttons that fill these positions depend on communications requirements.

ALARM # / AUX # BUTTONS



- ALARM # Used to activate customer-de-AUX # fined opto-isolated outputs. Up Buttons to four AUX and four ALARM buttons are available.
- ON Lights when the function is Indicator active.

ALERT # BUTTONS



- ALERT # Activates an alert tone on the Buttons currently active transmission or selected entity.
- ON Lights when an alert tone is Indicator being generated.

ALL MUTE BUTTON



- ALL MUTE Used to reduce the volume of the Button Unselect speaker. The unselect volume will be reduced for up to 30 seconds or until the button is pressed again.
 - ON Lights when the function is Indicator active.

CALL DIRECTOR PTT BUTTON



- CALL DIR PTT Used to transmit on the Call Button Director without a headset. Headset operation does not require this button. ERROR Lights if the interface is not
 - Indicator active when the button is pressed.
 - ON Lights when a transmission is Indicator active from the console to the Call Director.

CHIME BUTTON



- CHIME Used to reduce the volume of the Button chime (ringing) which signals an intercom call.
- DISABLE Lights when the chime volume is Indicator lowered.

CONSOLE DISABLE BUTTON



- CONSOLE Allows a supervisory console DISABLE to disconnect a non-supervi-Button sory console from the system.
- DISABLE Lights when a console is being Indicator disabled and flashes if a console cannot be disabled.

CONSOLE ENABLE BUTTON



- CONSOLE Allows a supervisory console ENABLE to reconnect another non-Button supervisory console to the system.
- ENABLE Lights when a console is being Indicator enabled and flashes if a console cannot be enabled.

CONSOLE MON BUTTON



CONSOLE Allow the console to monitor MON or mute the audio from all Button other consoles.

ON Lights when audio from all Indicator other consoles will be heard at this console.

CONSOLE # BUTTONS



CONSOLE # Used to activate the intercom Buttons function to a pre-stored console. The pre-stored console can be set (or changed) by pressing and holding the button and entering the desired console number.

CALL Lights when the button is Indicator pressed.

EMER ALARM BUTTON



- EMER ALARM Used to acknowledge active Button emergencies. Acknowledging an emergency stops the alternating display but does not clear the emergency. This allows the next emergency on the Group to be shown. This button is used in conjunction with the Radio module SELECT or the Keypad CLEAR buttons. Pressing this button will silence the emergency tone at the console.
 - ON Lights when an emergency is Indicator present that has not been acknowledged.

EMER CLEAR BUTTON



- EMER CLEAR Used to clear active emergen-Button cies from the console. This button is used in conjunction with a Radio module SELECT button or the Keypad CLEAR button. Pressing this button will silence the emergency tone at the console.
 - ON Lights when an emergency is Indicator present.

EMER DECLARE BUTTON



EMERUsed to declare an emergencyDECLAREfrom the console. This buttonButtonis used in conjunction with aRadiomoduleSELECTbutton.

ON Lights when the button is Indicator pressed.

HOLD BUTTON



HOLD Used to place an active Button intercom call on hold.

HOLD Lights when an active inter-Indicator com call is on hold.

INTERCOM BUTTON



INTERCOM Used to activate the intercom Button function.

CALL Lights when the intercom is Indicator active.

INTERCOM TX BUTTON



- INTERCOM Used to transmit on the TX intercom without a headset. Button Headset operation does not require this button.
 - ERROR Lights if the interface is not Indicator active when button is pressed.
 - ON Lights when a transmission is Indicator active on the intercom interface.

MONITOR BUTTON



- MONITOR Enables/disables the Channel Button Guard monitor function on the selected conventional channel. If the monitor function is enabled, it can be disabled by pressing the button or by transmitting on the Conventional Channel.
 - ON Lights when the Channel Indicator Guard monitor function is enabled.

PA BUTTON



PA Used to transmit on a customer-Button supplied public address system.

ON Lights when the PA is active. Indicator

PATCH BUTTON



- PATCH Used to activate the non-Button memory Patch. Radio Control modules may be selected for inclusion in the Patch while this button is pressed.
- CALL Lights when the non-memory Indicator Patch is active.

PATCH # BUTTONS



PATCH # Used to activate the memory Buttons PATCH. When pressed, Radio Control modules may be selected for inclusion in the PATCH and stored for later retrieval. The button also recalls a stored PATCH.

- MEMORY Lights when a Patch has been Indicator stored in memory.
 - ACTIVE Lights when the Patch is active Indicator and blinks while the Patch is being modified.

PATCH # TX BUTTONS



PATCH # TX Buttons Starts a transmission to an active patch with the corresponding button number. The # stands for the patch number.

ERROR Lights if the patch is not active Indicator when this button is pressed.

XMIT Lights when a transmission is Indicator active through the patch.

RELEASE BUTTON



RELEASE Releases (hangs up) the active Button intercom call.

ACTIVE Lights when an intercom inter-Indicator face is active.

SIM-SEL BUTTON



SIM-SEL Used to activate the non-memory Button Simul-select. When pressed, Radio Control modules may be selected for inclusion in the Simul-select.

CALL Lights when the Simul-select is Indicator active.

SIM-SEL # BUTTONS



- SIM-SEL # Activates a memory Simul-Buttons select. When pressed, Radio Control modules may be selected for inclusion in the Simul-select and stored for later retrieval. The button also recalls a stored Simul-select.
- MEMORY Lights when a Simul-select has Indicator been stored in memory.
 - ACTIVE Lights when the Simul-select is Indicator active and blinks while the Simul-select is being modified.

KEYPAD MODULE

The Keypad Module contains the clock display, VU meter, two Failsoft indicators, numeric keypad, 9 function keys, and a transmit bar. A keypad module is shown in Figure 4-3.



Figure 4-3 - Keypad Module

CLOCK DISPLAY

The 12/24 hour clock displays the current time. The time is updated from the CEC/IMC Manager every minute. This display is also used to show system status and error messages.

VU METER

The VU meter shows your voice level when transmitting and the select speaker audio level when receiving. Meter indicators should stay in the green range when transmitting. Excessive red range readings mean you are either talking too close to the microphone or too loudly.

NUMERIC KEYPAD

The numeric keypad has 10 numeric (0-9) and two symbol keys (* and #). These keys are used whenever numeric data is entered at the console (such as module programming).

FAILSOFT INDICATORS

The keypad module has two Failsoft indicators:

- FAILSOFT 1 Lights when a site computer fails in a trunked system. Trunking is still operational, however; high level functions such as Patch and Simul-Select are not available.
- FAILSOFT 2 Lights when the communications link between a site computer and the CEC/IMC fails. Trunking and high level functions are not available.

FUNCTION KEYS

- SCROLL↑ Used with the PROGRAM and key to change the entity on a SCROLL↓ Radio Control module.
 - CLEAR Used to clear keypad entries, Patch and Simul-select memories, and messages from the clock display.
 - TEST Used to enter the console test mode.
- PROGRAM Initiates a change to the programming of a Radio Control module.
 - ENTER Used to terminate numeric entry from the keypad and to confirm module programming.
- TRANSMIT A common Push-To-Talk (PTT) bar which functions the same as the foot switch. When pressed transmission can be made to all selected entities.

SPEAKER MODULE

Two or more speakers (Figure 4-4) are located on each console. As shown, the Select speaker has the DISPATCHER BUSY indicator and the unselect speaker has no indicator. Your console may be arranged differently.

SELECT			UNSELECT
	POLICE 1 POLICE 1 POLICE 2 POLICE	FIRE 1 IFIRE 2 Image: Construction of the second	

Figure 4-4 Typical Speaker Modules

VOL (Volume) Control	Local console control of the volume coming from the speaker.
Unselect Speaker	Reproduces audio received from unselected Radio Control modules.
Select Speaker	Reproduces audio received from selected Radio Control modules.

DISPATCHER Indicates the dispatcher is BUSY busy with a console operation. Lights when a call is received through the Select speaker, when the console is transmitting, or during an intercom call.

HEADSET

Headset connectors (adapter box under the console tabletop) are provided for each dispatch position. When the headset is used, the received audio on the Select speaker is re-routed to the headset earpiece, the console microphone is disabled, and the headset microphone is enabled. Intercom and call director headset operation is full-duplex, that is, you can transmit and receive at the same time.

FOOT SWITCH

An optional dual-pedal foot switch is available for the console. The right pedal is for transmit and the left pedal performs the Channel Guard Monitor function of the MONITOR button on the selected conventional Radio Control module.