

**CCP**

**MC 2610 V35/EN**

# *User Guide*



**MATRA NØRTEL**  
COMMUNICATIONS

## NOTICES

### TO BE READ BEFORE USE

#### SAFETY

- Do not use or start up the terminal in an environment exposed to explosion hazards or near explosive equipment.

MNC disclaims all responsibility if the equipment is used in non-observance of such instructions, or of this manual in general.

#### PRECAUTIONS

- The terminal is to be used only with accessories approved by the manufacturer. Using other accessories may be dangerous and will void the warranty.

#### FUNCTIONS AVAILABLE

The functions available on the terminal depend on the options available on the network and on the customisation of each terminal.

Only authorised functions appear on the terminal.

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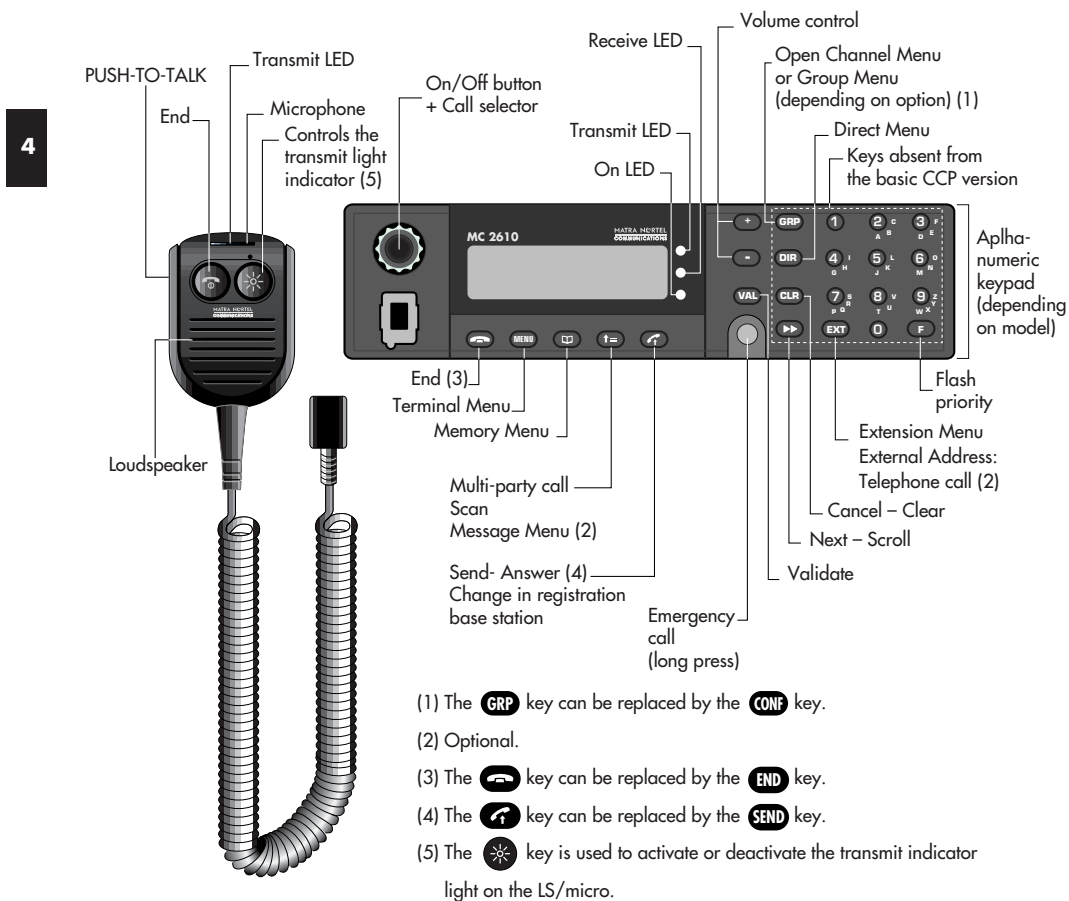
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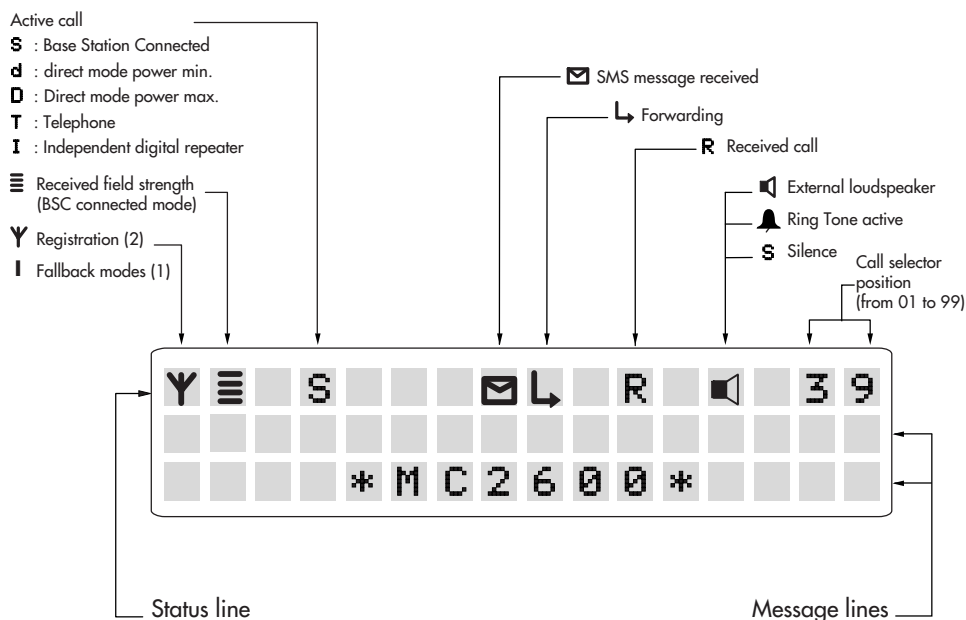
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## Functions of the keys



## Display



- (1) The letter **I** is **steady on** when the cell is in fallback mode 2: coverage is reduced for group calls and operator calls are no longer possible,

The letter **I** **flashes** when the cell is in fallback mode 3:

- fallback mode 3.1: only group calls placed before the switch to fallback mode are maintained, and their coverage is reduced to the active cell,
- fallback mode 3.2: it is not possible to place any call; only one channel with coverage limited to the active cell is open.

- (2) The symbol flashes when waiting for registration (optional).



## How to use the terminal

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## How to use the terminal

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### STARTING THE TERMINAL

- **Press the call selector.** The terminal emits an information beep.

On/Off button  
Call selector

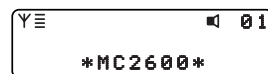


The message "WAIT" and the address of the terminal flash for a few seconds (terminal initialisation).

780250300  
WAIT

The home message is then displayed:

- if the terminal is under network coverage: the registration symbol and the received field strength are displayed,
- otherwise, the registration symbol and the received field strength are not displayed.



*The terminal is under  
network coverage*



*The terminal is not under  
network coverage*

When the terminal is registered, the call selector returns to the last position selected before the terminal was turned off. If a call was associated with this position, it is automatically sent.

#### N.B.:

Any of the following messages may be displayed in place of the home message:

- "RECEIVED MESSAGES": the terminal has received one or more messages (see Message Menu chapter)
- "RECEIVED CALLS": the terminal has received one or more calls (see Message Menu chapter)
- "FORWARDED": if the "FORWARD" function has been deactivated (see Main Menu to deactivate it)

### TURNING OFF THE TERMINAL

- **Press and hold down the call selector.** The terminal emits an information beep, then switches off.

## VOLUME CONTROL

The **+** and **-** keys are used to adjust individually the level of the ringing tones, tones and beeps, the voice volume and that of the external loudspeaker if one is used with the CCP (optional).

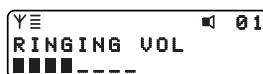
There are 8 levels, which are stored in the terminal when it is switched off.

The external loudspeaker must be activated or deactivated using the "LOUDSPEAKER" function in the Terminal Menu (see Terminal Menu chapter). When the external loudspeaker is activated, it re-transmits the ringing tones, tones and sound; the beeps are not re-transmitted.

### Adjusting the volume of the ringing tones, tones and beeps

The terminal must be on standby to carry out the adjustment. It concerns the volume re-transmitted by the LS/micro loudspeaker and the external loudspeaker when it is activated.

- Press **+** or **-**. The terminal emits an acknowledgement beep corresponding to the level selected and displays:



### Adjusting the voice volume

To adjust the voice volume, the terminal must be engaged in a communication, with the external loudspeaker deactivated. The adjustment applies to the volume of the LS/micro loudspeaker.

- Press **+** or **-**. The terminal displays the level of the volume adjusted:



### Adjusting the external loudspeaker volume

To adjust the volume of the external loudspeaker, the terminal must be engaged in a communication, with the external loudspeaker activated. The adjustment applies to the volume of the LS/micro loudspeaker and the external loudspeaker.

- Press **+** or **-**. The terminal displays the level of the volume adjusted:



## How to use the terminal

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### ENTERING A CALL REFERENCE

#### Entering an address (Individual call, multi-party call)

Each terminal has an address.

The address is a 9-figure number divided into 4 fields.

**For example:**

|           |          |          |           |    |           |          |           |           |
|-----------|----------|----------|-----------|----|-----------|----------|-----------|-----------|
| 780       | 2        | 0        | 1100      | or | 780       | 2        | 00        | 104       |
|           |          |          |           |    |           |          |           |           |
| 3 figures | 1 figure | 1 figure | 4 figures |    | 3 figures | 1 figure | 2 figures | 3 figures |

(the first 3 figures are the number of the Base Network)

- To **make** a call, only enter the field(s) which are different from your own address.

For example: if your address is 780 2 00 205, to call the address 780 2 10 563 you enter only 10 563.

Similarly, when **receiving a private call**, the terminal displays only the field(s) of the number of the caller which are different from its own number.

#### Entering an open channel number (Depending on the option)

- To **enter an open channel**:
  - dial its number (between 1 and 255): the terminal enters any available open channel with this number whatever the base network (BN). If the terminal changes BN and finds an open channel with the same number, it automatically re-enters this open channel,
  - or
  - dial the number of the BN (3 digits) and that of the open channel (6-digit open channel): the terminal enters only the open channel of the selected BN. Until the open channel becomes available, the terminal is on standby to enter an open channel (open channel number flashes on the display).

#### Entering a group number (Depending on the option)

- To **enter a group**: dial the group number (between 1 and 3499).

#### Entering a channel number in direct or IDR mode (Depending on the option)

- To **enter a channel in direct mode**: dial the channel number (from 1 to 999).
- To **enter a channel in IDR mode**: dial the IDR channel number (from 1 to 499).

## How to use the terminal

### PROCEDURE FOR USING THE ALPHANUMERIC KEYPAD

The alphanumeric keypad is used to draft messages (of no more than 150 characters) for sending SMSs (see Message Menu chapter). Whether this function is available or not depends on the V35 software version installed.

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- The various characters available are organised as follows:

| Key                             | Characters entered                  |
|---------------------------------|-------------------------------------|
| 1                               | 1                                   |
| 2 <sup>c</sup> <sub>a b</sub>   | 2 A B C a b c                       |
| 3 <sup>f</sup> <sub>d e</sub>   | 3 D E F d e f                       |
| 4 <sup>i</sup> <sub>g h</sub>   | 4 G H I g h i                       |
| 5 <sup>l</sup> <sub>j k</sub>   | 5 J K L j k l                       |
| 6 <sup>o</sup> <sub>m n</sub>   | 6 M N O m n o                       |
| 7 <sup>s</sup> <sub>p q r</sub> | 7 P Q R S p q r s                   |
| 8 <sup>v</sup> <sub>t u</sub>   | 8 T U V t u v                       |
| 9 <sup>z</sup> <sub>w x</sub>   | 9 W X Y Z w x y z                   |
| 0                               | 0 and punctuation marks and spaces. |

- Each key can be used to enter a figure, letter or mark allocated to that key, as in the table of characters above. A figure is given first, followed by upper case letters then lower case letters.
- You move from one character to the next in turn by pressing the appropriate key.
- Each character is validated in one of the following ways:
  - by pressing another key,
  - by a timeout, starting from the last repeated press of a key,
  - by pressing the same key again if that key is one with only one character available (as with the 1 key).
- Until the character is validated, the cursor flashes as an underscore underneath the last character entered ( \_ ). Once the character has been validated, the cursor moves to the next character and flashes fully ( ■ ). If this is at the end of a line, the text scrolls vertically and the cursor moves to the beginning of the next line.
- The last character entered can be deleted by pressing the **CLR** key.
- Text whose length exceeds the display area can be viewed by one or more presses of the **EXT** key.

## How to use the terminal

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### USING THE CLR KEY

#### *While entering a character (depending on V35 software version)*

- pressing the CLR key deletes the last character entered.

#### *While displaying a menu*

- one press returns to the next level up.

#### *While displaying an information message*

- one press erases the information message.

### USING THE CALL KEYS

#### *(Push-to-talk, , and )*

The **push-to-talk** key on the LS/micro is used to **accept a call** or **talk** during a call. Talking is possible only when the transmit indicator is on red.

The  key is used to place or accept a call.

As an option, a long press on  **changes** the registration **base station** or **forces registration** of the terminal with:

- a base station which is part of the coverage of the preferred communication if the "PRFCIAL COM." function is active (see sub-menu "OPTIONS" in the Main Menu), or,
- a base station which is part of the preferred Base Network if one has been defined (see Terminal Menu) or the home Base Network, or,
- a base station with better radio reception quality, or,
- the same base station if none of the above are available.

This function is available when the terminal is on standby, in a group communication or waiting to enter a group communication.

The  key on the CCP or the  key on the pear shape micro is used to **end** or **refuse** a call. This key is timed and must be pressed and held down.

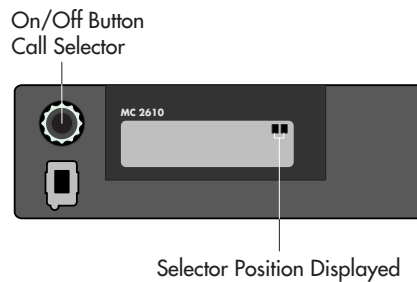
The  key is used to **send**, at any time, an **emergency call**. This key is timed and must be pressed and held down.

## How to use the terminal

### USING THE CALL SELECTOR

The multi-position call selector is used to access all calls stored in the directory (99 calls). Turn the call selector to change the selected position. The position selected is displayed at the top right of the display.

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**Changing the position** of the call selector **causes:**

- permanent exit from the current call.
- automatic initiation of the call corresponding to the new position (at the end of a one-second timeout), unless there is no call associated with the new position.

### USING THE MENUS

The terminal has 6 scroll-down menus:  
Terminal, Memory, Open Channel or Group (depending on the option),  
Message, Direct and Extension.  
Each menu is associated with a specific key.

**To select a menu:**

- Terminal menu: **press** **MENU** .
- Memory menu: **press** **MEM** .
- Open Channel or Group menu: **press** **GRP** .
- Message menu: **press** **MSG** .
- Direct menu: **press** **DIR** .
- Extension menu: **press** **EXT** .

## How to use the terminal

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### **AUDIBLE SIGNALS (Ringing tones, tones and beeps)**

Depending on the context, the terminal emits audible signals in addition to the messages displayed. These signals are divided into the following categories: ringing tones, tones and beeps. They can be deleted by the "**SILENCE**" function in the Terminal Menu.

#### ***Ringing tones***

**Call ringing:** indicates an incoming private call (individual, multi-party or telephone).

**Emergency ring:** indicates an incoming emergency call.

#### ***Tones***

**Routing tone:** sent while searching for the destination of the call placed.

**Call return tone:** sent during the ringing phase at the call destination.

**Wait tone:** sent when a talk request in a talkgroup is put on standby.

#### ***Beeps***

**Interruption beeps (double beep):** generated to indicate a pending end of communication or to inform the user of an event classified as major or to indicate that the terminal is leaving network coverage of a cell. It can be unique or periodically repeated.

**Acknowledgement beep (short, sharp beep):** generated to indicate that the user command has been detected and accepted, and that processing related to the command is in progress.

**Error beep (long, deep beep):** generated to indicate that a user command has been refused or has failed.

**Information beep (short, sharp beep):** generated to call the user's attention to a particular minor event. It can be unique or periodically repeated. In particular, it is emitted to indicate that a push-to-talk request has failed as the group communication is no longer available (communication reference flashes on the display), or to indicate that the current communication is moving from cyphered to non-cyphered status. Certain beeps can be removed (refer to the "**BEEPS**" function in the Terminal Menu).

## How to place a call

|                                                                          |    |
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## How to place a call

### PLACING A CALL

#### *Private calls (Individual, operator, multi-party, telephone)*

##### Individual or operator call

1. Enter the address of the called party or the operator.

Y≡ 00  
201

Y≡ 00  
00201

Y≡ 00  
100201

Y≡ 00  
700100201

2. Press .
3. Call routing tone followed by call ringing.

##### Multi-party call

The **multi-party call** function allows between 1 and 4 numbers in the same Base Network to be called at the same time.

**E.G.:** dialling a multi-party call to 2 parties:

1. Enter the address of the first party. The first address can also be selected from the directory, the redial function or the received calls memory function.
2. Press . The terminal displays:

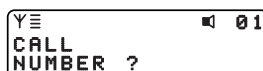
Y≡ 03  
AND ?

3. Enter the address of the second party.
4. Press .
5. Call routing tone followed by call ringing.

## How to place a call

### Telephone call (PABX call)

1. Enter the PABX interface address.
2. Press **EXT**. The terminal displays:

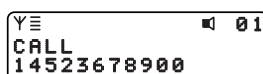


```

Y≡
CALL
NUMBER ?
01

```

3. Enter the number of the external called party (15 digits maximum), preceded by 0, if required.



```

Y≡
CALL
14523678900
01

```

4. Press **☎**.
5. Call routing tone followed by call ringing.

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### Flash Priority

Private calls, open channels, open channel scans and messages can be sent with **FLASH** priority. The default priority is routine.

**WARNING:** This operation may interrupt calls already set up.

1. Enter the call (private, enter an open channel or open channel scan) or the message.
2. Press **F**.
3. Press **☎**.

## How to place a call

### Group communication (Open channel or group depending on the option)

1. Press **GRP**. The terminal displays either:

Y MENU  
OC <3>  
Terminal with open channel option

or

Y MENU  
GROUP <3>  
Terminal with group option

2. Dial the open channel or group number. The terminal displays either:

Y ENTER  
OC 12  
Terminal with open channel option

Y ENTER  
GR 12  
Terminal with group option

Talkgroup mode

Y CALL  
GR 12  
Terminal with group option

Group call mode

3. Press .

If the group communication **is available**, the terminal enters the communication and displays either:

Y S  
OC 12  
or

Y S  
GR 12

If the group communication **is not available** (or when the terminal leaves the group call coverage), the terminal stores the request and remains on **standby** to enter the group communication. It emits repeated beeps and displays either:

Y   
OC 12  
"OC 12"

flashes on display

or

Y   
GR 12  
"GR 12"

flashes on display

As soon as the group communication **becomes** available, the terminal **automatically enters** the group communication and the display becomes steady on.

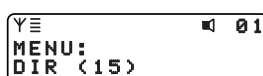
## How to place a call

### Direct mode communication

Using the direct mode makes it possible to communicate directly with all parties within radio range and on the same channel.

If the "NETWORK MONITORING" function (see "OPTIONS" sub-menu in Direct Menu) is not activated, the terminal can no longer be reached by the network.

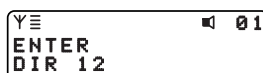
1. Press **DIR** . The terminal displays:



```

Y≡ 01
MENU:
DIR <15>
  
```

2. Dial the direct channel number. The terminal displays:



```

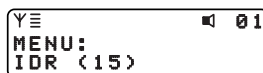
Y≡ 01
ENTER
DIR 12
  
```

3. Press **ENTER** .

### IDR mode communication

IDR mode makes it possible for radio terminals to communicate via an independent digital repeater (IDR) on channels selected by the user.

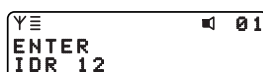
1. Press **DIR** twice. The terminal displays:



```

Y≡ 01
MENU:
IDR <15>
  
```

2. Dial the IDR channel number. The terminal displays:



```

Y≡ 01
ENTER
IDR 12
  
```

3. Press **ENTER** .

## How to place a call

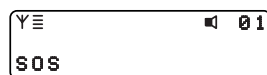
### Emergency call or direct mode emergency call

Pressing and holding down  sends an emergency call. Depending on the option, the emergency call results in the opening of an emergency open channel or an operator call back request.

When the emergency call cannot be set up (terminal in direct mode, outside coverage or problem joining the network), the emergency call is automatically switched to a direct mode emergency call.

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1. Press and hold down . The terminal displays either:



Y  S  01  
SOS

*Emergency call*

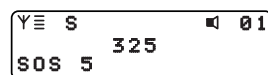
or



Y  S  01  
SOS DIR

*Direct mode emergency call*

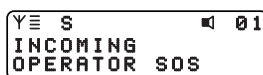
2. Call routing tone, then the terminal displays either:



Y  S  01  
SOS 5 325

*Emergency open channel  
established*

or



Y  S  01  
INCOMING  
OPERATOR SOS

*Operator call-back*

or



D  01  
SOS DIR

*Direct mode call*

## How to place a call

### TALKING

1. When the call is set up, **press PUSH-TO-TALK** to speak. Wait until the transmit indicator lights red before speaking.

**N.B.:** the transmit LED can be disabled using the "LEDs" function in the Main Menu.

2. **Release** the **PUSH-TO-TALK** when you have **finished** speaking.

### SPEAKER IDENTITY (Optional)

When a call is set up, the **person speaking is identified** on the display of the monitoring terminals **where his number (or address) flashes**.

This is displayed for the following communications: open channel, group, open channel or group scan, IDR or direct mode emergency call. It is not displayed in private calls.

Only the field(s) of the speaker's address which are different from the address of the called terminal is/are displayed.

Broadcast of the terminal address can be masked when the terminal is customised via the TPS. In this case, the called terminal does not display the address of the calling terminal.

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### ENDING A CALL

- **Press and hold down**  . The terminal displays:



## How to place a call

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### CALLING THE LAST NUMBER DIALLED (Last number redial function)

The terminal stores the last number dialled (except for emergency calls). The **re-dial** function allows you to re-call a number without having to re-dial it.

1. Press **☎**.

```
Y≡ S 01
MENU:
LNR
```

2. Press **↶**.

### TRANSFER

Call transfer is used to redirect a private call (individual or telephone) to another recipient.

1. During an individual communication, for example, press **EXT**. The terminal displays:

```
Y≡ S 01 700100201 then Y≡ S 01
TRANSFER
?
```

2. Enter the address of the transfer terminal.

```
Y≡ S 01
TRANSFER
123■
```

3. Press **↶**.

```
Y≡ S 01
TRANSFER
ACCEPTED
```

When the command is acknowledged, the terminal finally exits the call.

## Receiving a call or a message

**Presentation of a private call  
(individual, multi-party, telephone, operator)** \_\_\_\_\_ 24

**Special case where you are in group  
communication when a call comes in** \_\_\_\_\_ 25

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**Open channel opening signal  
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**Receiving a message** \_\_\_\_\_ 29

## Receiving a call or a message

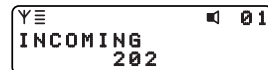
### PRESENTATION OF A PRIVATE CALL (Individual, multi-party, telephone, operator)

A private call is presented when the terminal is on standby or in group communication. The calls are presented by a ringing tone accompanied by a message specifying the type of call.

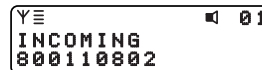
If an individual or multi-party call is refused or not answered, it is stored in the calls received memory. The terminal can store up to 9 different calls (see Message Menu chapter).

As an option, the terminal can also store calls accepted. However, the number of calls which the terminal can store (accepted and/or refused) is still 9.

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*Individual or multi-party call  
Number belonging  
to your organization*



*Individual or multi-party call  
Number belonging  
to another base network*



*For a telephone call*



*For an operator call  
(address not displayed)*



*For an operator call  
(address displayed)*

- Press  or **Push-to-talk** to **accept** the call: a routing tone is emitted during call setup, or  
press and **hold down** , to **refuse** the call. The terminal then displays:



Then (optionally), if you do not answer the call or if you refuse the call, the terminal emits a repeated beep and displays:



Press  to **stop** the message.

## Receiving a call or a message

### **SPECIAL CASE WHERE YOU ARE IN GROUP COMMUNICATION WHEN A CALL COMES IN**

During the ringing phase, you no longer participate in the current group communication.

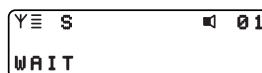
If you **refuse** the call, you return to the group communication.

If you **accept** the call, you momentarily leave the group communication for the time of the call. At the end of the call, you automatically return to the group communication.

### **PRESENTATION OF A PRIORITY CALL**

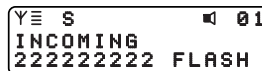
If you are in an individual call and a higher priority call comes in, you are automatically switched to the new incoming call.

The call interruption is indicated by an interruption beep and the following message is displayed:



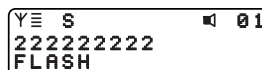
```
Y≡ S 01  
WAIT
```

Then the terminal displays the new call; a routing tone indicates that the call is being set up.



```
Y≡ S 01  
INCOMING  
222222222 FLASH
```

When the call is set up, the terminal displays:



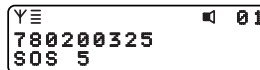
```
Y≡ S 01  
222222222  
FLASH
```

## Receiving a call or a message

### PRESENTATION OF AN EMERGENCY CALL

An emergency call is presented when the terminal is on standby, in private call or in group communication.

An emergency ring informs you of the incoming emergency call and the terminal displays:



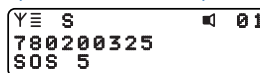
Y  01  
780200325  
SOS 5

*The address displayed  
is that of the emergency terminal*

26

- Press  or **Push-to-talk** to **answer** the call.

A routing tone is generated during emergency open channel setup. When the emergency open channel is set up, the terminal displays:



Y  01  
780200325  
SOS 5

*The address displayed  
is that of the speaker*

At the end of the emergency open channel, the terminal returns to the state it was in before the emergency call was presented (on standby or in group communication).

- Press and **hold down**  to **refuse** the emergency open channel.

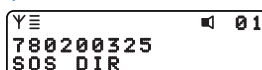
The terminal returns to its previous state (on standby or in group communication).

## Receiving a call or a message

### PRESENTATION OF A DIRECT MODE EMERGENCY CALL

A direct mode emergency call is presented when the terminal is on standby, in private call or group communication.

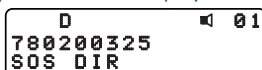
An emergency ring informs you of the direct mode emergency call and the terminal displays:



Y  
780200325  
SOS DIR

- Press  or **push-to-talk** to **answer** the call.

When the call is set up, the terminal displays:



D  
780200325  
SOS DIR

*The address displayed  
is that of the speaker*

At the end of the communication, the terminal returns to the state it was in before the emergency call was presented (on standby or in group communication).

- Press and **hold down**  to **refuse** the call.

The terminal returns to its previous state (on standby or in group communication).

## Receiving a call or a message

### PRESENTATION OF A GENERAL CALL (Broadcast call)

A general call is presented when the terminal is on standby, in a private communication or group communication.

A ringing tone informs you of the incoming general call and the terminal displays:



Y S 01  
GENERAL CALL \*

Switching to the call is automatic.

The \* symbol means that you cannot talk.

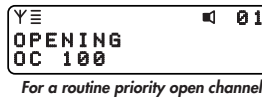
At the end of the general call, the terminal returns to its previous state (standby or group communication).

- Press and hold down  to leave the general call.

### OPEN CHANNEL OPENING SIGNAL (Depending on the option)

The open channel opening signal is generated when the terminal is on standby or in group communication.

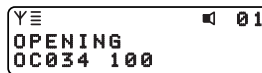
If the terminal is in its own base network, the following message is displayed:



Y S 01  
OPENING  
OC 100

*For a routine priority open channel*

If the terminal is in a visited base network (e.g.: RN 034),



Y S 01  
OPENING  
OC034 100

*For a routine priority open channel*

- Press  to enter the open channel displayed,  
or  
press  to erase the message.

Otherwise, the signal will stop automatically after about 15 seconds.

## Receiving a call or a message

### RECEIVING A MESSAGE

A message (SMS, message sent to a data terminal (UDT)) can only be received when the terminal is on standby.

The terminal emits a ringing tone and displays the following message for approximately 5 seconds:



```

Y  [icon]  [icon]  01
RECEIVING
MESSAGE
  
```

The symbol [icon] flashes until [icon] is pressed.

If one or more messages are erased when an SMS message is received, the terminal displays:



```

Y  [icon]  [icon]  01
MESSAGES
DELETED
  
```

- To consult an SMS message received, refer to the "MESSAGE RCVD" sub-menu in the Message Menu (see Message Menu chapter).

If the terminal is engaged in a communication and a message arrives, the following is displayed for approximately 5 seconds:



```

Y  [icon]  [icon]  01
MESSAGE
WAITING
  
```

- Press [icon] to exit the communication in progress and receive the message.



## Open Channel or Group Menu

Depending on the predefined option, terminals have access to either open channels or to groups.

Also, terminals with the group option can operate either in **Talkgroup mode** or **Group call mode**, depending on their configuration.

These 3 operating modes (Open channel, Talkgroup and Group call) are exclusive of one another.

The Open channel or Group Menu provides access to all the functions relating to group communications.

The Open channel or Group Menu is divided into the following 3 sub-menus:

- open channel, group mode talkgroup or group mode group call,
- emergency open channel,
- options.

### **Open channel sub-menu** 33

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## Open Channel or Group Menu

### **Emergency sub-menu (common to all 3 variants)** 44

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### **Options sub-menu** 46

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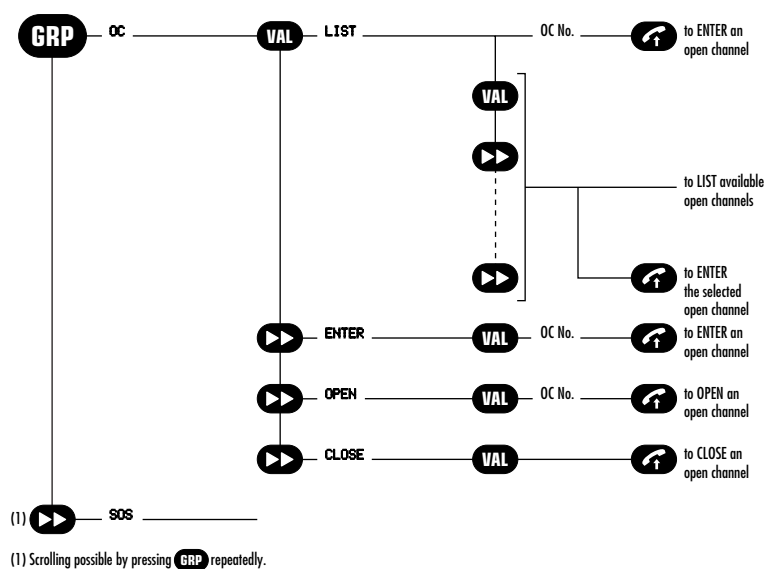
## Open Channel or Group Menu

### OPEN CHANNEL SUB-MENU

An open channel is a pre-established communication over a given geographical coverage and associated with a set of terminals.

It allows these terminals to communicate with one another by entering the pre-established communication opened by a base network operator or an authorised terminal.

#### Structure of the sub-menu



## Open Channel or Group Menu

### Listing the available open channels

This function is used to **list** all the open channels set up under the base station and available to the user.

1. Press **GRP**. The terminal displays:

```
Y≡ 01
MENU:
OC (3)
```

*The figure in brackets shows the number of available open channels*

2. Press **VAL** to select the "OC" sub-menu.

3. Press **VAL** to select the "LIST" function. The terminal displays either:

```
Y≡ 01
LIST
OC 10
```

*First open channel displayed*

```
Y≡ 01
LIST
OC 18 FLASH
```

*or For a Flash priority open channel*

```
Y≡ 01
LIST
EMPTY
```

*or No open channel accessible*

4. Press **▶** to scroll through the various available open channels.

5. Press **↵** to enter the displayed open channel.

### Entering an open channel

An open channel can be **entered** in the following ways:

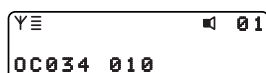
- either from **listing** the available emergency open channels (see above),
- or by **entering** the number of the open channel (see chapter on How to place a call),
- or from the **LNR function** (see Memory Menu chapter),
- or from the **directory** (see chapter Memory Menu).

## Open Channel or Group Menu

### Displaying a visited BN

The open channels are displayed spontaneously with 6 digits when the terminal is outside its home base network (BN).

The number of the visited BN is displayed to the left of the number of the open channel.



Open channel No.

Visited BN No.

### Talking

- Press **Push-to-talk** to **speak** in the open channel displayed

As a result of congestion in the radio channel, the **Push-to-talk** may be **refused**: the terminal then displays the message "OVERLOAD". Try again later.

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### Leaving an open channel

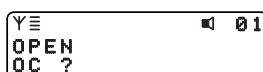
- Press and **hold down**  to **leave** an open channel.

## Open Channel or Group Menu

### Opening an open channel

This function is only available to terminals authorised at customisation.  
If the terminal is not authorised, the function is not displayed.  
To open an open channel, the terminal must be registered with the BN  
corresponding to the open channel which is to be opened.

1. Press **GRP**, then **VAL** to select the "OC" sub-menu.
2. Press **▶** twice then **VAL** to select the "OPEN" function. The terminal displays:



```

Y≡
OPEN
OC ?
  
```

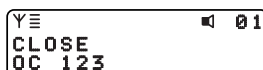
3. Dial the open channel number (1 to 3 digits).
4. Press **↵** to open the open channel.

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### Closing an open channel

This function is only available to terminals authorised at customisation.  
If the terminal is not authorised, the function is not displayed.

1. Enter the open channel.
2. Press **GRP**, then **VAL** to select the "OC" sub-menu.
3. Press **▶** 3 times, then **VAL** to select the "CLOSE" function. The terminal displays:



```

Y≡
CLOSE
OC 123
  
```

4. Press **↵** to close the open channel.

## Open Channel or Group Menu

### GROUP SUB-MENU IN TALKGROUP MODE

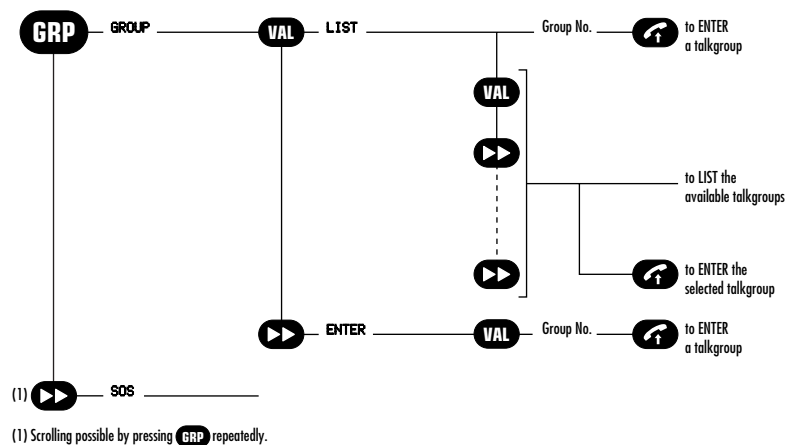
A group is a set of terminals linked to a communication already set up by a base network operator.

In Talkgroup mode, the terminal only participates in the selected group (amongst those it belongs to). To participate in more than one group, the terminal must use the Scan function (refer to the Scan Menu).

In Group call mode, when the terminal is on standby, it automatically receives all calls sent to the groups to which it belongs (similar to scan function). Optionally, a terminal in Group call mode can call a group to which it does not belong (external group call).

Terminals in Talkgroup and Group call mode can communicate in the same groups.

#### Structure of the sub-menu



## Open Channel or Group Menu

### Listing the available talkgroups

This function is used to **list** all the talkgroups to which the terminal belongs. These talkgroups are distributed automatically by the network. Talkgroups which are not available under the registration station flash on the display.

1. Press **GRP**. The terminal displays:

Y≡ 01  
MENU:  
GROUP (3)

*The figure in brackets shows the number of talkgroups to which the terminal belongs (0 to 10)*

2. Press **VAL** to select the "GROUP" sub-menu.

3. Press **VAL** to select the "LIST" function. The terminal displays either:

Y≡ 01  
LIST  
GR 1

*Talkgroup 1 is available under the station*

or

Y≡ 01  
LIST  
GR 3

*"GR 3" flashing  
Talkgroup 3 is unavailable under the station*

or

Y≡ 01  
LIST  
EMPTY

*The terminal does not belong to any talkgroup*

4. Press **▶** to scroll through the various available talkgroups

5. Press **↵** to enter the talkgroup displayed steady on.

### Entering a talkgroup

A talkgroup can be entered in the following ways:

- either from **listing** the available talkgroups (see above),
- or by **entering** the number of the group (see chapter on How to place a call),
- or from the **LNR function** (see Memory Menu chapter),
- or from the **directory** (see Memory Menu chapter).

## Open Channel or Group Menu

### Talking

- Press **Push-to-talk** to **speak** in the talkgroup displayed.

Following congestion, the Push-to-talk can be **put on hold**, in which case the terminal emits a continuous on-hold beep and displays the message "WAIT".

The Push-to-talk may be **refused** if the radio channel is busy: the terminal displays the message "OVERLOAD" . Try again later.

### Activating a talkgroup

After a talkgroup has been selected, if the latter is activated by a terminal belonging to the talkgroup, the terminal displays:

|    |   |     |    |
|----|---|-----|----|
| Y  | S | 325 | 01 |
| GR | 2 |     |    |

If a terminal which does not belong to the talkgroup (external terminal) activates the talkgroup, the terminal displays:

|    |   |     |    |
|----|---|-----|----|
| Y  | S | 325 | 01 |
| GR | 2 | EXT |    |

## Open Channel or Group Menu

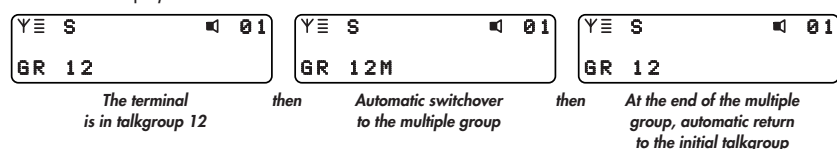
### Group merging

The selected talkgroup can be merged with other talkgroups into a multiple group.

In this case, switching over to the multiple group is automatic.

At the end of multiple group, return to the initial talkgroup is automatic.

The terminal displays:



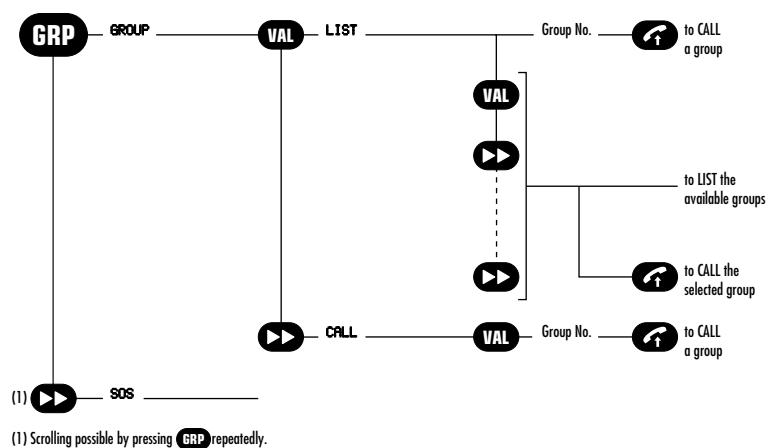
### Leaving a talkgroup

- Press and hold down  to leave a talkgroup.

## Open Channel or Group Menu

## GROUP SUB-MENU IN GROUP CALL MODE

### Structure of the sub-menu



## Open Channel or Group Menu

### Listing the available groups

This function is used to **list** all the groups to which the terminal belongs. These groups are distributed automatically by the network. Groups which are not available under the registration station flash on the display.

1. Press **GRP**. The terminal displays:

Y≡ 01  
MENU:  
GROUP (3)

*The figure in brackets shows the number of groups to which the terminal belongs (0 to 10)*

2. Press **VAL** to select the "GROUP" sub-menu.

3. Press **VAL** to select the "LIST" function. The terminal displays either:

Y≡ 01  
LIST  
GR 1

*Group 1 is available under the station*

or

Y≡ 01  
LIST  
GR 3

*"GR 3" flashing  
Group 3 is unavailable under the station*

or

Y≡ 01  
LIST  
EMPTY

*The terminal does not belong to any group*

4. Press **▶** to scroll through the various available groups.

5. Press **↵** to enter the group displayed steady on.

### Calling a group

A group call can be made in the following ways:

- either from **listing** the available groups (see above),
- or from the **LNR function** (see Memory Menu chapter),
- or by **entering** the number of the group (see chapter on How to place a call),
- or from the **directory** (see Memory Menu chapter),
- or **automatically** by pressing Push-to-talk, if a "default group" has been defined (see sub-menu "OPTIONS" in the Group Menu).

Optionally, the terminal can call an external group (one to which it does not belong) by dialling its number (external group call). The terminal displays "EXT".

## Open Channel or Group Menu

### Talking

- Press **Push-to-talk** to **speak** in the group displayed.

The Push-to-talk may be **refused** if the radio channel is busy: the terminal then displays the message "NETWORK OVERLOAD". Try again later.

### Receiving a group call

When the terminal is on standby, it automatically receives all calls sent to the groups to which it belongs.

When the call is set up, the terminal displays either:

|    |    |     |    |
|----|----|-----|----|
| Y  | S  |     | 01 |
| GR | 12 | 325 |    |

*For an internal group call*

or

|    |    |     |     |
|----|----|-----|-----|
| Y  | S  |     | 01  |
| GR | 12 | 325 | EXT |

*For an external group call*

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### Leaving a group call

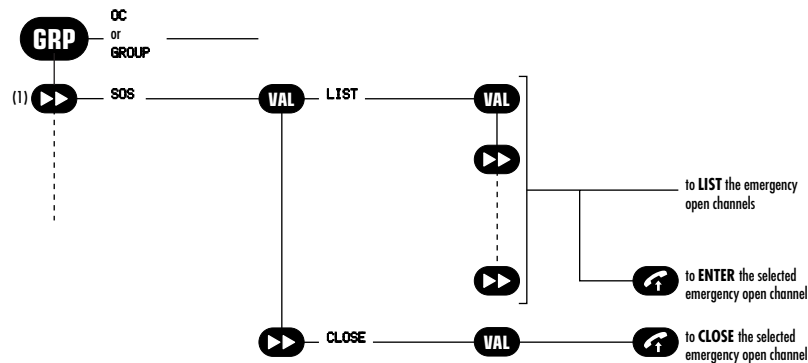
- Press and **hold down**  to **leave** a group.

## Open Channel or Group Menu

### EMERGENCY SUB-MENU

The Open channel or Group Menu has an Emergency sub-menu, whatever the terminal operating type.

#### Structure of the sub-menu



(1) Scrolling possible by pressing **GRP** repeatedly.

#### Listing the available emergency open channels

This function is used to **display** the emergency open channels set up under the registration station. The emergency open channels are numbered from 2 to 255.

1. Press **GRP** twice. The terminal displays:

```

Y≡ 01
MENU :
SOS <2>
  
```

The figure in brackets shows the number of available emergency open channels

2. Press **VAL** to select the "SOS" sub-menu.

3. Press **VAL** to select the "LIST" function. The terminal displays:

```

Y≡ 01
LIST
SOS 0
  
```

Emergency open channel 0 corresponds to a particular open channel whose coverage is restricted to the registration station, available to all the terminals present under the cell and unciphered.

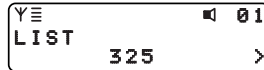
```

Y≡ 01
LIST
SOS 5 >
  
```

The symbol ">" indicates additional information

## Open Channel or Group Menu

4. Press **EXT** to display the number (address) of the emergency terminal (press **EXT** again to return to the list). The terminal displays:



5. Press **▶** to scroll through the various available emergency open channels.  
 6. Press **↵** to enter the emergency open channel displayed.

### Waiting for entry in an emergency open channel

When the terminal leaves the coverage of the emergency open channel, the terminal saves the request and waits for entry in the emergency open channel.

The terminal emits a repeated beep and the message "SOS" flashes on the display.

As soon as the emergency open channel becomes available, the terminal automatically enters the emergency open channel and the message "SOS" is displayed steady on.

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### Closing an emergency open channel

This function is only available to terminals authorised at customisation.  
 If the terminal is not authorised, the function is not available.

1. Enter the emergency open channel.  
 2. Press **GRP** twice, then **VAL** to select the "SOS" sub-menu.  
 3. Press **▶**, then **VAL** to select the "CLOSE" function. The terminal displays:

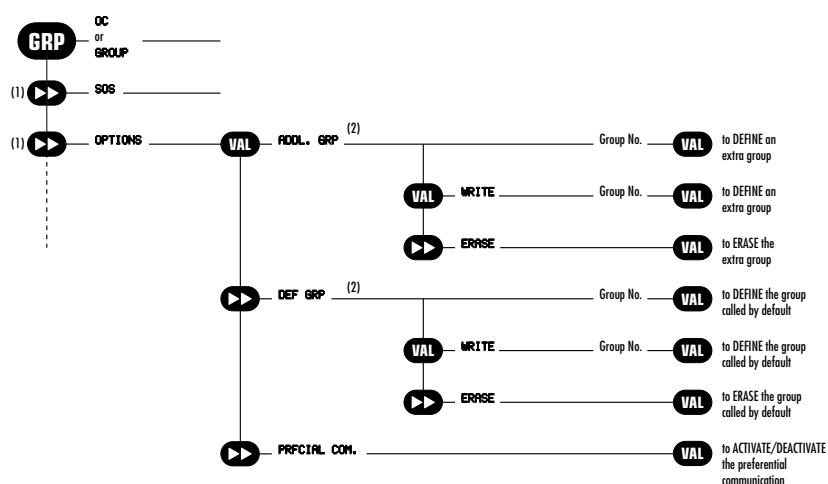


4. Press **↵** to close the emergency open channel.

## Open Channel or Group Menu

### OPTIONS SUB-MENU

#### Structure of the sub-menu



(1) Scrolling possible by pressing **GRP** repeatedly.

(2) Only for terminals in group call mode.

## Open Channel or Group Menu

### ADDL. GRP (Additional group)

This function is only available for terminals in Group call mode.

The **Additional group** function is used for the manual addition of a group which is not distributed to the terminal by the network, to the list of available groups, and to receive all calls sent to that group.

#### Writing or changing an extra group

1. Press **GRP** 3 times to select the "OPTIONS" sub-menu.
2. Press **VAL** to select the "ADDL. GRP" function. The terminal displays either:

```
Y≡ 01
ADDL. GRP :
EMPTY
```

*If no extra group  
has been defined*

or

```
Y≡ 01
ADDL. GRP :
GR 456
```

*If an extra group  
has already been defined*

3. Press **VAL** to confirm your choice. The terminal displays:

```
Y≡ 01
ADDL. GRP :
GR ?
```

4. Dial the number of the extra group. The terminal displays:

```
Y≡ 01
ADDL. GRP :
GR 456
```

5. Press **VAL** to confirm your entry.

#### Clearing an extra group

1. Press **GRP** 3 times to select the "OPTIONS" sub-menu.
2. Press **VAL** to select the "ADDL. GRP" function. The terminal displays:

```
Y≡ 01
ADDL. GRP :
GR 456
```

3. Press **VAL**, then **▶** to select the "CLEAR" heading. The terminal displays:

```
Y≡ 01
ADDL. GRP :
CLEAR ?
```

4. Press **VAL** to confirm the command.

## Open Channel or Group Menu

### DEF GRP (Default group)

This function is only available for terminals in Group Call mode.

The **Group called by default** function allows you to associate the Push-to-talk feature with a group.

You can automatically call this group by pressing the Push-to-talk key when the terminal is on standby.

#### Writing or changing the default group

1. Press **GRP** 3 times to select the "OPTIONS" sub-menu.
2. Press **▶**, then **VAL** to select the "DEF GRP" function. The terminal displays either:

```

Y≡
DEF GRP:
EMPTY
  
```

*If no default group  
has been defined*

or

```

Y≡
DEF GRP:
GR 456
  
```

*If a default group  
has already been defined*

3. Press **VAL** to confirm your choice. The terminal displays:

```

Y≡
DEF GRP:
GR ?
  
```

4. Dial the number of the group. The terminal displays:

```

Y≡
DEF GRP:
GR 456
  
```

5. Press **VAL** to confirm your entry.

#### Clearing a default group

1. Press **GRP** 3 times to select the "OPTIONS" sub-menu.
2. Press **▶**, then **VAL** to select the "DEF GRP" function. The terminal displays:

```

Y≡
DEF GRP:
GR 456
  
```

3. Press **VAL**, then **▶** to select the "CLEAR" heading. The terminal displays:

```

Y≡
DEF GRP:
CLEAR ?
  
```

4. Press **VAL** to confirm the command.

## Open Channel or Group Menu

### **PRFCIAL COM. (Preferential communication)**

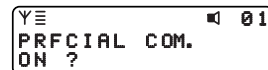
The **Preferential communication** function is used to favour the active group communication with regard to radio reception criteria.

The preferential communication may be, depending on the project, an open channel, a talkgroup (Talkgroup mode), the default group called (Group call mode), the emergency open channel or a scan priority communication in priority mode.

The function is available when the terminal is on standby or in group communication and remains active at the end of the communication. The status of the function is stored when the terminal is switched off.

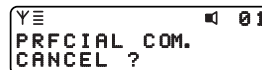
#### **Activating/deactivating a preferential communication**

1. Press **GRP** 3 times to select the "OPTIONS" sub-menu.
2. Press **VAL**, then **▶** twice to select the "PRFCIAL COM." function. The terminal displays either:



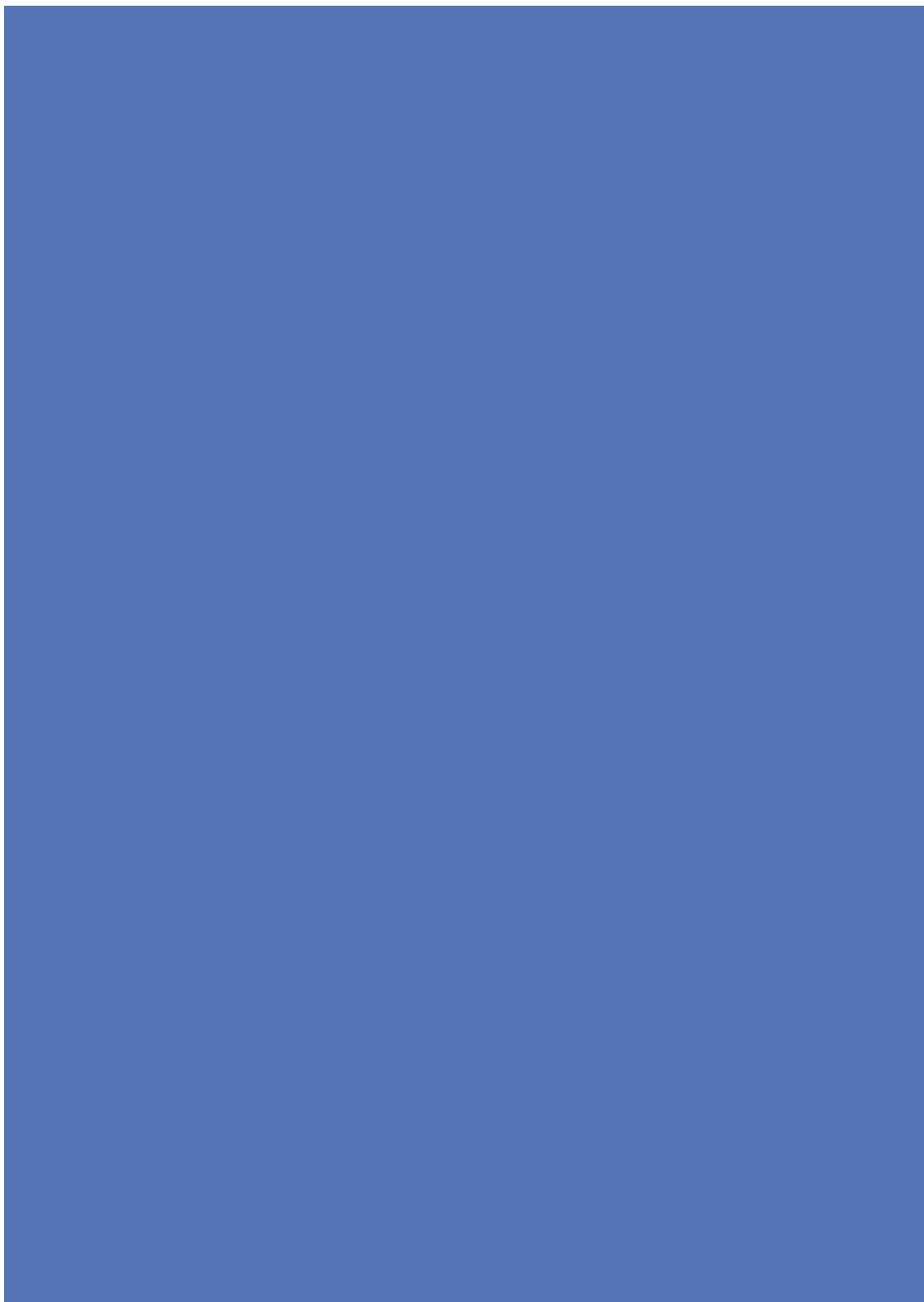
*If the function is inactivate*

or



*If the function is active*

3. Press **VAL** to confirm the command.



|                                                                     |    |
|---------------------------------------------------------------------|----|
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## Scan

### THE SCAN FUNCTION

The **scan** function is used to listen to between 2 and 6 open channels or talkgroups in turn (depending on the option).

The **open channel** scan can operate in **priority mode** or **non-priority mode**, depending on the configuration of the terminal.

The **talkgroup** scan operates in **non-priority mode**.

In **priority mode**, the **first** open channel in the list is declared the **priority channel**. The terminal automatically switches over to this open channel as soon as it is activated. When the priority open channel is inactive, the terminal can listen to other open channels in the list, but cannot take part in them. The Push-to-talk key is permanently associated with the priority open channel.

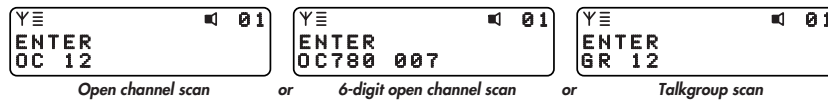
In **non-priority mode**, all calls (open channel or talkgroup) have **equal status**: the terminal listens to the first activated call. By default, the Push-to-talk key is associated with the first call in the list or with the active call.

## DIALLING A SCAN

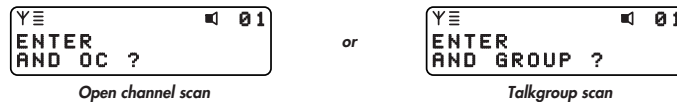
A scan can be dialled when the terminal is on standby or in group communication. The first call in the list can be selected from the "LIST" function, the "ENTER" function in the Open channel or Group Menu or from the directory. The other calls in the list must be entered via the keypad.

### Dialling a 3-call scan, for example:

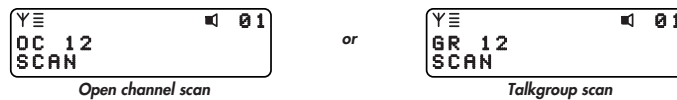
1. Press **GRP**, then **VAL** to select the "OC" or "GROUP" sub-menu.
2. Press **▶▶**, then **VAL** to access the "ENTER" function.
3. Dial the number of the first call in the list:
  - for an open channel scan: enter either the number of the open channel (1 to 3 digits) or the number of the BN and that of the open channel (6 digits),
  - for a talkgroup scan: enter the number of the talkgroup (1 to 4 digits). The terminal displays either:



4. Press **1=**. The terminal displays either:



5. Dial the number of the second call in the list.
6. Press **1=**.
7. Dial the number of the third call in the list.
8. Press **↻** to start the scan. The terminal displays the number of the first call in the list:



## Scan

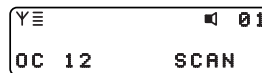
### PRIORITY SCAN SEQUENCE

#### Starting the scan

Starting a scan is only possible under the following circumstances:

- the terminal must be under priority open channel coverage,
- the priority open channel must be available under the station,
- if it is a 6-figure priority open channel, the terminal must be registered in the BN corresponding to the BN of the priority open channel.

Otherwise, it is not possible to start the scan and the request is put on hold ("SCAN" flashes on display). The terminal then becomes **candidate to scanning** and displays, for example:



"OC 12" (number of priority open channel) and "SCAN" flash

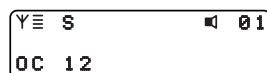
When the **priority** open channel is **available**, the scan **starts** ("SCAN" displayed steady on) and searches for an active call. The terminal displays, for example:



Display steady on

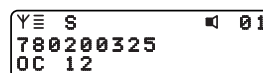
#### Talking – Activating the priority open channel

If you press the Push-to-talk key or if the priority open channel is activated, the terminal listens to the open channel and displays either:



Terminal in transmit mode

or



Terminal listening,  
speaker's address displayed

You are communicating in the priority open channel.

When the priority open channel is active, the terminal ignores any activation of non-priority open channels.

### ***Listening to a non-priority open channel***

Listening to a non-priority active open channel is possible only when the priority open channel is not active.

When a non-priority open channel is activated, the terminal listens to the open channel and displays, for example:

```
Y S 01
780200325
0C 13*
```

The symbol "\*" indicates that speaking is impossible in this open channel.

If you press the Push-to-talk key, the priority open channel is activated and the terminal switches over to this open channel.

To communicate in a non-priority open channel, you must leave the scan function.

### ***Skipping a non-priority active open channel (Scan relaunch)***

- Press  to **leave** a non-priority active open channel and **resume** the scan.

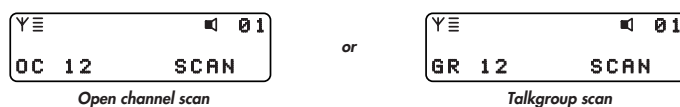
The open channel left is ignored for a few seconds. The terminal resumes the scan and can listen to other open channels in the list.

## Scan

### NON-PRIORITY SCAN SEQUENCE

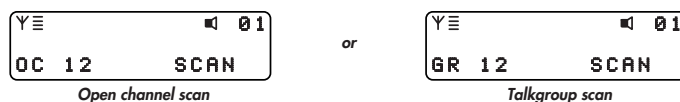
#### Starting the scan

If **no** call in the list is available, the scan **cannot be started** and the request is put on hold ("SCAN" flashes on display). The terminal then becomes **candidate to the scan** and displays either:



"OC 12" or "GR 12" and "SCAN" flash on the display

When **at least one** call is **available**, the scan **starts** and searches for an active call ("SCAN" displayed steady on). The terminal displays either:

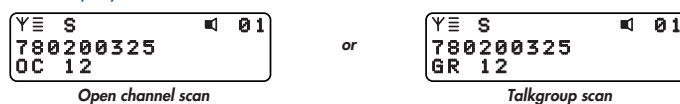


"SCAN" steady on

- Press  to scroll round the various calls in the scan list: calls displayed steady on are available, those which are flashing are unavailable.

#### Activating a call in the list

If one of the calls in the list is activated, the terminal listens to the call and displays either:



- Press **Push-to-talk** to **participate** in the call,  
or  
press  to **leave** the call displayed and **relaunch** the scan.

### ***Talking - Default Push-to-talk***

The Push-to-talk key is **associated by default** with the **first** call in the list: the call displayed during the scan search phase. Pressing the Push-to-talk key will activate this call.

The call **associated with Push-to-talk** can be changed when the scan is searching, by **pressing**  : the new call associated with Push-to-talk is then displayed steady on if it is available or flashing if it is unavailable.

When a call is active, the Push-to-talk key is associated with this call.

### ***Skipping an active call (Scan relaunch)***

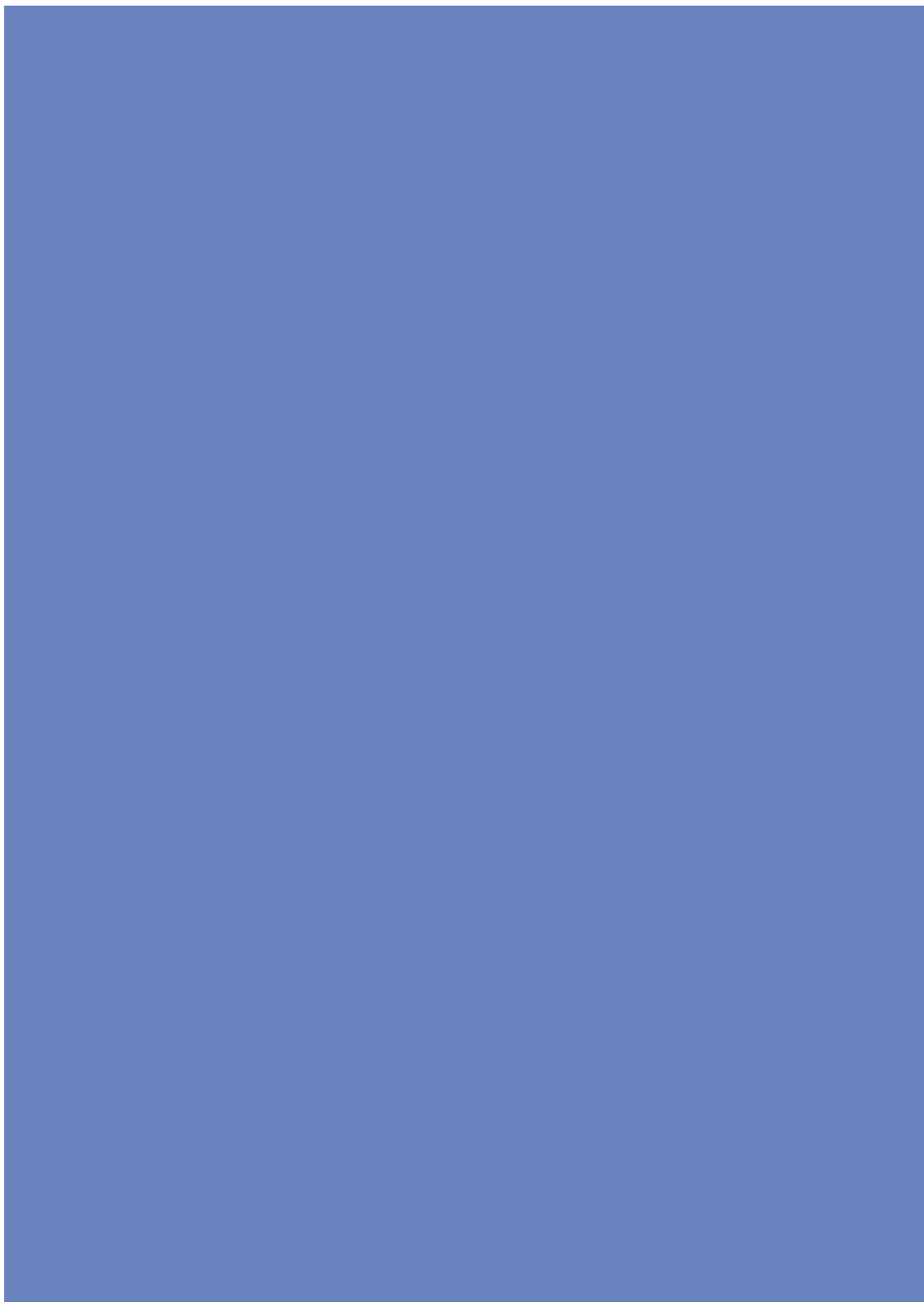
- Press  to **leave** an active call and **resume** the scan.

The call left is ignored for a few seconds. The terminal resumes the scan and can listen to other calls in the list.

---

## ***STOPPING A SCAN***

- Press and **hold down**  to **stop** a scan.



## Direct Menu

### **Structure of the Direct Menu** 60

#### **DIR sub-menu** 61

*Listing authorised channels in direct mode* 61  
*Entering a channel in direct mode* 62

#### **IDR sub-menu** 63

*Listing authorised channels in IDR mode* 63  
*Entering a channel in IDR mode* 64

#### **Options sub-menu** 65

*POWER (Transmit power)* 65  
*NT MONIT (Network monitoring)* 66

## Direct Menu

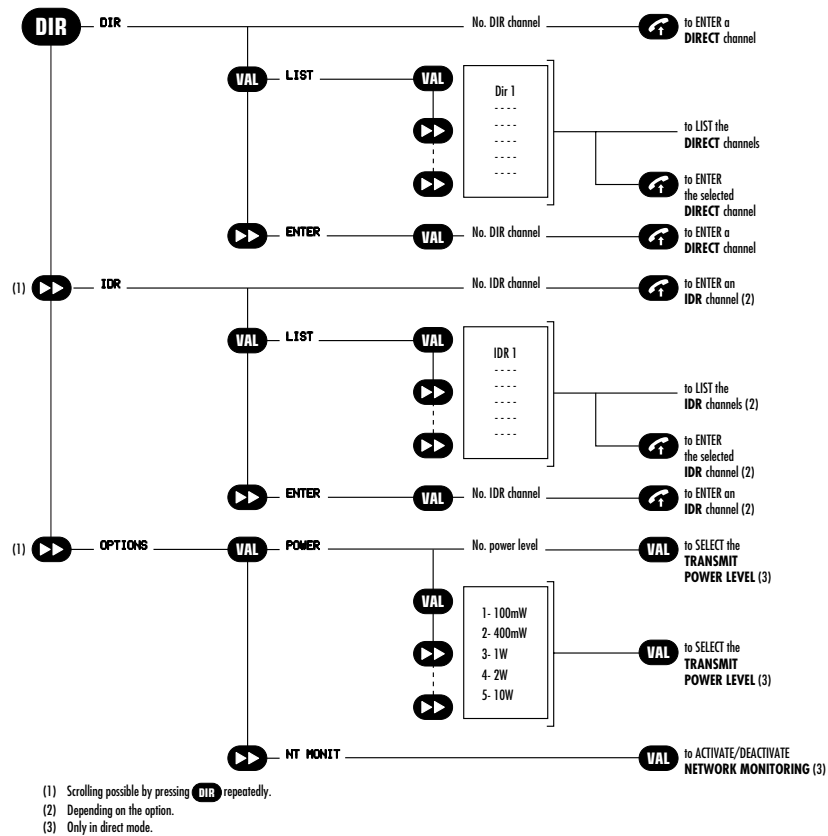
### STRUCTURE OF THE DIRECT MENU

The Direct Menu provides access to functions relating to calls in BS disconnected mode (direct mode and IDR mode).

The Direct Menu is divided into the following 3 sub-menus:

- DIR (communication in direct mode),
- IDR (communication in IDR mode),
- Options for communications in direct and IDR mode.

The Direct Menu is only available if at least one channel (direct or IDR) is available on the terminal.



## DIR SUB-MENU

### Listing authorised channels in direct mode

This function is used to **display** authorised channels in direct mode.

1. Press **DIR**. The terminal displays:

```

Y≡ 01
MENU:
DIR <15>
  
```

*The figure in brackets shows  
the number of authorised channels  
(0 to 999)*

2. Press **VAL** to select the "DIR" sub-menu.
3. Press **VAL** to access the "LIST" function. The terminal displays either:

```

Y≡ 01
LIST
EMPTY
  
```

*No direct mode channel authorised*

or

```

Y≡ 01
LIST
DIR 1
  
```

*First authorised channel displayed*

4. Press **▶** to scroll through the various authorised channels.
5. Press **↵** to enter the channel displayed.

## Direct Menu

### *Entering a channel in direct mode*

You can enter a channel in direct mode either by listing the authorised channels, dialling the number of the channel or from the directory, when the terminal is on standby or in group communication.

1. Press **DIR** , then **VAL** to select the "DIR" sub-menu.
2. Press **▶** , then **VAL** to access the "ENTER" function. The terminal displays:

```

Y≡
ENTER
DIR ?
  
```

3. Dial the number of the channel in direct mode.
4. Press **↻** . When the call is set up, the terminal displays, for example:

```

0
DIR 12
  
```

The terminal displays the registration symbol "Y" flashing if the "NT. MONIT" function is activated (see "OPTIONS" sub-menu).

## IDR SUB-MENU

### Listing authorised channels in IDR mode

This function is used to **display** authorised channels in IDR mode.

1. Press **DIR** twice. The terminal displays:

```

Y≡ 01
MENU:
IDR <3>
  
```

*The figure in brackets shows  
the number of authorised channels  
(0 to 499)*

2. Press **VAL** to select the "IDR" sub-menu.
3. Press **VAL** to access the "LIST" function. The terminal displays either:

```

Y≡ 01
LIST
EMPTY
  
```

*No IDR mode channel authorised*

or

```

Y≡ 01
LIST
IDR 1
  
```

*First authorised channel displayed*

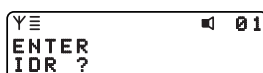
4. Press **▶** to scroll through the various authorised channels.
5. Press **↵** to enter the channel displayed.

## Direct Menu

### *Entering a channel in IDR mode*

You can enter a channel in IDR mode either by listing the authorised channels, dialling the number of the channel or from the directory, when the terminal is on standby or in group communication.

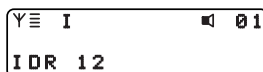
1. Press **DIR** twice, then **VAL** to select the "IDR" sub-menu.
2. Press **▶▶**, then **VAL** to access the "ENTER" function. The terminal displays:



```

Y≡
ENTER
IDR ?
01
  
```

3. Dial the number of the channel in IDR mode.
4. Press **↶**. When the call is set up, the terminal displays:



```

Y≡ I
IDR 12
01
  
```

If the registration symbol "Y" is not displayed, the terminal is looking for synchronisation and you cannot speak.

## OPTIONS SUB-MENU

### POWER (Transmit power)

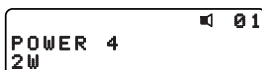
The terminal has 5 transmit power levels in direct mode.

The function is only available when the terminal is in communication on a channel in direct mode and remains stored at the end of the communication.

When the terminal is switched on again, the transmit power level is reinitialised at 2 W (default value).

#### Changing the transmit power level

1. Press **DIR** 3 times to select the "OPTIONS" sub-menu.
2. Press **VAL**, then **▶** to select the "POWER" function.
3. Press **VAL**. The current power level is displayed:



4. Press **▶** to select the desired level (100mW, 400mW, 1W, 2W or 10W),  
or

**enter** the figure corresponding to the desired power level:

- **1** for 100mW,
- **2** for 400mW,
- **3** for 1W,
- **4** for 2W,
- **5** for 10W.

5. Press **VAL** to confirm the selected power level.

## Direct Menu

### NT MONIT (Network Monitoring)

The **Network Monitoring** function allows a terminal in direct mode to receive calls from the network (individual call, multi-party call, telephone call, general call, emergency call and data communication). A call can only be received from the network if the terminal is under network coverage.

Answering a call causes temporary exit from direct mode, and at the end of the call the terminal returns automatically to a direct mode channel. The Network Monitoring function cannot be used in IDR mode.

#### Activating/deactivating network monitoring

1. Press **DIR** 3 times to select the "OPTIONS" sub-menu.
2. Press **VAL** twice, then **►** to select the "NT MONIT" function. The terminal displays either:

NT MONIT  
ON ?

*If Network Monitoring  
is inactive*

or

NT MONIT  
CANCEL ?

*If Network Monitoring  
is active*

3. Press **VAL** to activate the command displayed.

## Memory Menu

### **Structure of the Memory Menu** 68

### **Last number redial function** 69

*Display and recall* 69  
*Clearing the last call* 69

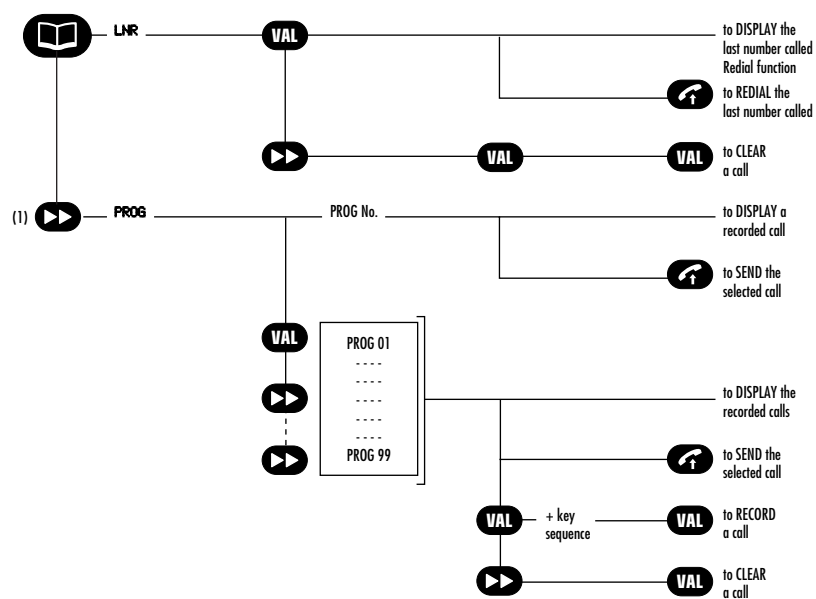
### **Directory** 70

*Displaying a call in the directory* 70  
*Sending a call from the directory* 71  
*Recording or changing a call in the directory* 72  
*Clearing a call* 72

## Memory Menu

## STRUCTURE OF THE MEMORY MENU

The Memory Menu provides access to the Last Number Redial function (calls back the last number dialled) and to display and recording of calls (from 1 to 99) in the directory.



(1) Scrolling possible by pressing  repeatedly.

## Memory Menu

### LAST NUMBER REDIAL FUNCTION

The terminal stores the last number dialled regardless of the type of call (individual, multi-party, telephone, group call or scan, with the channel in direct or IDR mode).

**N.B.:** It does not retain the priority of the call that was placed originally.

#### Display and recall

1. Press **MEMU** to select the Memory Menu. The terminal displays:

```

Y≡ 01
MENU:
LNR
  
```

2. Press **VAL** to select the "LNR" heading. The terminal displays the last number dialled, for an individual call, for example:

```

Y≡ 01
LNR:
    1 1 1
  
```

3. Press **CALL** to send the call.

#### Clearing the last call

1. Press **MEMU**, then **VAL** to select the "LNR" heading. The terminal displays the last call made.
2. Press **RIGHT**, then **VAL** to access the "CLEAR" function.
3. Press **VAL** to clear the call.

```

Y≡ 01
LNR:
EMPTY
  
```

## Memory Menu

### DIRECTORY

You can access any of the 99 positions in the directory by scrolling, by direct access or via the call selector.

Access via the call selector only allows you to send the call corresponding to the selected position.

### Displaying a call in the directory

#### Display by scrolling

1. Press **MEMU** to select the Memory Menu. The terminal displays:

```
Y≡ 01
MENU:
LNR
```

2. Press **RIGHT**. The terminal displays:

```
Y≡ 01
MENU:
PROG
```

3. Press **VAL** to select the "PROG" heading. The terminal displays the first recorded call.

4. Press **RIGHT** to scroll through the various calls. The terminal displays one of the following, depending on the type of call:

```
Y≡ 01
PROG 1:
123
```

*Individual call*

```
Y≡ 02
PROG 2:
123 MULTI
```

*Multi-party call*

```
Y≡ 03
PROG 3:
123 EXT
```

*Telephone call*

```
Y≡ 04
PROG 4:
DIR 3
```

*Direct channel*

```
Y≡ 05
PROG 5:
IDR 3
```

*IDR channel*

```
Y≡ 06
PROG 6:
OC 12
```

*Open channel*

```
Y≡ 07
PROG 7:
GR 12
```

*Group*

```
Y≡ 08
PROG 8:
OC 12 SCAN
```

*Conference scan*

```
Y≡ 09
PROG 9:
GR 12 SCAN
```

*Talkgroup scan*

For a **multi-party call** or a **scan**, press **MEMU** to **display** the **numbers** of the **other** parties in the multi-party call or those of the group calls in the scan list. "MULTI" or "SCAN" disappears when the last number is displayed.

For a **telephone call**, press **EXT** to **display** the **external number** of the party.

#### Display by direct access

1. Press **MEMU** to select the Memory Menu.
2. **Dial** the directory position number directly. The terminal displays the corresponding call.

## ***Sending a call from the directory***

### **Sending a call**

1. **Select** the position in the directory containing the call.
2. **Press**  to send the call.

### **Sending a private call with Flash priority**

1. **Select** the position in the directory containing the call.
2. **Press** .
3. **Press**  to send the call.

### **Placing a multi-party call (e.g.: 2 called parties) from a directory call**

1. **Select** the position in the directory containing the number of the first called party.
2. **Press** .
3. **Dial** the number of the second called party using the keypad.
4. **Press**  to send the call.

### **Placing a telephone call from a directory call**

1. **Select** the position of the directory containing the number of the PABX interface.
2. **Press** .
3. **Dial** the external number of the called party using the keypad.
4. **Press**  to send the call.

## Memory Menu

### *Recording or changing a call in the directory*

1. **Select** the corresponding position in the directory.
2. **Press** **VAL** to confirm the choice of position. The terminal displays:

```

Y≡
PROG 3:
WRITE ?
  
```

3. **Place** the call in the same way as if you were sending it (see the chapter on How to place a call or Scanning, as required).
4. **Press** **VAL** to confirm your choice.
5. **Press** **▶▶** to choose another position,  
or  
**press** **CLR** to leave the Memory Menu.

### *Clearing a call*

1. **Select** the position in the directory containing the call to be cleared.
2. **Press** **VAL** to confirm the selected position.
3. **Press** **▶▶** to select the "CLEAR" function.
4. **Press** **VAL** to confirm clearing of the call.
5. **Press** **▶▶** to choose another position,  
or  
**press** **CLR** to leave the Memory Menu.

## Message Menu

### **Message Menu** 74

#### **"SEND MESSAGE" Sub-menu** 75

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## Message Menu

### **MESSAGE MENU**

The Message Menu is used to:

- send text messages (depending on the V35 software version: SMS (Short Message Services) or statuses to a fixed recipient or one of your choice (to one or more terminals, to an operator),
- store the last status sent,
- receive messages (text or status), the most recent messages being stored,
- store calls received.

## Message Menu

### "SEND MESSAGE" SUB-MENU

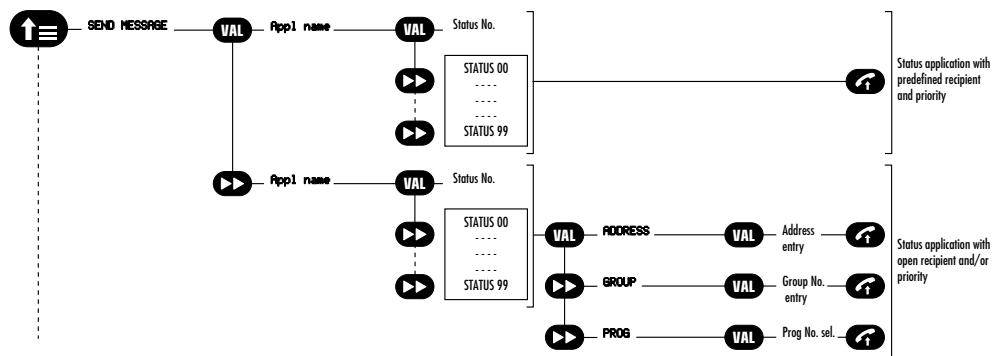
The "SEND MESSAGE" sub-menu can have up to 16 messaging applications, depending on the options defined.

A messaging application is defined by:

- a name with a maximum of 8 characters,
- type: sending a text message entered using the keypad (depending on the V35 software version) or a status (code between 00 and 99 linked to a predefined name of 24 characters),
- type of recipient: send a status to a pre-defined recipient or one chosen by the user (to a terminal or group of terminals),
- type of priority: send a status with a predefined priority or one chosen by the user (routine or flash).

The structure shown below is a sub-menu with access to 2 messaging applications.

#### Sub-menu structure



## Message Menu

### Procedure for sending a message

The procedure for sending a text message (depending on the V35 software version) or a status is as follows:

- select the messaging application you wish to use,
- enter the message or select the status,
- depending on the application, select the recipient and/or priority of the message to be sent,
- send the message or the status

### Selecting the messaging application

1. Press **F3** then **VAL** to select the "SEND MESSAGE" sub-menu. The terminal displays:

- either the first application available,
- or the last application used. It may display, for example:

```
Y≡
SEND MESSAGE:
appli name
```

*The terminal displays the first application,  
or the last application used.*

2. If necessary, press **▶** to scroll down the various applications.
3. Press **VAL** to select the application.

### Entering a message or selecting a status

The terminal stores the last message or status sent.

If the application selected is the last one used, the terminal displays the last message or status sent. If you wish to send a different message, delete the old message by pressing and holding down the **CLR** key.

1. Select the messaging application you wish to use. The terminal displays either:

```
Y≡
Appli name
Msg ?
```

*For a text application  
(depending on V35 software version)*

or

```
Y≡
STATUS 45:
xxxxxx
```

*For a status application*

2. Enter the text of the message (see procedure for using the alphanumeric keypad),  
or  
enter the number of the status to be sent,  
or  
press **▶** to scroll down the various statuses and choose the status to be sent.
3. As required, press **EXT** to view the rest of the name of the status selected.

## Message Menu

### Selecting a recipient and/or a priority

Selecting a message recipient and/or priority is accessed by pressing **VAL**. If the recipient and priority are imposed by the application selected, an error beep is emitted when **VAL** is pressed. In this case, all you can do is send the message.

#### Sending a message to a terminal

1. Press **VAL**. The terminal displays:

```
Y≡
SEND TO
ADDRESS ?
```

2. Press **VAL** to select the "ADDRESS" heading.
3. Enter the number (address) of the message recipient. The terminal displays:

```
Y≡
SEND TO
  123
```

4. If required, press **F** to select Flash priority.

#### Sending a message to a group of terminals

1. Press **VAL** then **▶▶**. The terminal displays:

```
Y≡
SEND TO
GRUP ?
```

2. Press **VAL** to select the "GROUP" heading.
3. Enter the number of the message recipient group. The terminal displays, for example:

```
Y≡
SEND TO
GR   123
```

4. If required, press **F** to select Flash priority.

## Message Menu

### Selecting a recipient from the directory

A message or a status can only be sent from the directory from a position which contains an individual call or the number of a group.

If a status is sent from a position containing another type of call (multi-party call, scan, entry into direct mode or IDR mode), the terminal emits an error beep indicating that the message or status cannot be sent.

1. Press **VAL** then **►** twice. The terminal displays:

```
Y≡
SEND TO
PROG ?
```

2. Press **VAL** to select the "PROG" heading.
3. Press **►** to scroll down the various positions in the directory,  
or  
**enter** directly the number of the directory.

```
Y≡
PROG 55:
      123
```

4. If required, press **F** to select Flash priority.

### Sending a message

- Press **↵** to send the message. The terminal displays:

```
Y≡
*MC2600*
```

then

```
Y≡
MESSAGE
SENT
```

In case of failure to send the message, the terminal displays:

```
Y≡
MESSAGE
FAILED
```

Repeat the message send procedure.

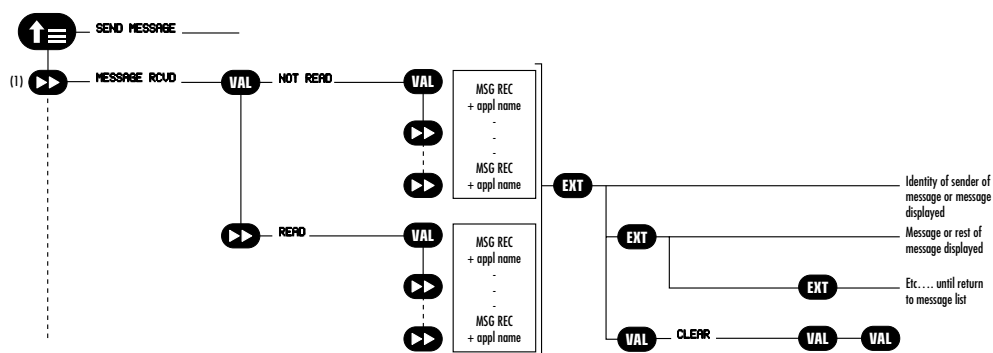
## Message Menu

### "MESSAGE RCVD" SUB-MENU (Messages received)

The terminal receives messages (text or status) in an in-tray. These messages are stored in chronological order of arrival. They can be consulted, kept or erased after being consulted.

**N.B.:** A terminal can store up to 9 messages whose total length does not exceed 150 or 450 characters (depending on the software version) (either 9 statuses or 5 messages of 30 or 90 characters or 3 messages of 50 or 150 characters).  
When the in-tray is full, the **oldest messages** (read or unread) **are erased** by the **new messages**.

### ***Sub-menu structure***



(1) Scrolling possible by pressing  repeatedly.

## Message Menu

### Consulting messages received

1. Press **1** twice to select the "MESSAGE RCVD" sub-menu. The terminal displays:

```
Y≡
MENU:
MESSAGE RCVD (6)
```

*The figure in brackets is the total number of messages received (read and unread)*

2. Press **VAL** to validate selection of the "MESSAGE RCVD" sub-menu. The terminal displays:

```
Y≡
MESSAGE RCVD
NOT READ (6)
```

*The figure in brackets is the number of messages in the category displayed*

3. Press **VAL** to select the "NOT READ" heading (consult new messages),

or

**press** **▶▶** then **VAL** to select the "READ" heading (consult messages already read).

The terminal displays the message number, the priority, if there is one, and the name of the application used:

```
Y≡
MSG1:
Appli name
```

or

```
Y≡
MSG1:FLASH
Appli name
```

4. Press **▶▶** to scroll down the various messages received,

or

**press** **EXT** to display the message received. Depending on the type of messaging used, the terminal displays:

- either the address of the sender of the message

```
Y≡
MSG1:
700100102
```

*Address of sender*

or

```
Y≡
MSG1:
OPERATOR
```

*Message received from operator*

- or the text message or status received itself:

```
Y≡
#TEXT
MESSAGE
```

*Text message displayed*

or

```
Y≡
STATUS 04:
xxxxxx
```

*Status displayed*

5. Press **EXT** to display the message or the rest of the message received.

6. At the end of the message, **press** **EXT** to return to the list of messages received.

## Message Menu

### *Erasing a message received*

1. **Display** the message to be erased (see above). The terminal displays, for example:

```
Y≡  
STATUS 04:  
xxxxxx
```

2. **Press** **VAL** . The terminal displays:

```
Y≡  
MSG:  
CLEAR
```

3. **Press** **VAL** **twice**. The message is erased.

## Message Menu

### "CALLS RECEIVED" SUB-MENU (*Calls received*)

The terminal stores the last 9 individual or multi-party calls received.

Depending on the option, the calls stored are: either calls refused or not answered, or calls accepted (answered) and calls refused or not answered.

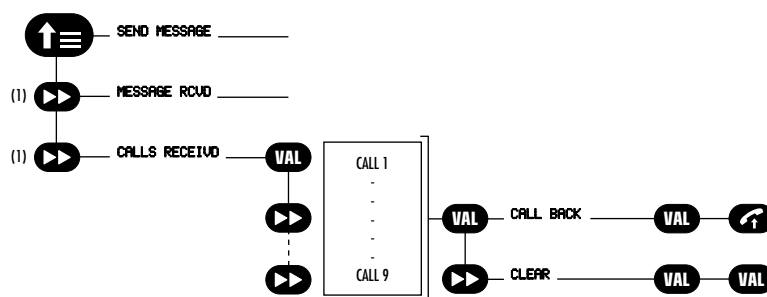
The terminal then displays the message below:

```

Y≡      R
CALL
RECEIVED
  
```

**N.B.:** the 10th call stored erases the oldest call stored.

#### Sub-menu structure



(1) Scrolling possible by pressing repeatedly.

## Message Menu

### Consulting calls received

1. Press **1=** 3 times to select the "CALLS RECEIVED" sub-menu. The terminal displays:

```
Y≡
MENU:
CALLS RECEIVED(6)
```

*The figure in brackets  
is the number of calls received*

2. Press **VAL** to validate selection of the "CALLS RECEIVED" sub-menu and display the 1st call received (the oldest). The terminal displays either:

- "I": for an unanswered call (depending on the option),
- "\*": for a call received more than once,
- "F": for a call received with Flash priority.

```
Y≡
!CALL 1: +FLASH
750200300
```

*Unanswered call received  
several times, at least once  
with Flash priority*

or

```
Y≡
CALL 1:
750200300
```

*Call answered received only once*

3. Press **▶** to scroll down the various calls received.

## Message Menu

### Calling back a call received

1. **Select** the call to be called back (see above).
2. **Press** **VAL** . The terminal displays:

```
Y≡
CALL 1
CALL BACK
```

3. **Press** **VAL** to select the "CALL BACK" function. The terminal displays:

```
Y≡
CALL BACK
750200300
```

4. If required, **press** **F** to select Flash priority.
5. **Press** **↶** to call back the call selected. If the call is successful, it is automatically erased from the calls received memory.

### Erasing a call

1. **Select** the call (see above).
2. **Press** **VAL** . The terminal displays:

```
Y≡
CALL 1:
CALL BACK
```

3. **Press** **▶** then **VAL** to select the "CLEAR" function. The terminal displays:

```
Y≡
CLEAR
CALL 2
```

4. **Press** **VAL** to erase the call.

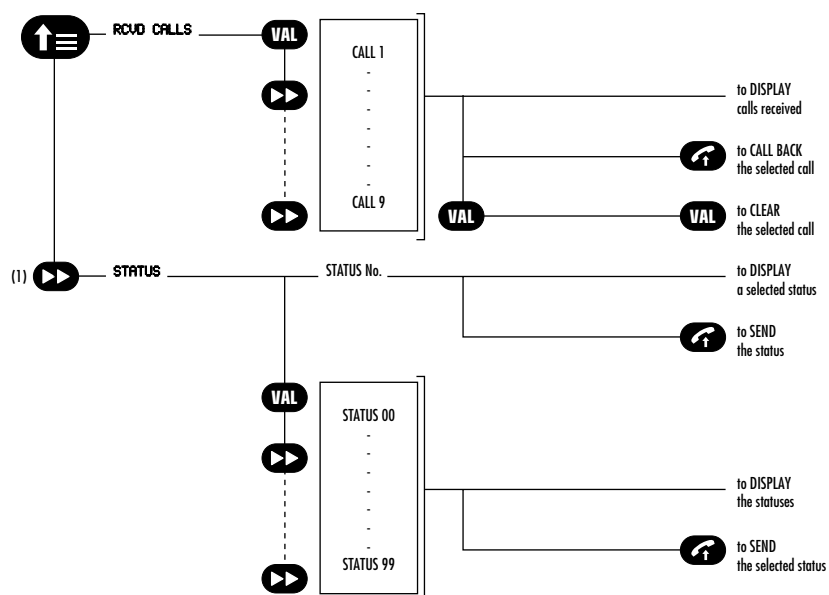
## Message Menu

### OTHER SYSTEM VERSION

If the terminal is registered in a Base Network of a software version previous to V35, the messaging functions are limited to storing calls received and sending and receiving statuses.

The structure of the Message Menu is then the following:

### Structure of the Message Menu



(1) Scrolling possible by pressing  repeatedly.

## Message Menu

### Calls received memory

Calls received (individual, multi-party), refused or not answered, are stored in the calls received memory. The terminal then displays the following message:

```

Y≡ R 01
RCVD CALLS
  
```

The letter A is displayed when a call is stored in the calls received memory. The terminal can store up to 9 calls.

### Consulting and calling back

1. Press **1** to select the Message Menu. The terminal displays:

```

Y≡ 01
MENU:
RCVD CALLS <3>
  
```

*The figure in brackets is  
the number of calls received*

2. Press **VAL** to select the "CALLS RECEIVED" heading. The terminal displays the most recent call; for example:

```

Y≡ R 01
CALL 1: 325
  
```

*Call received once only*

or

```

Y≡ R 01
CALL 1: + 325
  
```

*Call received several times  
("+ symbol displayed)*

```

Y≡ R 01
CALL 1: 325 FLASH
  
```

*Call received once only with Flash priority*

or

```

Y≡ R 01
CALL 1: + 325 FLASH
  
```

*Call received several times  
("+ symbol displayed), the last time  
with Flash priority*

86

3. Press **▶** to scroll down the various calls received (from the most recent to the oldest) and display the call to call back.
4. If required, press **F** to send the call with Flash priority.
5. Press **☎** to call back the call displayed. If the call is successful, it is automatically erased from the calls received memory.

### Erasing a call received

1. Press **1** then **VAL** to select the "CALLS RECEIVED" heading.
2. Press **▶** to scroll down the various calls received (from the most recent to the oldest) and select the call to be erased.
3. Press **VAL** twice to erase the call selected.

## Message Menu

### STATUSES

A status is a short message that is sent directly to a dispatcher position. It is a 2-digit code that can be associated with a reference when the terminal is customised. The terminal has 100 statuses in its memory.

#### Sending a status

1. Press **F1** twice, then **VAL** to select the "STATUS" heading. The terminal displays the first status recorded.

```
Y≡ 01
STATUS 00
status name
```

2. Press **▶** to scroll through the various statuses one by one (from status 00 to status 99),  
or  
**dial** the code of the status to be sent: e.g.: **4**, **4**. The terminal displays:

```
Y≡
STATUS 44
status name
```

3. Press **↵** to send the status. The terminal displays:

```
Y≡ 01
STATUS
SEND
```

The message is displayed for about 10 seconds.  
To clear the message more quickly, press **CLR**.



## Extension Menu

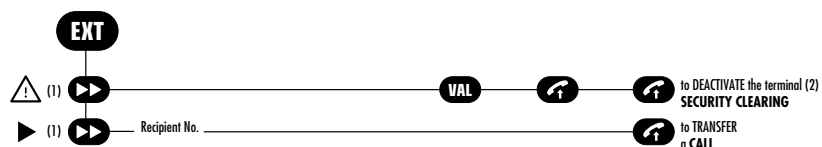
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## Extension Menu

### STRUCTURE OF THE EXTENSION MENU



After it has been deactivated, the terminal becomes non-operational and must be returned to a maintenance centre to be made operational again.

► When you are in individual communication, by pressing **EXT** you can access the transfer function directly.

(1) Scrolling possible by pressing **EXT** repeatedly.

(2) Optional.

## DEACTIVATING THE TERMINAL (Optional)

The **Terminal Deactivation** function is used to permanently deactivate the terminal by deleting its main parameters (in particular terminal' address).



After it has been deactivated, the terminal becomes non-operational and must be returned to a maintenance centre to be made operational again.

1. Press **EXT** 3 times. The terminal displays:

```
Y≡ 01
TERMINAL
DEACTIVATION
```

2. Press **VAL** to confirm your choice. The terminal displays:

```
Y≡ 01
TERMINAL
DEACTIVATE ?
```

3. Press **↵** to confirm the command. The handportable displays:

```
Y≡ 01
CONFIRM TR
DEACTIVATION ?
```

4. Press **↵** to activate security erasure.

When deactivation is complete, the terminal switches off automatically.

## TRANSFER

Transfer redirects a private call (individual or telephone) to another recipient.

To transfer a call, refer to the chapter "How to place a call".

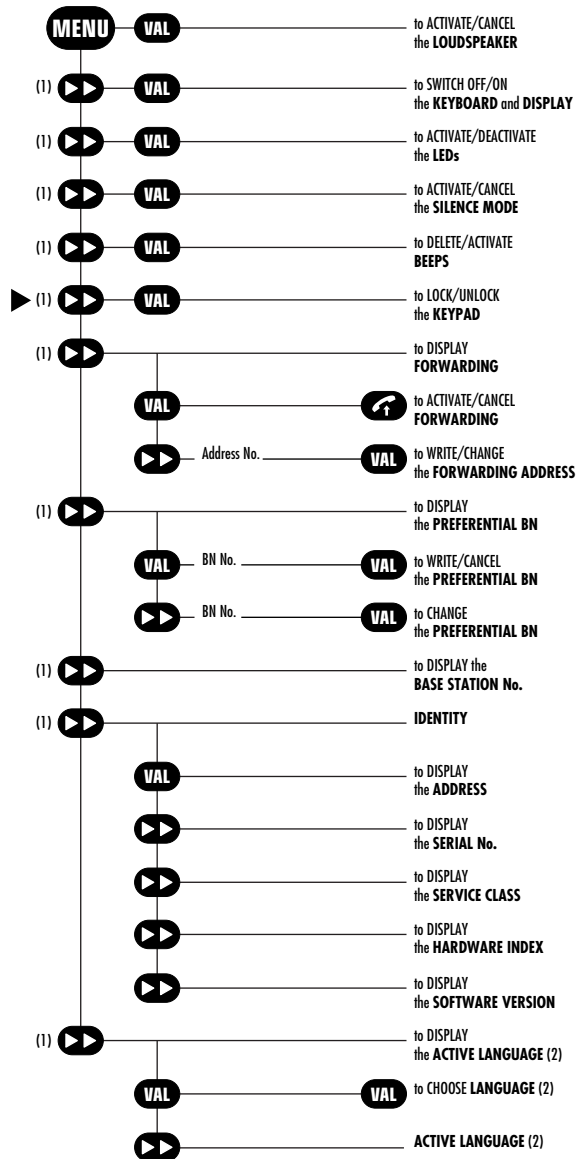


## Terminal Menu

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## Terminal Menu

### STRUCTURE OF THE TERMINAL MENU



(1) Scrolling possible by pressing **MENU** repeatedly

(2) Optional.

▶ When the keypad is locked, press **MENU** to access the keypad unlock function directly.

## LOUDSPEAKER

The **Loudspeaker** function is used to activate or cancel the external loudspeaker.

The loudspeaker volume is adjusted using the **+** and **-** keys on the CCP. When the loudspeaker is activated, the volume is at the same level as when it was last activated.

1. Press **MENU**. The terminal displays either:

Y 01  
LOUDSPEAKER  
OFF ?

or

Y 01  
LOUDSPEAKER  
ON ?

*If the external loudspeaker is active*

*If the external loudspeaker is inactive*

2. Press **VAL** to activate the command displayed.

When the loudspeaker is active, the symbol "" is displayed.

When the loudspeaker is inactive, the symbol "" is displayed.

## LIGHT

The **Light** function is used to activate or deactivate the keypad and display backlight.

1. Press **MENU** twice. The terminal displays either:

Y 01  
LIGHT  
OFF ?

or

Y 01  
LIGHT  
ON ?

*If the light is active*

*If the light is inactive*

2. Press **VAL** to activate the command displayed.

## LEDs

The **LEDs** function is used to deactivate the transmit LED (red) and the receive LED (orange) on the terminal. The On LED (green) is independent of this function.

The state of the function is not stored when the terminal is switched off. When the terminal is switched on the LEDs are active.

The function is also used to deactivate the transmit LED on the LS/micro connected to the terminal.

1. Press **MENU** 3 times. The terminal displays either:

Y 01  
LEDs  
ON

or

Y 01  
LEDs  
CANCEL ?

*If the function is inactive*

*If the function is active*

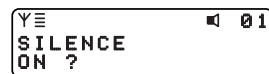
2. Press **VAL** to activate the command displayed.

## Terminal Menu

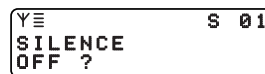
### SILENCE

The **Silence** function is used to inhibit all sounds (signals and conversation) in the pear shape microphone.  
The external loudspeaker is inhibited when the silence mode is activated.

1. Press **MENU** 4 times. The terminal displays either:

  
If the ringing mode is active

or

  
If the silence mode is active

2. Press **VAL** to activate the command displayed.

If silence mode is active, the symbol "S" is displayed.  
If ringing mode is active, the symbol "🔊" or "📞" is displayed.

### BEEPS

The **Beeps** function is used to cancel or activate key beeps (acknowledgement and error beeps) and information beeps.  
Interruption beeps which are mainly end of call beeps are not concerned by this function.  
The state is stored when the terminal is switched off.

1. Press **MENU** 5 times. The terminal displays either:

  
If the beeps are active

or

  
If the beeps are inactive

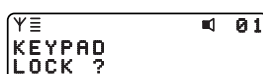
2. Press **VAL** to activate the command displayed.

## KEYPAD

The **Keypad** function is used to temporarily lock the terminal keys. When the keypad is locked, only the **●**, **VAL**, **MENU**, Push-to-talk and volume control keys remain active.

### Locking the keypad

1. Press **MENU** 6 times. The terminal displays:

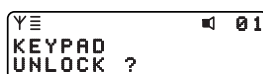
A terminal screen display with a status bar at the top showing a signal strength icon, a battery level icon, and the number '01'. The main display area shows the text 'KEYPAD' followed by 'LOCK ?' on the next line.

2. Press **VAL** to activate the command displayed.

### Unlocking the keypad

When the keypad is locked, only the "KEYPAD" heading appears in the Terminal Menu.

1. Press **MENU**. The terminal displays:

A terminal screen display with a status bar at the top showing a signal strength icon, a battery level icon, and the number '01'. The main display area shows the text 'KEYPAD' followed by 'UNLOCK ?' on the next line.

2. Press **VAL** to activate the command displayed.

## Terminal Menu

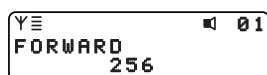
### FORWARDING

The **Forwarding** function allows a terminal to direct all incoming calls (individual and multi-party) and messages to another terminal.

The address of the terminal to which calls and messages are forwarded is stored in the terminal.

#### Displaying forwarding

- Press **MENU** 7 times. The terminal displays either:



*If a forwarding address has been stored*

or

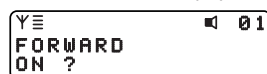


*If no forwarding address has been stored*

#### Activating/Canceling forwarding

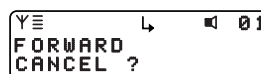
The terminal must not be in communication to activate or cancel forwarding.

- Press **MENU** 7 times.
- Press **VAL**. The terminal displays either:



*If forwarding is inactive*

or



*If forwarding is active*

- Press **↵** to activate the command displayed. After the request has been processed, the terminal displays either:



*When forwarding is activated, the symbol "↵" is displayed*

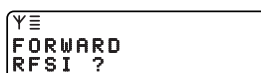
or



*When forwarding is cancelled, the symbol "↵" is deleted*

#### Write/Changing forwarding

- Press **MENU** 7 times.
- Press **VAL**.
- Press **▶▶**. The terminal displays:



- Dial the address of the terminal to which your calls are to be forwarded.
- Press **VAL**.

## PREFERRED BASE NETWORK

The **Preferred BN** function allows a terminal to be registered preferentially in a base network other than the base network to which it belongs.

If the terminal fails to register in the chosen base network, it registers in the base network where it is situated.

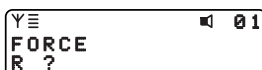
### Displaying the preferred BN

- Press **MENU** 8 times. When a preferred base network has been defined, the terminal displays:



### Writing a preferred BN

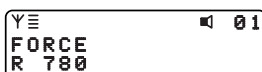
- Press **MENU** 8 times.
- Press **VAL**. The terminal displays:



- Dial the number (3 digits) of the preferred base network.
- Press **VAL** to confirm your entry.

### Changing a preferred BN

- Press **MENU** 8 times. The terminal displays:



- Press **VAL**, then **▶**. The terminal displays:



- Dial the number (3 digits) of the new preferred base network.
- Press **VAL** to confirm your entry.

## Terminal Menu

### Deleting a preferred BN

1. Press **MENU** 8 times.
2. Press **VAL**. The terminal displays:

```

Y≡
FORCE
CANCEL ?
  
```

3. Press **VAL** to delete.

## REGISTRATION BASE STATION

The **Base Station** function is used to display the identity of the station where the terminal is registered: the first 3 digits give the number of the base network where the terminal is registered, the next 2 digits give the number of the switch to which the station is attached and the last 2 digits give the number of the station.

- Press **MENU** 9 times. The terminal displays either:

```

Y≡
STATION
--- -- --
  
```

*When the terminal is not  
registered on the network*

or

```

Y≡
STATION
780 01 02
  
```

*When the terminal  
is registered*

## TERMINAL IDENTITY

The **Identity** function is used to display the address of the terminal, its serial number, service class, hardware state and software version.

1. Press **MENU** 10 times. The terminal displays "IDENTITY".

2. Press **VAL**. The terminal displays:

```
Y≡ 01
RFSI:
780 01 02
```

*Terminal address*

3. Press **▶**. The terminal displays:

```
Y≡ 01
SERIAL NO:
13180012
```

*Terminal serial number*

4. Press **▶**. The terminal displays:

```
Y≡ 01
SERVICE CLASS:
name
```

*Terminal service class*

5. Press **▶**. The terminal displays:

```
Y≡ 01
HARDWARE:
A 01
```

*Terminal hardware state*

6. Press **▶**. The terminal displays:

```
Y≡ 01
SOFTWARE:
TMR010101
```

*Terminal software version*

## CHOICE OF LANGUAGE (Optional)

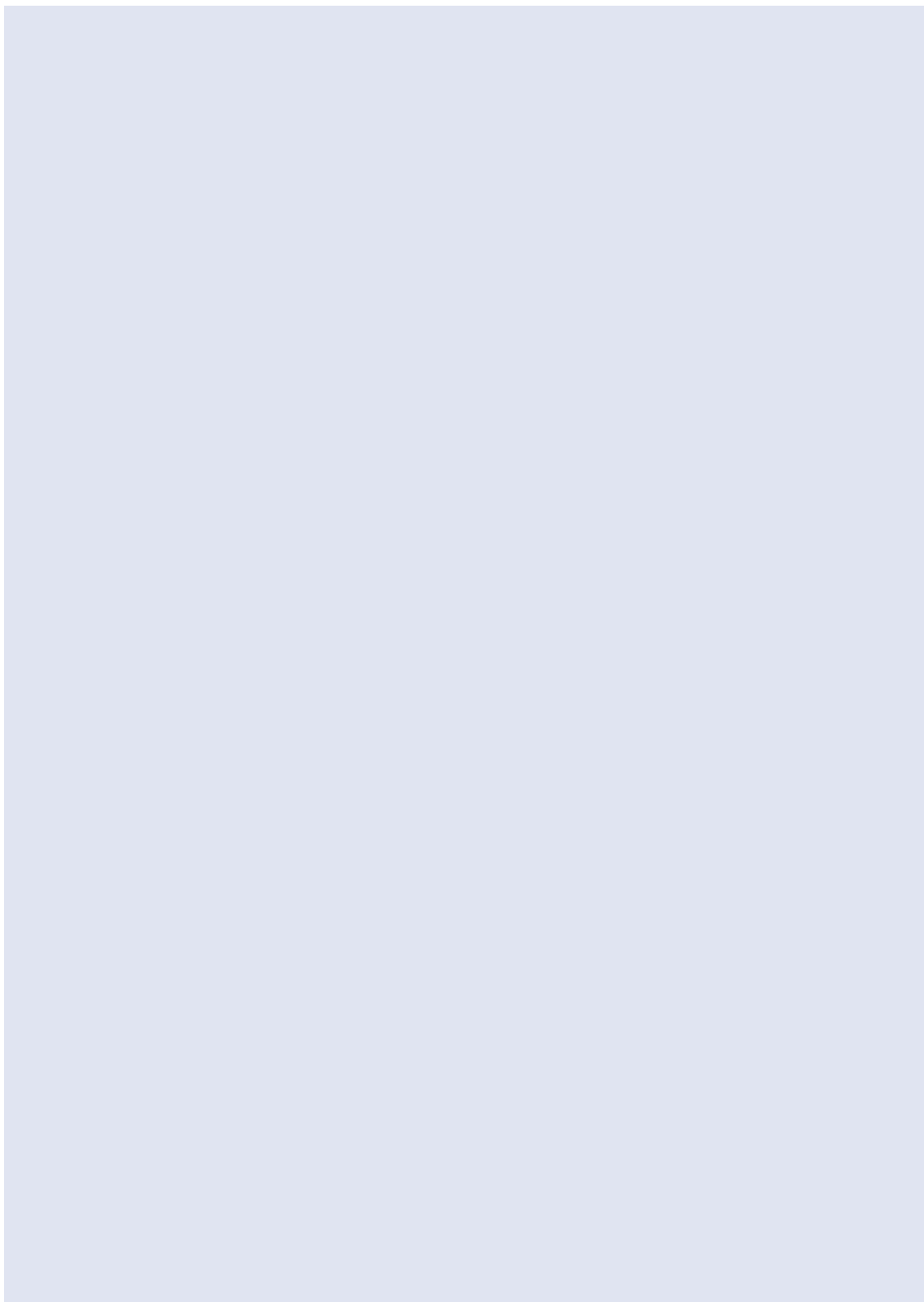
The **language** function allows you to choose the language in which messages are displayed on the terminal screen from the two languages available.

1. Press **MENU** 11 times. The terminal displays: "LANGUAGE: FRENCH?".

2. Press **VAL**. The terminal displays the second language available.

```
Y≡ 01
LANGUAGE
LANGUAGE 2
```

3. Press **VAL** to select the language displayed.



## Procedure in the event of a problem

***The display indicates "LOSS OF STATION"*** \_\_\_\_\_ 104

***An open channel or group has been lost*** \_\_\_\_\_ 105

***The call has been cut off*** \_\_\_\_\_ 107

***Other operating problems*** \_\_\_\_\_ 108

## Procedure in the event of a problem

### THE DISPLAY INDICATES "LOSS OF STATION"

#### 1- You were on standby or engaged in a private communication

The terminal displays:



The terminal has changed base station after moving about or after the  key has been pressed and held down (with the terminal on standby).

If the terminal was engaged in a private communication, this is interrupted. Repeat the call.

#### 2- you were on standby or engaged in a private call

The terminal displays:



You left the network coverage: you may be in a shadow area: **Move position.**

If the symbols  and  are displayed again: Make the call again.

If the symbols  and  are not displayed, you can communicate in direct mode (see Direct Menu chapter).

In an emergency, to make a direct mode emergency call: press and hold down  (red).

#### 3- you were engaged in a private or group call

The terminal displays:



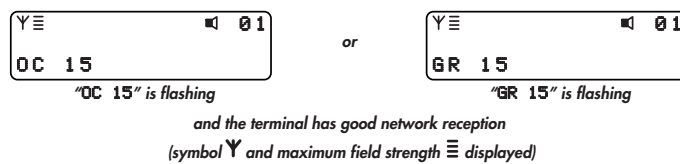
The link between the base station and the rest of the network has been interrupted. You are automatically switched to the LOCAL OPEN CHANNEL, and communication is established with all the terminals located under the same base station.

## Procedure in the event of a problem

### AN OPEN CHANNEL OR GROUP HAS BEEN LOST (Depending on the option)

#### 1- the open channel or group number is flashing

##### 1ST CASE



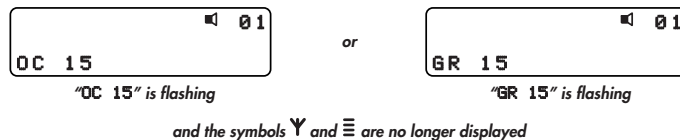
The call is no longer available: you are no longer within the coverage of your call or your open channel has been closed.  
The terminal stores in its memory the request to enter the call. It will automatically return to the call as soon as it becomes available again.

- You can try to **return** to the **original** communication:
  - **activate** the "PRFCIAL COM." function (see "OPTIONS" sub-menu in the Open Channel or Group Menu) and/or
  - **press and hold down** . This operation can be repeated regularly as you move about. The terminal will try to register with a base station which is part of the original group communication coverage, provided it is within range.
- You can **enter another** group communication:
 

**N.B.:** you exit the original communication.

  - **press** ,
  - **press** **twice**,
  - **scroll through** the available open channels or groups by pressing ,
  - **press** to enter the communication displayed.

##### 2ND CASE

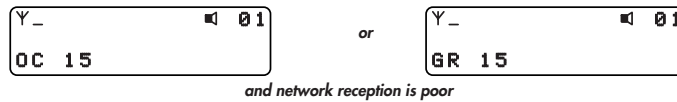


You have lost network coverage. **Move position in order to regain network coverage.**

- You can communicate in direct mode (see Direct Menu chapter).  
In an emergency, to make a direct mode emergency call: **press and hold down** (red).

## Procedure in the event of a problem

### 3RD CASE



You are unable to communicate.

**Move position in order to find better reception.**

If the "PRFCIAL COM." function is activated, you can deactivate it (see "OPTIONS" sub-menu in the Open channel or Group Menu): the terminal will favour radio reception criteria in relation to the selected call (you may lose the call you are engaged in).

- You can **communicate in direct mode** (see Direct Menu chapter).  
In an emergency, to make a direct mode emergency call: **press and hold down** ● (red).

### 2- the display indicates



Your request to talk in the open channel or talkgroup is refused because of network congestion.

- Try again** later.

### 3- the display indicates (Terminal in Group call mode)



Network resources are being used for other calls.

- Try again** later.

### 4- the terminal displays "OPEN CHANNEL"

Refer to P. **104**.

## Procedure in the event of a problem

### THE CALL HAS BEEN CUT OFF

*The terminal displays:*

- 1-  The operator called is unavailable.  
The call has been registered.
- 2-  The called party has been switched to a priority call:  
**call back later.**
- 3-  The called party has a radio link problem with  
the network: **call back later.**
- 4-  Network resources are being used for priority calls:  
**call back later.**  
In an emergency, send a FLASH call.  
△ This action may cut off the calls in progress.
- 5-  The terminal has a radio link problem with  
the network: **call back later.**
- 6- "LOSS STATION" Refer to P. 104.
- 7- "OPEN CHANNEL" Refer to P. 104.

## Procedure in the event of a problem

### OTHER OPERATING PROBLEMS

#### The terminal displays:

- 1-  The number (of the called party or open channel) is unknown to the network. **Enter another number.**
- 2-  The terminal is not registered with the network. **Wait until the registration symbol "Y" and the field strength "Ξ" are displayed before you can access network services.** Direct mode communications are possible.
- 3-  Access to the service requested is not authorised (service not available or barred when the terminal was customised).
- 4-  Access to the service requested is temporarily unavailable. **Try again later.**
- 5-  Available depending on the hardware version.  
The terminal has detected:
  - either a problem with the terminal's installation (no antenna, antenna not connected properly, terminal-antenna cable cut, etc.) or a radio problem in the terminal when it tries to transmit between 5W and 10W,
  - or
  - a very high temperature inside the transmitter/receiver unit (BER).
 The transmit level is automatically reduced to 5W to protect the BER. The terminal remains operational but with a reduced range. The message is automatically erased after a few seconds or immediately if **CLR** is pressed. Contact the technical support service or refer to the Terminal Technical Manual.

## Procedure in the event of a problem

- 6-  A configuration problem has been detected in the terminal.  
The code XX indicates the type of problem in digital form. **Refer to the Terminal Technical Manual for the various codes.** The terminal has access to direct mode.
- 7-  An operating fault has been detected.  
The code XX indicates the type of fault in digital form. **Refer to the Terminal Technical Manual for the various codes.** The terminal is no longer operational.
- 8-  The terminal radio pilot needs adjusting.  
The terminal is no longer operational. **Refer to the Terminal Technical Manual.**
- 9-  The terminal RAM battery is defective. **Refer to the Terminal Technical Manual.**
- 10-  Recharge the battery or replace it with a fully charged battery. **If the fault persists, refer to the Terminal Technical Manual.**

## Tips

### 01

To **reply** to a call, **press**  or **Push-to-talk**.

To **refuse** a call, **press** .

The call refused is stored unless it is an emergency call.

### 02

#### Last number redial function

To **redial** the last number called: **press** , then .

### 03

To **display** a call stored in the directory: **press**  and then enter the directory No.

To **make** the call: **press** .

### 04

To assign a **Flash** priority to your call: **press**  before making the call.

 This action may cut off the calls in progress.

### 05

To communicate in **direct mode**, **press** , then enter the channel number and **press** .

In direct mode:

- to remain in contact with the network: activate "NT MONIT" (see "OPTIONS" sub-menu in the Direct Menu),
- to break contact with the network: deactivate "NT MONIT".

### 06

To **enter an open channel call** or to **call a group**:

1. **Press** .

2. **Dial** the open channel or group No.

3. **Press** .

## 110

### 07

When a message indicating the opening of a new open channel is displayed,

- if you want to **enter** this open channel, **press** .
- If you want to **erase** the message: **press** .

## Tips

### 08

To **find out which open channels or groups are available**: press **GRP**, then **VAL** twice to access the list.

Scroll through the available open channels or groups by **pressing** **▶▶**.

To **enter** the open channel or group displayed: **press** **↵**.

### 09

**\* displayed (general call or priority scan)**

\* indicates that it is not possible to talk. You can only listen.

### 10

To **display** the **various calls** in a non-priority scan: **press** **▶▶** when the scan is searching.

### 11

To **erase** a display before its timeout: **press** **CLR**.

### 12

**In a Menu:**

To **exit** the menu: **press** **CLR**.

### 13

Each terminal has an address.

The address is a 9-figure number divided into 4 fields.

For example:

|                                                          |          |          |           |    |           |          |           |           |
|----------------------------------------------------------|----------|----------|-----------|----|-----------|----------|-----------|-----------|
| 780                                                      | 2        | 0        | 1100      | or | 780       | 2        | 00        | 104       |
|                                                          |          |          |           |    |           |          |           |           |
| 3 figures                                                | 1 figure | 1 figure | 4 figures |    | 3 figures | 1 figure | 2 figures | 3 figures |
| (the first 3 figures are the number of the Base Network) |          |          |           |    |           |          |           |           |

To make a call, only dial the field(s) which are different from your own address.

For example: if your address is 780 2 00 205, to call the address 780 2 10 563 you dial only 10 563.

## Definitions

### ***Anti-gossip***

The anti-gossip device cuts off transmission after 30 seconds (default value)

### ***Customisation***

The terminal is customised by the TPS (Terminal Programming Station). It consists in authorising or inhibiting access to certain functions available on the terminal. An inhibited function may be shown but disabled, or masked from the user.

### ***Group***

A group enables a set of terminals to communicate together when it is selected. A group has a single coverage area (associated with a single geographical coverage). A terminal with the group option operates either in Talkgroup mode or in Group call mode, depending on how it has been customised.

### ***Group communication***

The term "group communication" covers open channel, group (talkgroup or group call), scan, emergency open channel and general call communications.

### ***Non-priority scanning***

In non-priority scanning, the terminal switches over to one of the calls in the list as soon as it becomes active. Speech mode is activated in the active call or in the call associated with Push-to-talk.

### ***Open channel***

An open channel enables a group of terminals to communicate with each other "by entering" a pre-established communication (open). The open channel is established over a given geographical area.

### ***Preferred base network***

The default for the preferred base network (BN) is the home BN (the BN that appears in the terminal's address) or the BN number programmed in "Choice of preferred base network".

### ***Priority scanning***

With priority scanning, the first call in the list has priority. The terminal switches over to the priority call as soon as it becomes active and ignores all other calls. When the priority call is inactive, the terminal listens to other calls in the list. Speech mode is automatically activated in priority calls.

### ***Push-to-talk***

Long key on the left side of the microphone providing 2 functions: speak during a call or answer a call.

### ***Registration***

To communicate over the network, a radio terminal must be registered. In other words, the system must know the base station under which the terminal is located and the terminal's communication access rights.

### ***Scan***

The scan function enables users to listen in to several open channels or talkgroups in succession.

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### **COMPLIANCE OF EQUIPMENT TO EUROPEAN STANDARDS**



The equipment used for the configurations described in this document complies with the following European directive:

- "Radio Terminal and Telecommunications Equipment" (R&TTE) Directive no. 1999/5/CE.

Tests carried out have proven that the equipment complies with one or more of the following standards related to this directive: EN301489-05, EN55022, EN 55024, EN61000-3-2, EN61000-3-3, EN60950, or EN60335-1 and EN60335-29, EN300113-1/2 and recommendation 1999/519/CE (EMF).

During installation, the correct procedures must be followed in order to maintain compliance with European requirements.

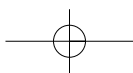
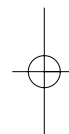
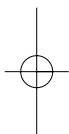
#### **MATRA NORTEL COMMUNICATIONS**

Rue Jean-Pierre Timbaud

B.P. 26

78392 Bois d'Arcy

Tél : (0)1 30 47 61 61 - Fax : (0)1 30 47 60 60



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