MOTOROLA

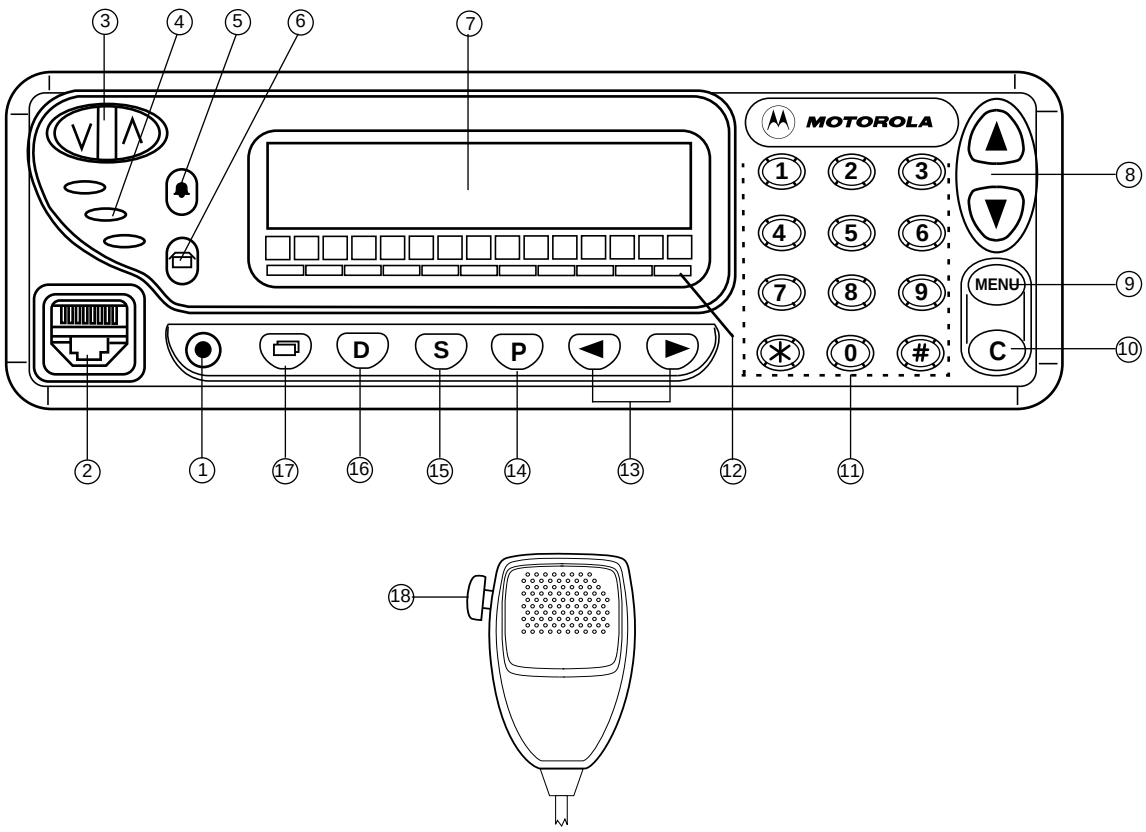
GM1200E

Mobile Radio

User Guide

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3
4
5
6
7
MOTOROLA
1
2
3
4
5
6
7
8
9
MENU
C
10
D
S
P
2
1
17
16
15
14
13
12
11

18

GM1200E User Guide

Contents

Page:

General Information 2
Radio Controls 2
Display Icons 3
Audio Tones 3
Turning the Radio On/Off 4
Menu Selection 4
Making a Call 5
- Shortform Dialling 5
- Fixed and Dynamic Groups 6
- Dedicated Calls 7
- Manual Dialling 7
- Last Number Redial 7
- Keypad Edit 7

Ending a Call 7
Cancelling a Call 7
Receiving a Call 8
- Receiving a Call on an OACSU System 8
- Receiving a Call on an FOACSU System 8

Page:

- Call in Absence 9
- Call Diversion 10
- External Alarm 10

Special Calls 11
- Short Data Messages (SDM) 11
- Status Calls 14
- Emergency Calls 15
- Priority Calls 15
- Broadcast Calls 15
- DTMF 15

Personality Selection 15
- MPT Mode 16
- Conventional Mode 16

Call Progress 17
- Call Progress-Sending 17
- Call Progress-Receiving 18
- Call Progress-Cancelling 18
- Call Progress-Ending 18

Safety Information 19
Computer Software Copyrights 19

General Information

This user guide covers the operation of the GM1200E Mobile Radio used on MPT1327 Trunked Radio Systems. Please note that the location of the system may affect the types of call which are available. The radio display prompts are available in various languages. Please consult your dealer for further information.

WARNING: **When installing or removing the mobile radio from the vehicle it must be switched off.**



Radio Controls

Numbers refer to the illustrations on inside covers.

1. **Radio ON/OFF**.
2. **Microphone connector**.
   When installing the microphone, turn the radio off and on again.
3. **Volume Up/Down Control**.
4. **LED Indicators**:
   Red: On when radio is transmitting
   Green: Flashes to indicate NO SERVICE.
5. **External Alarm Button**.
   Switches external alarm feature On/Off.
6. **Base Call Button**.
   For making calls to a commonly used, pre-programmed number.
7. **LCD Display**.
8. **Up/Down Scroll Buttons**.
   Shortform Dial/Call in Absence/SDM Selector
   or
   Channel Selector (conventional mode).
9. **Menu Button**.
10. **Clear/Edit**
    or
    Monitor Button (conventional mode).
11. **Numeric Keypad**.
    0 - 9 - for entering digits/selecting dedicated calls.
    (#) - for sending a call.
    (*) - call modifier for priority, broadcast, emergency and status calls.
12. **Volume Level Indicators**.
13. **Left/Right Scroll Buttons**.
    Used to view data message text in the SDM stack.
    Left = scroll up SDM, Right = scroll down SDM
14. **Personality Selection Button**.
15. **Status Button** for initiating a status call request.
16. **Data Button** for interrogating the data message stack or initiating a short data call request.
17. **Call in Absence Button** for interrogating the call in absence stack.
18. **Microphone PTT (Push To Talk)**.

Display Icons

- Scanning.
- Registered / Carrier Monitor selected (Conventional mode).
- Loudspeaker Open.
- Call present in Call in Absence Stack.
- External Alarm selected.
- Call in Progress.
- Data message(s) in the Data Message stack.
- Signal Strength indicator.

Audio Tones

High pitched tone ☐ Low pitched tone ■

Self test:  Sounded on power up.

Tone A:  Call clear indication.

Tone B:  Traffic channel allocated and PTT/Mic/ Loudspeaker enabled.

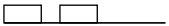
Tone C1:  System busy.

Tone C2:  Unavailable.

Tone C3:  Called party busy.

Tone C4:  Invalid number.

Tone D:  Call set up in progress, wait for further indications.

Tone E:  Incoming call, press PTT, then wait for further indications.

Tone F:  Transaction confirmed, called unit will call back.

Tone G:  Look at display for call set up or system information.

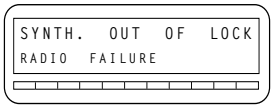
Tone H:  Invalid entry.

Key click:  Confidence tone when any key pressed/speech limitation warning.

Fail tone:  Hardware error/call timed out (conventional mode).

Turning the Radio ON/OFF

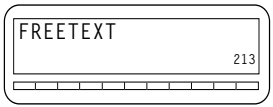
To switch the radio on, press and release the ON/OFF switch (1). The radio performs a self test and a high-pitched start-up test tone will be heard. The LED will light green. If the radio fails the self test a continuous low tone will sound and the display will show the type of fault:



until the radio is turned off by pressing the ON/OFF switch (1) again.

Note: If the radio fails the self test routine, consult your dealer.

When the self test is complete the radio will display:



where "213" is the identity of the radio.

After this text has been displayed, the radio will scan for system access with the LED flashing GREEN and the scanning icon ⇄ lit.

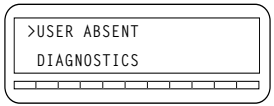
When a system is acquired, the green LED will go off and the scanning icon ⇄ will be replaced by the registered icon ⦸ .

Use the VOLUME control (3) to adjust the volume to a comfortable listening level, indicated by the volume bar below the display.

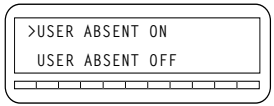
Menu Selection

There are two levels of menu, Level 1 allows you to choose between two options, User Absent and Diagnostics, and Level 2 which allows selection/de-selection (on/off) of the chosen option.

To enter the menu mode Level 1, press the MENU button (Menu) (9). The display shows:



Use the up/down scroll keys (8) to toggle between options indicated by the '>' icon on the left of the display.
Press the menu button (Menu) (9) to select the option and enter menu Level 2. The display shows:



Use the up/down scroll keys (8) to select/de-select (switch on/off) the option indicated by the '>' icon on the left of the display. Press the menu button (Menu) (9) to confirm selection.

Press the Clear/Edit button (C) (10) to return to menu Level 1 and press again to exit the Menu mode and return the radio to the IDLE STATE.

The options available for selection via the Menu mode are User Absent and Diagnostics.

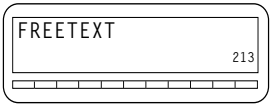
User Absent is used to inform the caller that you are unavailable to take the call. Missed calls are normally placed on the Call in Absence stack. The User Absent option is also programmable via the DPS. Whether selected manually or automatically the radio operation is identical in both cases. However if selected manually via the menu you must switch the feature off when normal radio operation is required, otherwise all incoming calls will be placed on the stack.

The Diagnostics option is for use by technicians and need not be entered in normal radio operation.

Making a Call

The radio is capable of making a variety of calls, including calls to individual radios, groups of radios and calls to private and public telephone systems.

Before you can make a call the radio must be in the IDLE STATE, i.e. a personality has been selected and no call is in progress (see "**Personality Selection**"). In the IDLE STATE the radio displays:



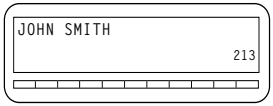
The radio can make calls by using **Shortform Dialling**, **Dedicated Calls** or **Manual Dialling**.

Shortform Dialling

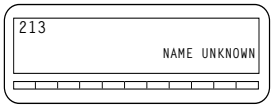
When the radio is in the IDLE STATE shortform dialling may be used. This allows quick access to up to 40 preprogrammed numbers of up to 20 digits using the Up/Down Scroll buttons (8).

Depending on the way your radio is programmed, the radio will display the alphanumeric alias, the number to be dialled or the position in the list. One of four tones may be associated with preprogrammed numbers, which will sound when the radio receives a call.

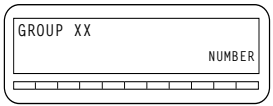
For example:



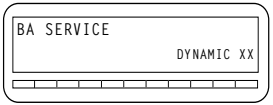
or



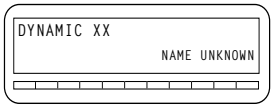
or



where XX indicates position in Fixed Group list.
or



where BA SERVICE is a Dynamic Group alpha alias.
or



where XX indicates position in Dynamic Group list.

The call request is sent either by pressing the PTT key (18) or (#).

If the Up/Down Scroll buttons (8) are operated for short form dialling, but no call request is sent, the display will be held until tone H sounds. The display will then revert to the IDLE STATE.

When the shortform dial number is displayed, it may be edited as described in the **Keypad Edit** section.

Fixed and Dynamic Groups

A **fixed** group is a group of users, the address (number) of which is pre-programmed into your radio by your dealer.

A **dynamic** group is a group of users, the address (number) of which is sent to your radio 'over air' at any time via the system controller. Therefore at any time you may become a member of a dynamic group, able to receive calls and (depending on how your radio is programmed) send calls to that group.

Incoming calls to fixed and dynamic group numbers are detailed in **Receiving a Call** and displayed under **Call Progress - Receiving**.

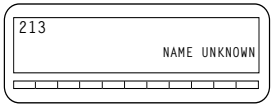
To make an outgoing call to a fixed or dynamic group address, use the Up/Down Scroll buttons (8) when the radio is in the IDLE STATE as detailed in **Shortform Dialling**.

Dedicated Calls

Dedicated calls can be made from either the Base Call button or from the keypad. Press the Base Call button to make a call to the most commonly used pre-programmed number or hold down one of the keypad keys (0 to 9) for a preset period to make a call to one of ten (1 of 10) preprogrammed numbers which are the first ten entries (1 to 9, 0=10) in the short form dial list. The selected number will be displayed and the conversation can go ahead.

Manual Dialling

To make a call enter the telephone number, the identity of the radio or group of radios via the keypad (11), e.g. "213" followed by (#) or PTT:



Last Number Redial

The last number dialled by the radio is stored in the memory of the radio. For status calls only the called number will be stored, not the status message. Partially entered numbers are also stored.

The stored number can be displayed when the radio is in the IDLE STATE. This number may be recalled by pressing the PTT key (18). The number may also be edited, see **Keypad Edit**.

Keypad Edit

Before a call is initiated the last digit may be deleted by pressing the clear/edit button (C)(10). Press the button again to delete the next digit and enter the correct digit. If the clear/edit button (C)(10) is pressed during a call, the call will be ended.

Ending a Call

A call should always be ended by pressing the clear button (C) (10), by replacing the microphone, or by dialling (*) (#). See "**Call Progress - Ending a Call"**.

Cancelling a Call

At any time while setting up a call it may be cancelled by pressing the clear button (C) (10) or by dialling (*) (#). See "**Call Progress - Cancelling a Call**".

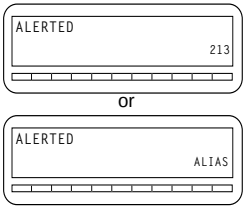
Receiving a Call

There are two types of systems on which the radio may be used, **Off Air Call Set Up (OACSU)** and **Full Off Air Call Set Up (FOACSU)**.

If you are in doubt about which system you are operating on, consult your dealer.

Receiving a call on an Off Air Call Set Up (OACSU) System

When the radio is called, tone D will sound and the display will change to:

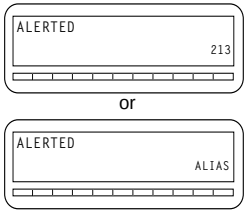


if the number is stored in the shortform dial list

This will be followed by tone B and the display will change to indicate the type of call being received. See "**Call Progress - Receiving**".

Receiving a call on a Full Off Air Call Set Up (FOACSU) System

When the radio is called, tone E will sound and the display will change to:



if the number is stored in the shortform dial list

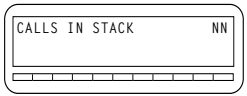
Press either the PTT or (#) key or lift the microphone to accept the call. Tone D will sound until a traffic channel is allocated then tone B will sound and the display will change to indicate the type of call being received. See "**Call Progress - Receiving**".

Note: The system may have a limited call time and the call may be terminated automatically if this call time is exceeded.

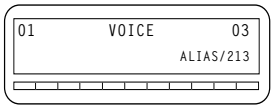
Call in Absence

If a call is not answered within a preprogrammed amount of time, the call will be stored by the radio. Up to ten calls can be stored. If the same radio calls more than once the call is only stored once. When ten calls have been stored by the radio, the eleventh call received overwrites the first.

When a call has been stored by the radio, tone G will sound every ten seconds and the display will show the identity of the calling party. The call in absence icon will be lit. If no calls are answered, the display will show the number (NN) of calls which are stored in the stack:

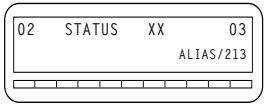


To view the calls in the stack, press the call in absence button (17). The call in absence display will look like this:

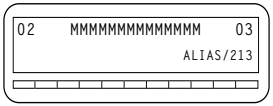


where "01" indicates the position in the stack, “03” indicates the number of calls in the stack and "213" is the number or Alias the name of the calling party.

For status calls the call in absence display will look like this:



or



if the associated text message is stored in the radio

where "02" indicates the position in the stack, “03” indicates the number of calls in the stack and "213" is the number, or Alias the name of the calling party. In addition, the status number (XX) or message (MMMM) is displayed.
The most recent call stored by the radio will be on position "01". Operate the Up/Down Scroll buttons (8) to display any other calls in the stack.

Press either the PTT or (#) key to make a call. On a successful call set-up, the entry is automatically deleted from the stack. Unanswered calls may be deleted from the stack at any time by pressing and holding the clear button (C) (10) for a pre-defined period.

To exit the Call in Absence stack, press the call in absence button (17).

Note: The calls in the stack are not deleted when the radio is turned off. It is not possible to call back status calls.

Call Diversion

Incoming speech calls or status calls can be diverted either from your radio (initiated by pressing ⊛ 4 1) or from another radio (initiated by pressing ⊛ 4 4).

When the radio is in the IDLE STATE, call diversion can be initiated by pressing:

⊛ 4 1 (or 4) ⊛ to divert all calls

⊛ 4 1 (or 4) 1 ⊛ to divert speech calls only

⊛ 4 1 (or 4) 2 ⊛ to divert status calls only

followed by the ID of the receiving radio and #.

Examples:

Pressing ⊛ 4 1 ⊛ 2 3 4 #

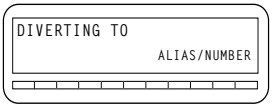
will divert all calls from your radio to the radio with the ID "234".

Pressing

⊛ 4 4 ⊛ 2 3 4 ⊛ 4 3 2 #

will redirect all calls to the radio with the ID "234" to the radio with the ID "432".

If a call is made to a radio whose calls are currently being diverted, tone D will sound and the display of the calling radio will change to:



A call will then automatically be set up to the radio which is receiving the diverted calls.

Cancel call diversion by pressing

4 1 followed by 1 or 2, if necessary or # 4 4 followed by 1 or 2, if necessary, and ⊛ "ID".

Press # 4 5 to cancel calls redirected to your radio.

External Alarm

The external alarm feature activates the vehicle horn and/or lights to inform you when a call is being received. The feature can be programmed for all incoming calls or incoming individual calls only.

Press the external alarm button (5) to turn the external alarm feature on and the 🔔 icon will be lit.

Press the external alarm button again to turn it off.

Please contact your dealer for further information.

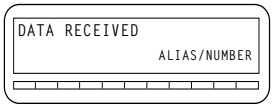
Special Calls

Short Data Messages (SDM)

Short data messages may be set up, sent and received using the radio keypad and controls. Outgoing data messages from the keypad are limited to numeric data only in any combination of up to 20 characters (which include address information and data selection characters).

Receiving Short Data Messages

On receiving an SDM, tone G sounds and the display shows:



The data message icon ⇥ is lit whenever SDMs are in the data message stack, i.e. displayable, unless the message display has been turned off (refer to **Displaying Incoming Data**).

Displaying Incoming Data

The short data message display can be switched ON and OFF using the keypad controls as follows:

- Enter (*) 23000 (#) to turn **OFF** the incoming short data display.
- Enter (*) 23001 (#) to turn **ON** the incoming short data display.

The SDM display defaults to ON, however the option setting is retained when the radio is switched off.

Note: This feature is important if the radio is being used with external data terminal equipment (DTE), to prevent loss of data messages.

With the SDM display set to ON, on reception of a valid SDM, either it can be displayed by the radio and/or passed to external DTE. In either case, the SDM is received and accepted (acknowledged) by the radio. Only if the SDM is of an un-displayable format AND the external DTE is disconnected, is the SDM rejected by the radio.

With the SDM display set to OFF, on reception of a valid SDM, it will not be added to the data message stack for display, but passed to the external DTE, which if accepted will be acknowledged by the radio.

However, if the DTE is not present e.g. disconnected, the SDM is rejected by the radio. In this case the SDM will not be accepted (acknowledged) by the radio and will not be lost.

Summary

If using the radio only, the SDM display should be set to **ON**.

If using the radio with external DTE which is permanently connected in normal use, the SDM display should be set to **ON**.

If using the radio with external DTE which may be disconnected in normal use, then set the display to **OFF** prior to disconnecting the external DTE to avoid SDM loss.

Storing SDMs

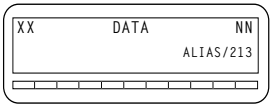
Incoming SDMs are stored on receipt in the Short Data Message stack. Up to ten SDMs can be stored by the radio. The data message icon is lit whenever SDMs are in the stack.

SDMs are not stored when the radio is switched OFF.

Interrogating the SDM stack

To interrogate the SDM stack, with the radio in the idle state, press the Data button (16) to enter the SDM stack interrogate mode.

The first entry in the stack will be displayed as shown in the following example:



where XX indicates the position in the stack, NN is the total number of messages in the stack and Alias/213 is the number of the calling party.

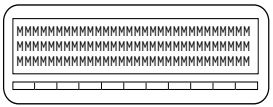
To scroll through the other entries in the stack use the Up/Down Scroll buttons (8).

To exit the data message stack interrogate mode press the Data button (16).

Note: You must exit the data message stack interrogate mode to put the radio in the idle state in order to make other calls.

Displaying/Scrolling SDMs

To view the entire data message corresponding to the the currently selected stack entry, press either the Left or Right Scroll button (13). The display shows:



Use the Left Scroll button to scroll upwards through the message and the Right Scroll button to scroll downwards. The display shows as many complete words as the display allows, on a 3-line basis. Further lines are

displayed using the Left/Right Scroll buttons until the entire message has been read. To return to the stack, press either the Up or Down Scroll button.

Deleting Messages from the SDM Stack

Pressing either Clear button (C) (10) or keypad keys (*)(#) will delete the currently selected SDM from the stack. The radio returns to the SDM stack interrogate mode after each deletion until the last message is deleted when the display returns to the idle state and the SDM icon ↦| is extinguished.

Status replies to an SDM

Where an SDM contains a calling party number, the radio can respond with a status message.

From the SDM stack interrogate mode or SDM scrolling mode, press the status key (S) (15). The radio will exit the data mode and enter the dialling state for example:



The status digits can then be specified as in normal status mode.

Making an SDM Call

SDM calls may be set up in one of three ways, via the data key (D), manually via the keypad or via the shortform dialling feature.

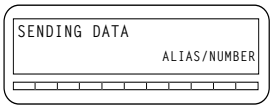
To make an SDM call via the data key, select the desired address as detailed in Making a Call, press the (D) key (16) followed by the data message string which may only consist of digits (0-9).
i.e. ADDRESS ((D)) DATA

To make an SDM call via the keypad, enter (*)(2)(*) followed by the data message string (digits 0-9), press (*) followed by the desired address as described in **Making a Call**.
i.e. (*)(2)(*) DATA (*) ADDRESS

To make an SDM call via the shortform dialling feature, select the pre-programmed address and send the message as detailed in **Shortform Dialling**.

Note: The maximum data message size is limited to 20 characters which includes address information and data selection characters.

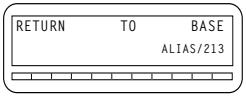
On making an SDM call the display shows:



Status Calls

Receiving a Status Call

A status is a code for transmitting prearranged messages. For example, status "05" may indicate "Return to base". When the radio receives a status call, tone G will sound and the display changes to:



if status text programmed in radio

or



if status text NOTprogrammed in radio

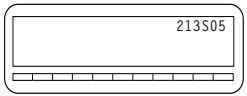
where 213 may be replaced by an alias.

Making a Status Call

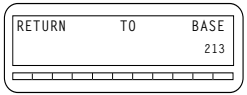
Status calls may be initiated in two different ways, via the **status key** Ⓢ (15) or **manually** via the keypad (11).

In order to make a status call **via the status button**, choose the desired address as described in **Making a Call**. Then press the status button Ⓢ (15), followed by two status digits.

The display then changes to:

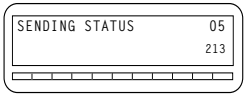


or



if status text is enabled

On pressing the PTT or # the display shows:



The status number may be edited by using the clear/ edit key Ⓒ (10), please refer to **Keypad Edit**.

To initiate a status call **via the keypad** (11) enter Ⓐ Ⓞ then enter the status e.g. "05" followed by Ⓐ and the desired address. In this case the status message relating to the status number is not displayed.

In both cases the call is handled as described in **Making a Call**.

Making an Emergency Call

If provided by the system, the user can dial a preprogrammed emergency number via the keypad (11). Please contact your dealer for further information.

A dialled number may also be given an emergency priority by prefixing the required number by (*)(9)(*). The call is then initiated as previously described. The display changes are described in "**Call Progress - Sending**".

Making a Priority Call

A priority call allows you to gain priority over other users of the system when requesting a call. Priority calls are indicated by prefixing the required number by (*)(8)(*). The call is then initiated as previously described. The display changes are described in "**Call Progress - Sending**".

Making a Broadcast Call

A broadcast call allows you to make broadcast calls to groups of radios. Broadcast calls are indicated by prefixing the required number by (*)(1)(1)(*). The call is then initiated as previously described. Note that on a broadcast call only the calling radio can talk and there is no indication that any units have received the call.

DTMF

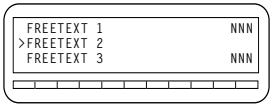
DTMF means Dual Tone Multi Frequency and is used when the radio is required to operate in a radio system with an interface to telephone systems.

The access code for DTMF is system dependent, please contact your dealer for further information.

Enter the access code. To generate the DTMF tones press and hold the PTT (18) while entering the desired number.

Personality Selection

The radio may be programmed with a number of different personalities. To change personality press the personality selection button (P)(14). Select the personality using the Up/Down Scroll buttons (8). When the desired personality is shown, select by pressing the Personality Selection button (P)(14):

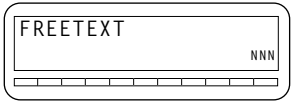


where FREETEXT 1, 2 and 3 are personality text strings programmed into the radio. Each FREETEXT text string can be an MPT or conventional personality.

Only MPT text strings contain the unit number (NNN).

MPT Mode

On selection of an MPT personality, the display shows:

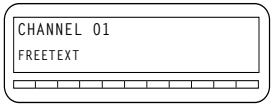


where NNN is the unit number and FREETEXT is the pre-programmed text string of the selected personality.

Conventional Mode

In the conventional mode the radio operates as a standard two-way radio.

On selection of a conventional personality as described above, the display shows:



where 01 is the channel number and FREETEXT is the pre-programmed text string of the selected personality.

Use the Up/Down Scroll buttons (8) to display the desired channel for the selected personality.

Prior to transmission always make sure that the channel is free (red LED not flashing). Press the PTT key (18) to transmit, release it to listen. The red LED lights while the radio transmits and flashes if the channel is busy.

Some channels may be monitored for activity by pressing the monitor button (10). The icon will be lit until the channel is changed or the monitor button (10) is pressed again. The icon will also light briefly when the microphone is taken out of its holder, indicating that monitor is automatically selected for a short duration. Please consult your dealer for further information.

In the conventional mode the radio is equipped with a time out timer. A speech limitation warning will sound a few seconds before the transmitter is switched off. The call timed out tone will sound, until the PTT is released.

To generate the DTMF tones press and hold the PTT (18) while entering the desired number.

Call Progress

Call Progress - Sending

Tone	Display	Comment
D	CALLING 213	Trying to connect call
D	PRIORITY CALLING 213	Priority call sent, modifier *8* used
D	DATA CALLING 213	Data Call initiated
D	EMERGENCY CALLING 213	Emergency call sent, modifier *9* used
B	VOICE/DATA XXX 213	Voice or Data call can proceed
G/D	QUEUED 213	Call queued on system
D	DIVERTING TO 213	Calls to called unit have been diverted
C2	UNOBTAINABLE 213	Call unobtainable
C2	UNAVAILABLE 213	Unit unavailable, call set-up abandoned
C4	213 INVALID NUMBER	Incorrect number
C1	SYSTEM BUSY	System busy, try again
D	ALERTING 213	Alerting called unit
C3	ENGAGED 213	Called unit is busy
F	WILL CALL BACK 213	Called unit will call back
C2	CALL FAILED NNN	Call failed, try again
C2	TIMED OUT 213	Call request timed out. Check service is available
	followed by CALL FAILED NNN	
H	SCANNING 213	System access lost, try again
	followed by CALL FAILED NNN	

Call Progress - Receiving

Tone	Display	Comment
D	ALERTED NNN	A call is being received on **OACSU**
E	ALERTED NNN	A call is being received on **FOACSU**. Press PTT or "#" or lift microphone to accept call
D/E	EMERGENCY ALERTED NNN	Emergency call being received
G	DATA ALERTED NNN	Data call being received
B	VOICE/DATA XXX NNN	Call from radio in your fleet, may be individual or group call
B	VOICE/DATA XXX INTERFLEET	Call from radio in another fleet
B	VOICE/DATA XXX TELEPHONE	Call from public telephone system
B	VOICE/DATA XXX PABX	Call from private telephone system
B	VOICE/DATA XXX UNKNOWN PARTY	Call from unknown party
B	DYNAMIC XX NAME UNKNOWN	Dynamic Group call received (maybe alpha alias)
B	VOICE/DATA XXX SYSTEM WIDE	Call to all radios in use on the system
B	BROADCAST XXX NNN	Broadcast call received, user reply not permitted

Call Progress - Cancelling a call

Tone	Display	Comment
D/G	CANCELLING NNN	Call successfully cancelled by user

Call Progress - Ending a call

Tone	Display	Comment
G	CALL ENDED NNN	Another call can now be made

Note: in the above displays,
XX is the position in the Group/Dynamic list
XXX is the elapsed time counter
NNN is the calling (unit) number or alias

Safety Information

Exposure To Radio Frequency Energy

Your Motorola Two Way Radio, which generates and radiates radio frequency (RF) electromagnetic energy (EME) is designed to comply with the following National and International Standards and Guidelines regarding exposure of human beings to radio frequency electromagnetic energy:

European Committee for Electrotechnical Standardisation (CENELEC) :

ENV 50166-1 1995 E	*Human exposure to electromagnetic fields Low frequency (0 Hz to 10 kHz)*
ENV 50166-2 1995 E	*Human exposure to electromagnetic fields High frequency (10 kHz to 300 GHz)*
Proceedings of SC211/B 1996	*"Safety Considerations for Human Exposure to EMFs from Mobile Telecommunication Equipment (MTE) in the Frequency Range 30MHz - 6 GHz."(EMF - Electro-Magnetic Fields)*

U.S. and International Standards :

Federal Communications Commission Report and Order No. FCC 96-326 (August 1996)

American National Standards Institute (C95.1 - 1992); National Council on Radiation - Radiation Protection and Measurements (NCRP-1986);

International Commission on Non-Ionizing Radiation Protection (ICNRP-1986)

Mobile Radio operation and EME Exposure

To assure optimal radio performance and to ensure that your exposure to radio frequency electromagnetic energy is within the guidelines in the above standards, always adhere to the the following procedures :

- ☐ **DO NOT** transmit unless people are inside the vehicle, or if outside the vehicle are at least 60cm (2 feet) away from the antenna.

Mobile Antenna Installation

A vehicle antenna must be installed external to the vehicle and in accordance with the requirements of the antenna manufacturer/ supplier and with instructions in the Radio Installation Manual.

Control Station Operation

When radio equipment is required to operate as a control station it is important that the antenna is installed outside the building and away from places where people may be in close proximity.

Operational Warnings

To ensure personal safety, please observe the following rules:

- ☐ **DO NOT** hold the transmit (PTT) key in when not actually desiring to transmit.
- ☐ **DO NOT** allow children to play with any radio equipment containing a transmitter.
- ☐ **DO NOT** operate radio whilst driving. It should also be noticed that the use of a hand held microphone while driving could constitute an offence under the Road Traffic Regulation.
- ☐ **DO NOT** place objects, including portable or mobile two-way radios, in the area over the air bag or in the air bag deployment area. An air bag inflates with great force. If improperly installed or placed wireless equipment is in the air bag deployment area and the air bag inflates, serious injury could result.

Computer Software Copyright

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Notes