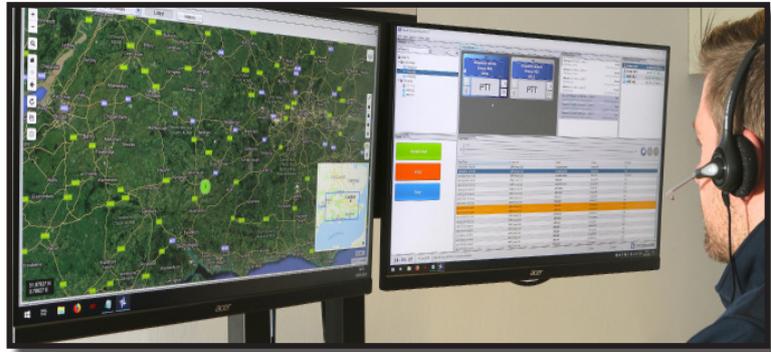




# DISPATCH CONSOLE

The Crosswire Dispatch console is a very flexible server / client based dispatch console for analogue and digital two way radio fleets. The solution can be configured in a large number of ways - either hosted within a clients enterprise or within the cloud. The console offers a lot more than just a voice interface. An operator can locate, message, alert or view live camera feeds within one or multiple windows. Crosswire also offers a platform that will allow enterprises to integrate new technologies such as PTT over cellular or satellite communications.



CROSSWIRE



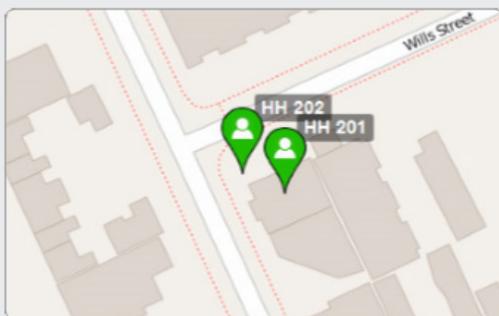
## VOICE DISPATCH

Group Call: calls to a group of terminals on the network.  
 Private Call: calls to a single terminal.  
 Broadcast Call: one way calls to a group of terminals on the network.  
 Emergency Call: all call types can be configured to establish an emergency event with visual and audible indicators.



## MESSAGING

Private Message: text message to a single terminal.  
 Group Message: text message to a group of terminals. Texts can be pre-canned and selected from a list or free form written.  
 Off-line messages: private messages to terminals that are not connected to the network can be delivered when connected.



## MAPPING

In-built mapping allows the use of customer owned GIS systems in addition to open source mapping data.  
 Multiple map layers: enabling the use of different GIS information sources at the same time. Radio terminals are displayed with last known locations: these are provided either by manually polling or routine polling by the radio system.  
 Emergency events automatically centre and zoom map to the duress terminal: dispatchers can also easily locate and dispatch the nearest radio user.

Call Time	Call Type	Caller
14/07/2015 13:47:13	DMR Group Call	Dispatch-admin
14/07/2015 13:47:00	DMR Group Call	HH 201 (3)
14/07/2015 13:46:57	DMR Group Call	HH 201 (3)
14/07/2015 13:46:51	DMR Group Call	Dispatch-admin
14/07/2015 13:46:48	DMR Group Call	HH 201 (3)
14/07/2015 13:46:34	DMR Group Call	HH 202 (4)
14/07/2015 13:46:29	DMR Group Call	HH 202 (4)
14/07/2015 13:46:34	DMR Private Call	Dispatch-admin
14/07/2015 13:46:04	DMR Private Call	HH 201 (3)
14/07/2015 13:44:43	DMR Group Call	HH 202 (4)
14/07/2015 13:44:37	DMR Group Call	Dispatch-admin
14/07/2015 13:44:30	DMR Group Call	Dispatch-admin
14/07/2015 13:44:13	DMR Private Call	HH 202 (4)

**AUDIO + EVENT RECORDING**

Audio Recording: All group communication is recorded and available for instant playback. Audio recordings are time stamped and stored on the Crosswire server.

Call Logging: All call and message events are logged with radio terminal, time and duration identifiers.

Event Logging: System events and parameters are logged and available for review by the dispatcher. Log information can be easily filtered by call and event type, message type and location for rapid review by the dispatcher. Optional Tait VRP recording to record all network traffic for private and group calls.



**GEOFENCING + LONE WORKER**

Geofences can be established for specific operational areas. Mapping tool allows for circle, rectangle or free form defined geofence areas. Text messaging/tasks can be triggered on geofence breach. Tasks can be a pre-recorded audio file: for example to automatically play an audible warning for a “no-go” area.

Lone Worker: the console driven Lone Worker function can be triggered on geofence breach. This enhances worker safety without the user having to remember to set the radio into this operating mode. Crosswire will automatically require a response from the user - if not received an emergency event is triggered.



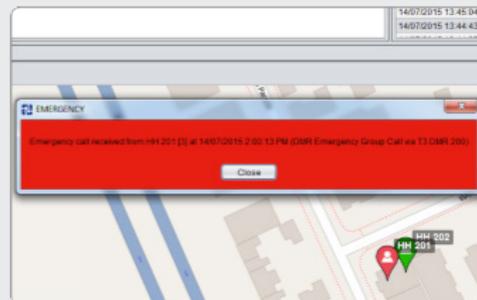
**TASK SCHEDULER**

Provides a highly flexible and configurable method for the automated payout of pre-recorded audio files. Tasks are activated by a simple software button push by the dispatcher.

Task payout can be configured for interval and duration.

Tasks can be played out on single or multiple groups.

Tasks can be used for emergency and blast tones for mine sites, or as an automated response from the dispatcher when busy.



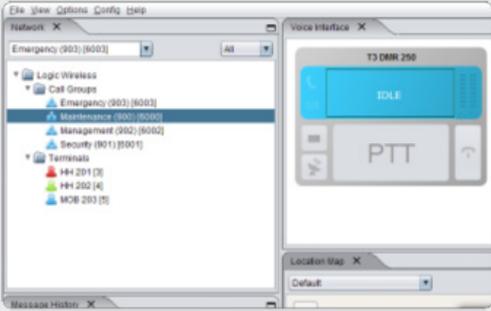
**USER SAFETY: EMERGENCY EVENTS**

Emergency events can be triggered by radio terminal button press or lack of response to a Man Down/Lone Worker feature (radio or console activated).

The emergency event will provide a distinct audible and visual alert to the dispatcher that requires interaction to clear the event.

The dispatcher can locate the nearest radio to the duress radio using the integrated mapping, and dispatch that user to assist.

Emergency event information is recorded in the event log and audio can be replayed at any time.



**USER INTERFACE**

Layout: the dispatch user interface is highly configurable - key feature panels can be moved, hidden and resized to suit an individual's requirements.  
 Colours and Fonts : all key colours and fonts can be changed; tailoring the interface for different operational environments.  
 Sounds: customer-specific audio files can be used for alarms, alerts and acknowledgments  
 Role specific: different dispatch roles may have different user interface requirements; these can be accommodated easily with different user access rights.



**SUPPORTED RADIO SYSTEMS**

Analogue: requires use of base mobile and RoIP gateway.  
 Hytera DMR Tier II: direct IP connection to repeater.  
 Tait DMR Tier II: direct IP connection to Tait node controller (AIS).  
 Tait DMR Tier III: direct IP connection to Tait node controller (AIS).  
 Other systems or configurations may be supported: please contact your local reseller for more information.



# CROSSWIRE TECHNICAL SPECIFICATIONS

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## SERVER REQUIREMENTS

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<b>Hardware</b>	2 GHz Intel XEON processor or equivalent
	A minimum of 2GB RAM
	250MB hard disk plus additional storage for voice recording
	Network Interface supporting 100Mbps, 1 Gbps recommended
<b>Software</b>	<b>Operating system</b>
	Microsoft Windows Server 2003 or later
	Mac OS / X Lion or later
	Linux
	<b>Java Runtime</b>
	V7 or greater - server JVM recommended

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## CLIENT REQUIREMENTS

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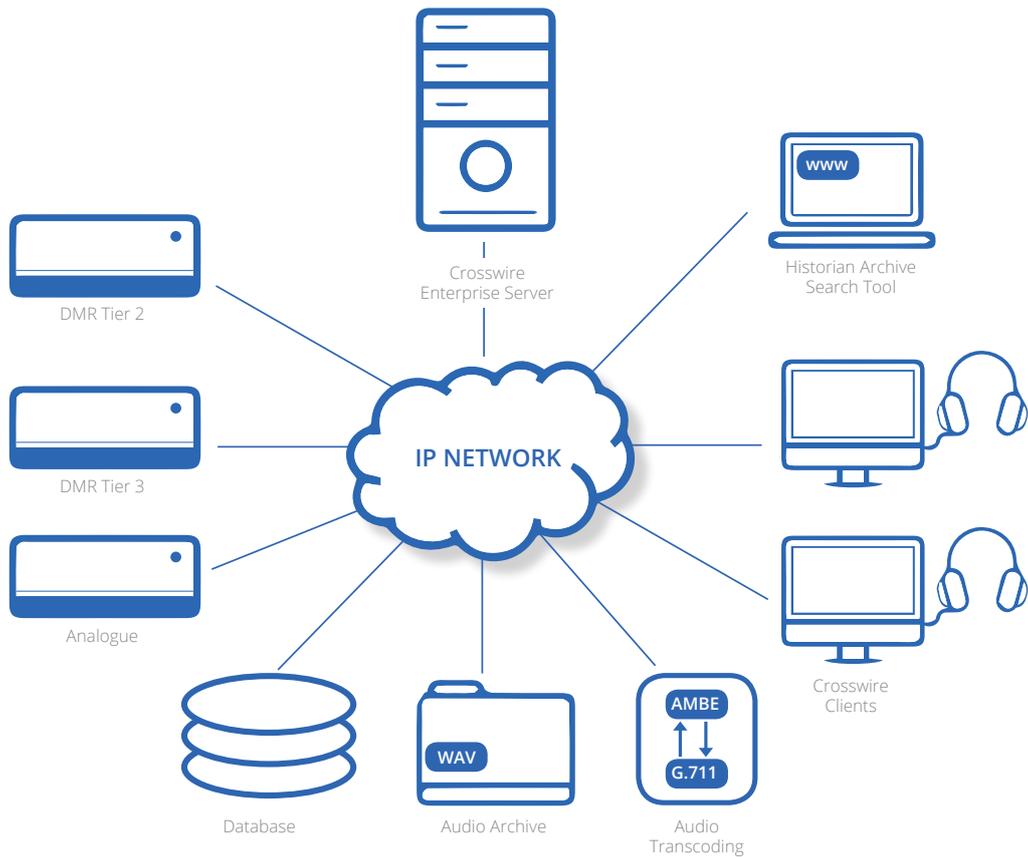
<b>Hardware</b>	2 GHz Intel Pentium processor or equivalent
	A minimum of 2GB RAM
	250MB hard disk space
	Network Interface supporting 100Mbps, 1 Gbps recommended
	Stereo sound card supporting 16bit capture and playback @ 8KHz or greater
	Desktop speaker or headphones (stereo)
<b>Software</b>	<b>Operating system</b>
	Microsoft Windows XP or later
	Mac OS / X Lion or later
	Linux
	<b>Java Runtime</b>
	V7 or greater - client JVM recommended
<b>IP Networking</b>	Network protocols - IP, TCP, RTP, SIP, SNMP
	Vocoders - G.711 (uLAW), G729a, Speex
	Transcoding
	Jitter Buffering
	QoS by traffic class (ToS)

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# CROSSWIRE SYSTEM OVERVIEW

## SUPPORTED SYSTEMS

	Analogue conventional radio
<b>Radio Systems</b>	Analogue MPT radio DMR
<b>Telephone Systems</b>	POTS - via 3rd party IP PBX with line interface card VoIP - via 3rd party IP PBX



CROSSWIRE

## CONTACT DETAILS

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<a href="http://www.logicwireless.com.au">www.logicwireless.com.au</a>		P: 1800 993 873		<a href="mailto:sales@logicwireless.com.au">sales@logicwireless.com.au</a>
<a href="http://www.logicwireless.co.nz">www.logicwireless.co.nz</a>		P: 03 384 6010		<a href="mailto:sales@logicwireless.co.nz">sales@logicwireless.co.nz</a>