

TRBOnet Enterprise/PLUS Alarm Management User Guide

Version 6.0

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1 Introduction

1.1 About This Guide

This document is intended for administrators setting up evaluation and proof-of-concept deployments of MOTOTRBO Dispatch over IP solutions. The document describes how to configure and use the Alarm Management feature.

1.2 About TRBOnet

TRBOnet is a suite of professional applications for MOTOTRBO digital two-way radio networks. TRBOnet manages voice and data communication paths across network endpoints. It provides a unified graphical dispatcher workbench interface for the entire range of workforce fleet management tasks.

For more information about TRBOnet products, refer to our [website](#).

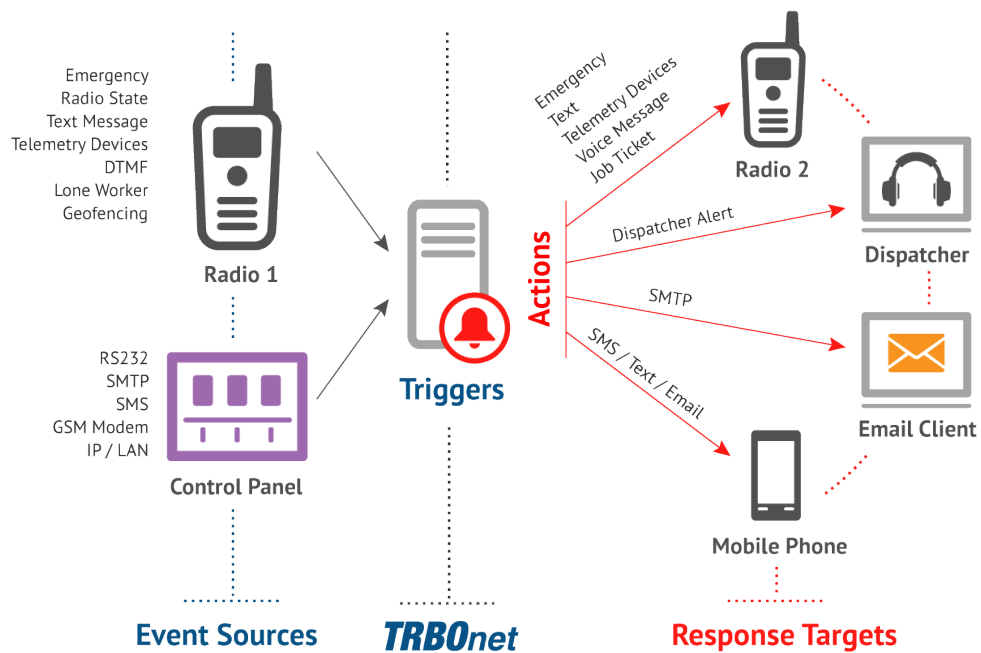
1.3 Contacts

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Americas	+1 872 222 8726	support@trbonet.com — technical support
APAC	+61 28 607 8325	https://trbonet.com/kb/ — online knowledge base

2 Overview

The Event/Alarm Management feature allows you to create rules for Alarms, Emails, Notifications, Text Messages to radios, and other events. When a configured rule is executed, the appropriate action(s) will start.

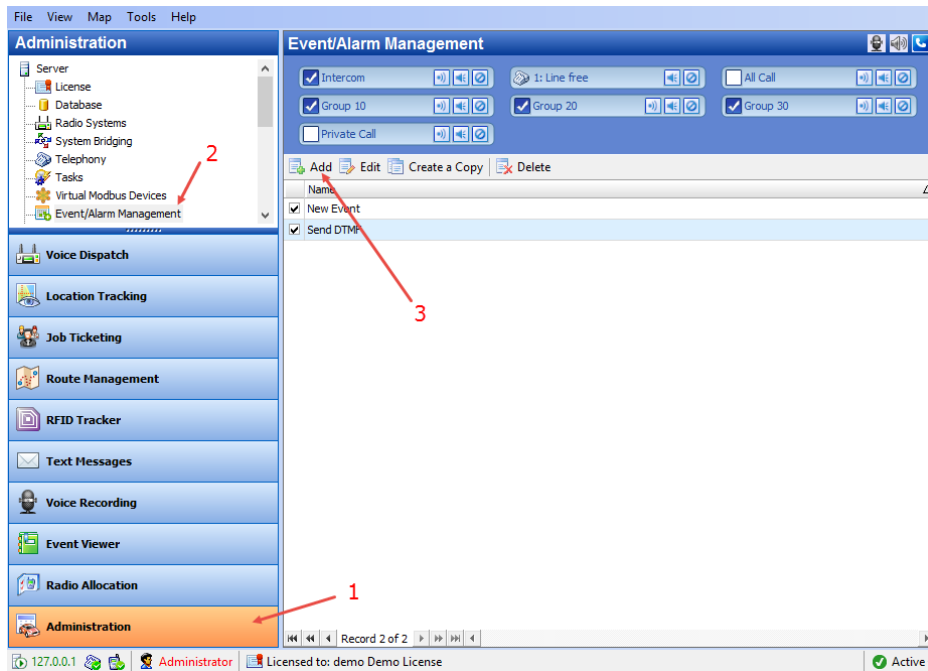
For example, an external application sends some text data, which contains the text "alarm", to TRBOnet software. The text "Alarm" is configured as the rule to start sending a predefined voice message (for example, "Alarm in Sector N") to selected radios (for example, the group "firemen"). As a result, the group "firemen" are notified about an emergency condition.



3 Configuring Rules

This section describes how to configure rules for a variety of events.

- Go to **Administration** (1), **Event/Alarm Management** (2) to configure Event/Alarm Management:



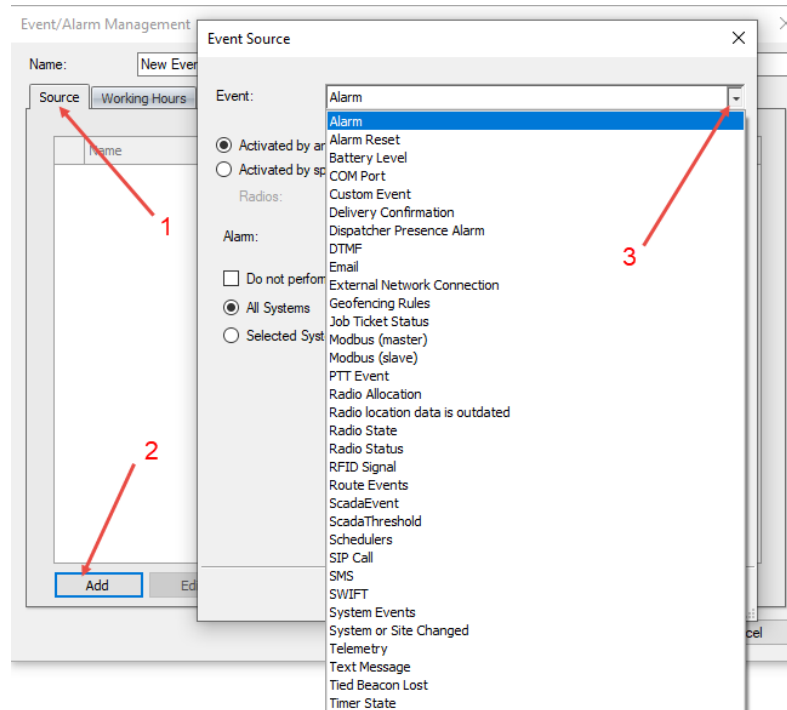
- Click **Add** (3) to add a new Event/Alarm Management rule.

Note: The administrator can also create a copy of the existing Event/Alarm Management rule. Select a rule in the list and click the **Create a Copy** button. The system will create a copy of the rule with the same configuration parameters.

- **Name**
Enter a name for the rule.

3.1 Events

- On the **Source** tab (1), click **Add** (2) to add a new event source for the rule.



- **Event**

From the drop-down list (3), select the event to set for the rule.

The following events can be added to the rule:

3.1.1 Alarm

This event is triggered when an alarm is received from the radio.

- **Activated by any radio**
An alarm is triggered on/for any radio in the system.
- **Activate by selected radios only**
An alarm is triggered on/for selected radios in the system.
- **Alarm**
 - **Emergency Alarm**
An Emergency alarm is received from the radio.
 - **Man Down**
A Man-Down alarm is received from the radio.
 - **No Movement**
A No-Movement alarm is received from the radio.
 - **Lone Worker**
A Lone-Worker alarm is triggered for the radio.

- **Crash Detect**
A Crash-Detect alarm is received from the radio.
- **Geofencing**
A Geofencing alarm is triggered for the radio.
- **RFID Tracker**
An RFID alarm is triggered for the radio.
- **All**
Any of the above-listed alarms is triggered on/for the radio.
- **Do not perform if radio is in alarm mode**
Select this option to not perform the associated action upon receiving a repeated alarm from the radio.
- **All Systems**
An alarm is triggered on all radio systems.
- **Selected Systems**
An alarm is triggered on selected radio systems.

3.1.2 Alarm Reset

This event is triggered when the alarm is reset on the radio(s).

- **Activated by any radio**
An alarm is reset for any radio in the system.
- **Activate by selected radios only**
An alarm is reset for selected radios in the system.

3.1.3 Battery Level

This event is triggered when the specified battery level is reached on the radio or smartphone.

TRBOnet Software for option boards as well as mobile apps like TRBO.SOS or Mobile Client are capable of sending the battery charge level of a radio or a mobile device respectively to the dispatch software. Radios equipped with non-Impres batteries can only report a Low Battery status. Impres batteries determine the remaining capacity as a percentage except when a radio is being charged. Depending on the version, TRBO.SOS and Mobile Client apps are also able to send information about the battery percentage to TRBOnet.

Update intervals

Radios with option boards update their battery status depending on the Reports configuration that can be changed via Swift CPS.

Mobile apps send the battery information as soon as they are connected to TRBOnet. After successful connection, mobile apps pass the battery level to the server with every location update, voice transmission and text message.

Regardless of its activity, a mobile app will update the battery charge level when it goes down to 90%, 80%, 70%, 60%, 50%, 40%, 30%, 20%, 15%, 10%, 5%.

- **Activated by any radio**
A pre-defined low battery threshold level is reached on any radio in the system.
- **Activate by selected radios only**
A pre-defined low battery threshold level is reached on selected radios in the system.
- **Battery level is less than or equal to**
Select this option and enter the level, in percent.
- **Low Battery warning (non-Impres batteries)**
Select this option if the radio is equipped with a non-Impres battery.

3.1.4 COM Port

- **COM Port**
Select the COM Port connection configured in TRBOnet Server.
- **Regular Expression**
Enter the text or characters that the external application data must contain.

3.1.5 Custom Event

- **Event ID**
Enter the ID of the event.

3.1.6 Delivery Confirmation

- **Activated by any radio**
A delivery is confirmed/not confirmed on any radio in the system.
- **Activate by selected radios only**
A delivery is confirmed/not confirmed on selected radios in the system.
- **Text message delivered**
Text message delivery is confirmed.
- **Text message not delivered**
Text message delivery is not confirmed.
- **Telemetry delivered**
Telemetry delivery is confirmed.
- **Telemetry not delivered**
Telemetry delivery is not confirmed.

3.1.7 Dispatcher Presence Alarm

- **All Dispatchers**
A presence alarm is triggered for any of the dispatchers.
- **Selected Dispatchers**
A presence alarm is triggered for selected dispatchers only.

3.1.8 DTMF

- **Activated by any radio**
A specific DTMF command is received from any radio.
- **Activate by selected radios only**
A specific DTMF command is received from selected radios in the system.
- **Command**
Enter a DTMF command.

3.1.9 Email

- **Sender**
Enter the sender of an email.
- **Recipient**
Enter the recipient of an email.
- **Regular Expression**
Enter the text or characters that the email must contain.

3.1.10 External Network Connection

- **Connection**
Select the TCP/IP connection configured in TRBOnet Server.
- **Regular Expression**
Enter the text or characters that the external application data must contain.

3.1.11 Geofencing Rules

This event is triggered when one or all of the Geofencing rules is triggered for the selected radio(s).

- **Activated by any radio**
A Geofencing rule is triggered for any radio.
- **Activate by selected radios only**
A Geofencing rule is triggered for selected radios in the system.
- **All Rules**
Any of the Geofencing rules is triggered.
- **Selected Rules**
Only selected Geofencing rules are triggered.

3.1.12 Job Ticket Status

This event is triggered when the job ticket status changes to the selected status.

- **Statuses**
Select the job ticket status(es).

3.1.13 Modbus (master)

This event is triggered when the specified memory cell on the connected Modbus device being polled by TRBOnet Server holds the specific value.

- **Connection**
Select the Modbus master connection configured in TRBOnet Dispatch Console.
- **Table**
Select the Modbus table.
- **Address**
Enter the memory address on the Modbus device.
- **Value**
Enter the value that is held in the specified memory address.

3.1.14 Modbus (slave)

This event is triggered when the connected Modbus device sends a command to write the specified value to the specific memory cell.

- **Connection**
Select the Modbus slave connection configured in TRBOnet Dispatch Console.
- **Table**
Select the Modbus table.
- **Address**
Enter the memory address on the Modbus device.
- **Value**
Enter the value to be written to the specified memory address.

3.1.15 PTT Event

This event is triggered when the PTT button is pressed (the specified number of times during the specific time interval) on the radio.

- **Activated by any radio**
The PTT button is pressed on any radio.
- **Activate by selected radios only**
The PTT button is pressed on selected radios.
- **PTT Press**
Enter how many times the PTT button must be pressed.
- **Interval**
Enter the time interval during which the specified number of PTT presses must occur.

3.1.16 Radio Allocation

This event is triggered when the radio is taken/returned by the user(s) by signing in/out.

- **Activated by any radio**
The selected user takes/returns any radio.
- **Activate by selected radios only**
The selected user takes/returns selected radios.
- **Users**
Select the user(s).
- **User took radio**
Select this option to trigger the event when the user takes the radio.
- **User returned radio**
Select this option to trigger the event when the user returns the radio.
- **User failed to take radio**
Select this option to trigger the event when the user fails to take the radio.

3.1.17 Radio location data is outdated

This event is triggered when location data from the radio(s) is outdated.

- **Activated by any radio**
The event is triggered from any radio.
- **Activate by selected radios only**
The event is triggered from selected radio(s) only.
- **Monitoring**
Select which location data (GPS, Beacon, or both) to consider.
- **Interval**
Enter the time interval, in seconds, during which location data are not received from the radio(s).
- **Online radios only**
Select this option so that only online radios will be considered.

3.1.18 Radio State

This event is triggered when the radio changes its status (online/offline, fixed/lost GPS, detected/lost beacon).

- **Activated by any radio**
The event is triggered from any radio.
- **Activate by selected radios only**
The event is triggered from selected radio(s) only.

Select one or more of the following options:

- **Radio is detected as offline**

- **Radio is detected as online**
- **Radio gets a GPS fix**
- **Radio loses a GPS fix**
- **Radio detects a beacon**
In addition, select the beacon(s) to be detected by the radio.
- **Radio loses a beacon**
In addition, select the beacon(s) to be lost by the radio.

3.1.19 Radio Status

This event is triggered when the radio gets the specified **Status**.

3.1.20 Radio System or Site Changed

This event is triggered when the radio enters or leaves the coverage area of the specified radio system or site.

- **Activated by any radio**
The event is triggered for any radio.
- **Activate by selected radios only**
The event is triggered for selected radio(s) only.
- **Events**
In the list, select which event to be triggered: when the specified radio system is **Detected** by the radio or **Left** by the radio.
- **System**
Click the **Add** link below and select the available radio system.

3.1.21 Route Events

This event is triggered when various route events occur (route started/finished, waypoint attended/not attended, etc.).

- **Activated by any radio**
The event is triggered for any radio.
- **Activate by selected radios only**
The event is triggered for selected radio(s) only.
- **Events**
In the list, select the route event(s) to be triggered.
- **All Routes**
The event is triggered for all routes.
- **Selected Routes**
The event is triggered for selected routes only.

3.1.22 SCADA Event

This event is triggered when a certain SCADA tag equals (is less, greater, less or equal, greater or equal) a certain value.

- Click the **Add** button.
- Select the tag, the relation symbol and the value.

3.1.23 SCADA Threshold

This event is triggered when a certain SCADA tag's value exceeds the defined threshold.

- **Tag**
Select the tag from the drop-down list.
- **Error State**
Choose this option to trigger the event when the tag's value falls into the error state.
- **Default State**
Choose this option to trigger the event when the tag's value falls into the default state.
- **Custom Threshold**
Choose this option to trigger the event when the tag's value exceeds the specified threshold.

3.1.24 Schedulers

This event is triggered when the selected schedulers are started.

- **Scheduler**
Select the scheduler(s) in the list.

3.1.25 SIP Call

This event is triggered when there is an incoming call from the specified Caller ID.

- **Caller SIP ID**
Enter the SIP ID of the caller. Note that an empty ID means that the event will be triggered when there is an incoming call from any SIP ID.

3.1.26 SMS

This event is triggered when there is an incoming SMS.

- **Activated by any phone**
The event is triggered for an incoming SMS from any phone number.
- **Activate by selected phones only**
The event is triggered for an incoming SMS from the selected phone number(s).

- **Phones**

Populate the list of phone numbers by using the **Add** button.

- **Text Contains**

Enter the text that must be present in the SMS message to trigger the event. Leaving this box blank means that the message may contain any text.

3.1.27 SWIFT

This event is triggered when a Low Battery event or one of the Swift commands is received from the radio(s).

- **Activated by any radio**

The event is triggered for any radio.

- **Activate by selected radios only**

The event is triggered for selected radio(s) only.

- **Event**

Select the Swift command from the drop-down list.

- **Description**

Enter a description of the event.

3.1.28 System Events

This event is triggered when one or more of the following system events are triggered.

- **Lost connection to master device**
- **Restored connection to master device**
- **Failover (primary server disconnected)**
- **Failback (primary server reconnected)**
- **Swift Agent alarm**
- **Other system events**

3.1.29 Telemetry

This event is triggered when a telemetry command is received from the radio.

- **Activated by any radio**

The event is triggered when receiving telemetry from any radio.

- **Activate by selected radios only**

The event is triggered when receiving telemetry from selected radio(s) only.

- **VIO**

Enter the VIO-pin on the radio.

- **Command**

From the drop-down list, select the command for the selected VIO.

3.1.30 Text Message

This event is triggered when a text message is received from the radio.

- **Activated by any radio**
The event is triggered when receiving a text message from any radio.
- **Activate by selected radios only**
The event is triggered when receiving a text message from selected radio(s) only.
- **Text Contains**
Enter the text that must be present in the text message to trigger the event. Leaving this box blank means that the message may contain any text.
 - **Only if contains attachments**
Select this check box to trigger the event only if the message has attachments.

3.1.31 Tied Beacon Lost

This event is triggered when a beacon tied to the radio is lost by that radio.

- **Activated by any radio**
The event is triggered when any radio loses the tied beacon.
- **Activate by selected radios only**
The event is triggered when only selected radio(s) lose the tied beacon.

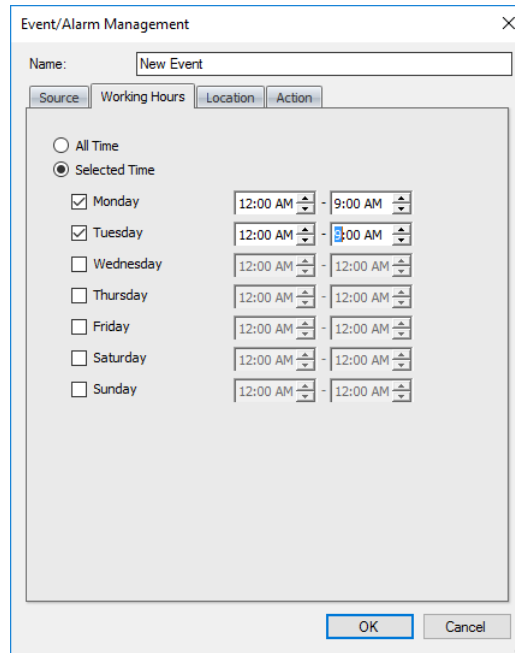
3.1.32 Timer State

This event is triggered when the timer state changes.

- **Activated by any radio**
The event is triggered when any radio changes the timer state.
- **Activate by selected radios only**
The event is triggered when only selected radio(s) change the timer state.
- **Timers**
In the list, select the timer(s).
- **Timer States**
In the list, select the desired timer state(s).

3.2 Working Hours

- Click the **Working Hours** tab to set the time at which the rule will be valid.



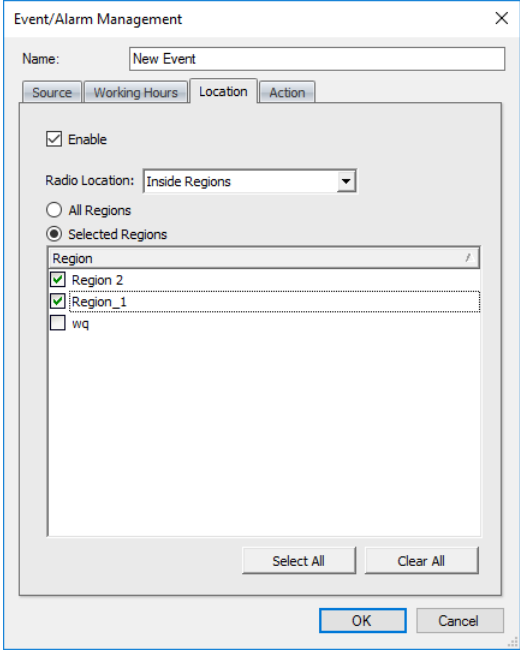
- **All Time**
Choose this option so that the rule will be valid all the time.
- **Selected Time**
Choose this option so that the rule will be valid on the selected days of the week at the specified time.
 - Select the days of the week and specify the working hours.

3.3 Location

- Click the **Location** tab to set the regions inside or outside of which the rule will be valid.

When a region(s) is (are) selected, the events specified in the **Source** tab must take place inside/outside the selected region(s) to start the action(s).

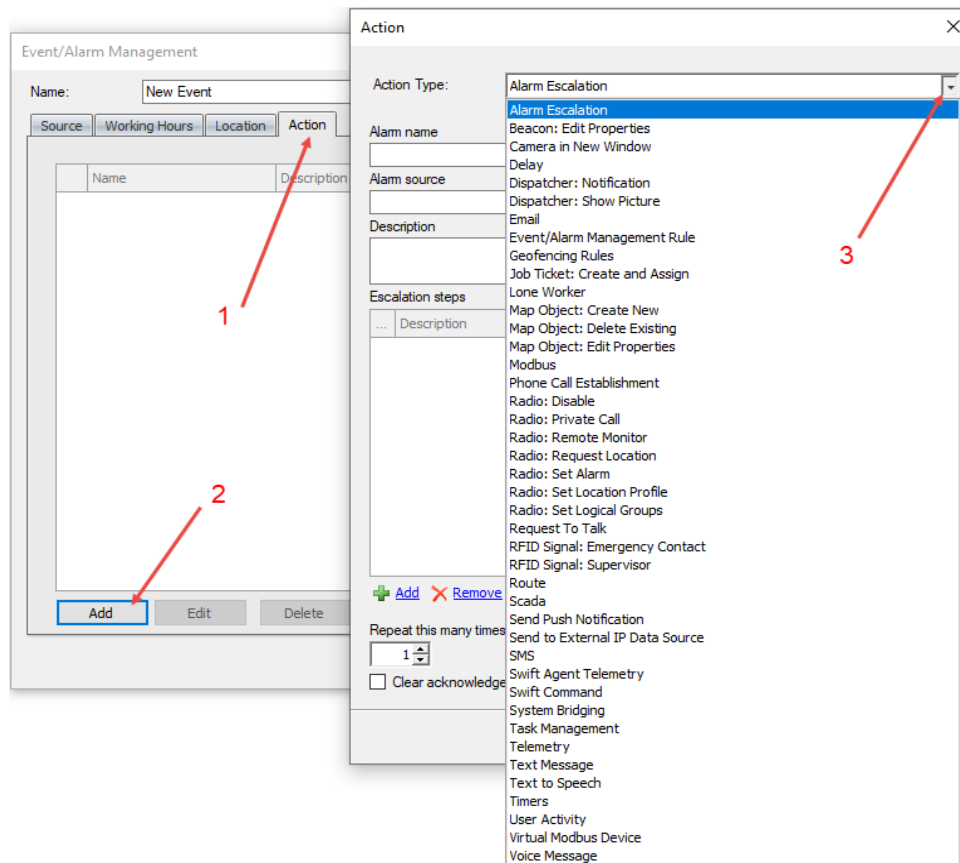
Note: When **COM Port** and/or **External Network Connection** are selected as the event source, the **Location** rule should not be used.



- **Enable**
Select this option to apply **All Regions/Selected Regions** to the rule.
- **Radio Location**
From the drop-down list, select whether the rule will be valid **Inside Regions** or **Outside Regions**.
- **All Regions**
Choose this option to apply the rule inside/outside all map regions.
- **Selected Regions**
Choose this option to apply the rule only inside/outside selected regions.
 - **Region**
In the list, select the region(s).

3.4 Actions

- Click the **Action** tab (1) to set actions for the rule.
In the Actions list, the administrator can add and configure the action types to be started when the events configured and selected in the **Source** page are triggered.
- Click **Add** (2) to add an action:



- **Action Type**

From the drop-down list (3), select the action type.

The following actions can be added to the rule:

3.4.1 Alarm Escalation

- **Alarm name**
Enter the name of the alarm to be escalated.
- **Alarm source**
Enter the radio or other device that is the source of the alarm.
- **Description**
Enter the description for the alarm escalation.

Note: You can also add variables like %RADIO_ID% and %RADIO_NAME%, which will be automatically substituted with the corresponding 'Radio ID' or 'Radio Name' when the radio is the alarm source.

- **Escalation steps**

- Click the **Add** link and from the drop-down menu select the type of the escalation step.

- **Text Message**

- ✓ **Duration**

Enter the time period allocated for the step.

- ✓ **Radios**

In the list, select the radio(s) that will receive the text message.

- ✓ **Text message**

Enter the text of the text message.

- Acknowledgement code**

Click this link to add an acknowledgement code to the text.

- ✓ **Stop escalation if alarm is acknowledged**

Select this option so that the alarm escalation will be stopped as soon as at least one user has acknowledged the alarm.

In the box below enter the code that will be used as an acknowledgement code for the alarm.

Or, select the **Auto-generate codes** option, and in the

Number of digits box enter the desired number of digits to be used in the auto-generated acknowledgement code.

- **Voice Call**

- ✓ **Duration**

Enter the time period allocated for the step.

- ✓ **Call Type**

From the drop-down list, select the call type (Group Call, Private Call, or Phone Call)

- ✓ **Channel**

If the Group Call is selected above, select the radio channel through which to make the voice call.

- ✓ **Target**

Select the call target which depends on the type (radio group, radio, or phone number).

- ✓ **Prerecorded announcement**

Choose this option and then click either **Load from file** or **Record message**.

- ✓ **Text to Speech**
Choose this option and enter the text to be converted to speech.
Acknowledgement code
Click this link to add an acknowledgement code to the text.
- ✓ **Stop escalation if alarm is acknowledged**
Select this option so that the alarm escalation will be stopped as soon as at least one user has acknowledged the alarm.
In the **DTMF code** box below enter the code that will be used as an acknowledgement code for the alarm.
Or, select the **Auto-generate codes** option, and in the **Number of digits** box enter the desired number of digits to be used in the auto-generated acknowledgement code.
- **Email**
 - ✓ **Duration**
Enter the time period allocated for the step.
 - ✓ **Recipients**
From the drop-down list, select the recipients of the email message.
 - ✓ **Subject**
Enter the subject of the email message.
Acknowledgement code
Click this link to add an acknowledgement code to the subject.
 - ✓ **Message**
Enter the text of the email message.
Acknowledgement code
Click this link to add an acknowledgement code to the text.
 - ✓ **Stop escalation if alarm is acknowledged**
Select this option so that the alarm escalation will be stopped as soon as at least one user has acknowledged the alarm.
In the box below enter the code that will be used as an acknowledgement code for the alarm.
Or, select the **Auto-generate codes** option, and in the **Number of digits** box enter the desired number of digits to be used in the auto-generated acknowledgement code.
- **Telemetry**
 - ✓ **Duration**
Enter the time period allocated for the step.
 - ✓ **VIO**
Enter the VIO-pin on the radio.
 - ✓ **Command**
From the drop-down list, select the command for the selected VIO.

- ✓ **Recipients**
In the list, select the radio(s)/radio group(s) to which to send the Telemetry command.
- ✓ **Stop escalation if alarm is acknowledged**
Select this option so that the alarm escalation will be stopped as soon as at least one user has acknowledged the alarm.
In the boxes below, select **VIO** and **Command** that will be used for acknowledgement.
- **Pause**
 - ✓ **Duration**
Enter the time period for the pause.
- **Repeat this many times**
Enter the number of times to repeat the specified escalation steps until someone acknowledges the alarm.
- **Clear acknowledged alarms**
Select this option so that the acknowledged alarms be cleared from the display.

3.4.2 Beacon: Edit Properties

- **Beacon**
Select the beacon whose properties will be modified.
- **Name**
Enter the new name for the beacon.
Click links below to add specific fields to the beacon name.
- **Description**
Enter the new description for the beacon.
Click links below to add specific fields to the beacon description.

3.4.3 Camera in New Window

- **Dispatchers**
In the list, select the dispatcher(s) for whom to display the window.
- **Cameras**
From the drop-down list, select the camera to be displayed in the window.

3.4.4 Delay

- **Interval**
Set the time interval, in seconds, for a delay between actions.

3.4.5 Dispatcher: Notification

- **Dispatchers**
In the list, select the dispatcher(s) for whom to display the notification.

- **Always show**
Select this option so that the dispatcher won't be able to hide the visibility of the notification dialog box.
- **Severity**
From the drop-down list, select the notification severity ('Information', 'Warning', or 'Alarm').
- **Text**
Enter the text of the notification.
- **Variables**
Click the fields to add them to the notification text.

3.4.6 Dispatcher: Show Picture

- **Dispatchers**
In the list, select the dispatcher(s) for whom to display the specified image file.
- **Load**
Click this link and locate the desired image file (PNG, JPG, TIFF, GIS) on your computer. The specified image file will be displayed in the box above the link.
- **Description**
If necessary, add a description of the image.
- **Variables**
Click the fields to add them to the description.

3.4.7 Email

- **Recipients**
In the list, select the email group(s) to which the email message will be sent.
- **Attachments**
From the drop-down list, select how to process attachments if this action is assigned to the Text Message event which is triggered only if the test message has attachments (see section [3.1.30, Text Message](#)).
 - **No actions**
Select this option not to resend attachments in the email.
 - **Send when all files available**
Select this option to send the attachments in one email once they are all uploaded to the server.
 - **Send each file separately**
Select this option to send the attachments in separate emails as soon as each attachment is uploaded to the server.
- **Subject**
Enter the subject of the email message.

- **Variables**
Click the fields to add them to the email subject.
- **Text**
Enter the text of the email message.
- **Variables**
Click the fields to add them to the email text.

3.4.8 Event/Alarm Management Rules

In the table of available Event/Alarm Management rules, select actions for the rules:

- **Enable** to enable the rule.
- **Disable** to disable the rule.
- **Toggle** to toggle the rule state.
- **Execute** to execute the rule's action.

3.4.9 Geofencing Rules

In the table of available Geofencing rules, select actions for the rules:

- **Enable** to enable the rule.
- **Disable** to disable the rule.
- **Toggle** to toggle the rule state.

3.4.10 Job Ticket: Create and Assign

- **Enable Deadline**
Select this option and enter the ticket's **Deadline** (in minutes, hours, or days).
- **Recipients**
In the list, select the radio(s)/radio group(s) to which to assign the ticket.
- **Send to source radio**
Select this option to assign the ticket to the radio that triggered the source event.
- **Notify on status changes**
Select this option to send notifications to Dispatchers, Email and/or SMS groups when a Job Ticket status changes.
- **Notify if ticket is not accepted within**
Select this option to send notifications to dispatchers, Email and/or SMS groups if a radio does not accept the Job Ticket within the time specified in the box below.
- **Notification List**
Click this link and choose the recipients of selected notifications.

- **Assign tickets to groups via selected systems**
Select this option and in the list below, select the radio system(s).
- **Description**
Enter the description of the ticket.
- **Variables**
Click the fields to add them to the ticket description.

3.4.11 Lone Worker

- **Radios**
In the list, select the radio(s).
- **Source Radio**
Select this option to also set the Lone Worker task for the radio that triggered the source event.
- **Lone Worker**
In the list, select the Lone Worker task(s). Or, click the plus button on the right to create a new Lone Worker task.
- **Action**
Select whether to **Start** or **Stop** the selected Lone Worker task(s).

3.4.12 Map Object: Create New

- **Type**
Select the object type.
- **Name**
Enter the name of the created object.
Click links below to add specific fields to the object name.

3.4.13 Map Object: Delete Existing

- **Delete only automatically created map objects**
Select this option to delete only those map objects that were created automatically.
- **Radius**
Specify the radius, in meters. There will be deleted only those map objects that are located within this radius around the radio that triggered the source event.

3.4.14 Map Object: Edit Properties

- **Map Object**
Select the map object to be edited.
- **Name**
Enter the new name for the map object.
Click links below to add specific fields to the object name.

- **Description**
Enter the new description for the map object.
- **Additional parameters**
Select the new object type, if a point object is to be edited.
Select the new color, fill and transparency, if the object is a region or a route.

3.4.15 Modbus

- **Connection**
Select the Modbus master connection.
- **Slave ID**
Enter the Slave ID of the Modbus device.
- **Type**
Select the Modbus data type.
- **Address**
Enter the memory address whose value to set.
- **Value**
Enter the value to set to the specified address.

3.4.16 Phone Call Establishment

Called Party

- **Call Type**
Select the called party (Group Call, Private Call, Phone Call, or Intercom).
- **Channel**
If the Group Call is selected above, select the radio channel through which to make the phone call.
- **Target**
Select the call target which depends on the type (radio group, radio, phone number, dispatcher or dispatcher group).
- **Priority**
Select the priority of the radio call.

Caller

- **SIP ID**
Enter the SIP ID of the caller.
- **Play audio**
Select this option to play the audio message, and then select one of the following:
 - **Recorded Audio Message**
Choose to either:
 - **Load form file**

or:

- **Record message**
- **Text to Speech**
Choose this option and enter the text to be converted to speech.
Click links below to add specific fields to the text.

3.4.17 Radio: Disable

- **Radios**
In the list, select the radio(s) to be disabled.
 - **Source Radio**
Select this option so that the radio that triggered the source event will be disabled.
- **Enable**
Select this option and enter the time period, in minutes, after which the radio(s) will be enabled again.
- **Reason**
Enter the reason for disabling the radio(s).
- **Variables**
Click the fields to add them to the reason text.

3.4.18 Radio: Private Call

- **Radio**
From the drop-down list, select the radio to which to make a private call.
 - **Source Radio**
Select this option so that a private call will be made to the radio that triggered the source event.
- **Dispatchers**
In the list, select the dispatcher(s) who will be prompted to make a private call to the specified radio.
 - **Online Dispatchers**
Select this option so that only online dispatchers will be prompted to initiate a private call to the specified radio.
- **Description**
Enter the text that will be displayed in the dialog box prompting the dispatcher to make a private call to the radio.
- **Variables**
Click the fields to add them to the notification text.

3.4.19 Radio: Remote Monitor

- **Radio**
From the drop-down list, select the radio on which to activate the microphone in hidden mode (remote monitor duration – 30 sec.)
 - **Source Radio**
Select this option so that the microphone will be activated on the radio that triggered the source event.

3.4.20 Radio: Request Location

This action will send a location request to the radio that triggered the source event.

3.4.21 Radio: Set Alarm

This action will set an alarm for the radio that triggered the source event.

3.4.22 Radio: Set Location Profile

- **Radios**
In the list, select the radio(s) for which to set the location profile.
 - **Source Radio**
Select this option so that the location profile will also be set for the radio that triggered the source event.
 - **Radios in Alarm**
Select this option so that the location profile will also be set for the radios that are in Alarm mode.
- **Action**
Select whether to Start or Stop Location Trigger.
- **Location Profile**
Select the location profile to set for the selected radio(s).
- **Perform forcibly**
Select this option so that the location trigger will be restarted, regardless of whether it has already been started.

3.4.23 Radio: Set Logical Groups

Select the logical groups to assign to the radio(s) that triggered the source event.

3.4.24 Request To Talk

This action will send a request to talk to all dispatchers or selected dispatcher group.

3.4.25 Route

- **Route**
From the drop-down list, select the route to assign to the radio and start.
- **Radio Owner**
From the drop-down list, select the radio user.
- **Radio**
Select the radio to which to assign the route.
 - **Source Radio**
Select this option so that the route will be assigned to the radio that triggered the source event.
- **Dispatcher**
Select the dispatcher that will track the route.

3.4.26 SCADA

- **Tag**
Select the tag to which to set the value.
- **Value**
Enter the value to set to the selected tag.

3.4.27 Send Push Notification

- **Radios**
In the list, select the select the mobile device(s)/radio group(s) to which to send the push notification.
 - **Send to source radio**
Select this option so that the push notification will also be sent to the mobile device that triggered the source event.
- **Sender**
From the drop-down list, select the dispatcher who will send the push notification.
- **Subject**
Enter the subject of the push notification.
In addition, you may click the button on the right and select the notification severity ('Information', 'Warning', or 'Alarm').
- **Text Message**
Enter the text of the push notification.
- **Variables**
Click the fields to add them to the push notification.

3.4.28 Send to External IP Data Source

- **Connection**
Select the TCP/IP connection configured in TRBOnet Server.

- **Message**
Enter the message that will be sent to an external IP data source.
Click links below to add specific fields to the message text.

3.4.29 SMS

- **Recipients**
In the list, select the recipients of the SMS message.
- **Text**
Enter the text of the message.
- **Variables**
Click the fields to add them to the message text.

3.4.30 Swift Agent Telemetry

- **Swift Agent**
In the list, select the Swift Agent connected to TRBOnet.
- **Pin ID**
Specify the ID of the Swift Agent's pin which value to modify.
- **Command**
From the drop-down list, select the value (ON or OFF) that will be sent to the specified pin.

3.4.31 Swift Command

- **Radios**
In the list, select the radio(s)/radio group(s) to which to send the Swift command.
 - **Source Radio**
Select this option so that the Swift command will also be sent to the radio that triggered the source event.
- **Swift Event**
Select the Swift command from the drop-down list.

3.4.32 System Bridging

- **Profiles**
In the list, select the radio bridge(s) available across the radio systems.
- Choose to either **Activate** or **Deactivate** the selected radio bridge(s).

3.4.33 Task Management

In the table of available tasks, select actions for the tasks:

- **Enable** to enable the task.
- **Disable** to disable the task.
- **Toggle** to toggle the task state.

3.4.34 Telemetry

- **VIO**
Enter the VIO-pin on the radio.
- **Command**
From the drop-down list, select the command for the selected VIO.
- **Recipients**
In the list, select the radio(s)/radio group(s) to which to send the Telemetry command.
 - **Send to source radio**
Select this option so that the Telemetry command will also be sent to the radio that triggered the source event.

3.4.35 Text Message

- **Dispatchers**
In the list, select the dispatcher(s) to which to send the text message.
- **Radios**
In the list, select the select the radio(s)/radio group(s) to which to send the text message.
 - **Send to source radio**
Select this option so that the text message will also be sent to the radio that triggered the source event.
- **Sender**
From the drop-down list, select the dispatcher who will send the text message.
- **Text Message**
Enter the text of the text message.
- **Variables**
Click the fields to add them to the message text.

3.4.36 Text to Speech

- Click the **Add** link.
Select the **Call Type**, **Channel**, and **Call Target** to which the voice message will be sent.
- **Priority**
Select the priority of the voice message.
- **Text**
Enter the text to be converted to speech.
- **Variables**
Click the fields to add them to the text.

3.4.37 Timers

- **Timer**
From the drop-down list, select the desired timer.
- **Action**
From the drop-down list, select what to do with the selected timer:
Start, Stop, Pause, or Reset.

3.4.38 User Activity

- **Radios**
In the list, select the radio(s)/radio group(s) to which to assign the user activity.
 - **Source Radio**
Select this option so that the user activity will also be assigned to the radio that triggered the source event.
- **Activity**
From the drop-down list, select the user activity. Or click the ellipsis button on the right to create a new user activity.
- **Note**
Enter the note for the user activity.
Click links below to add specific fields to the note.

3.4.39 Virtual Modbus Device

- **Modbus Device**
Select the Modbus device configured in TRBOnet Dispatch Console.
- **Table**
Select the Modbus table.
- **Address Source**
Select the memory address source (**Manual** or **Radio ID**).
- **Address**
Enter the memory address, if **Manual** is selected above.
- **Value Source**
Select the value source (**Manual, Beacon ID, or Map Region ID**).
- Enter the value, if **Manual** is selected above.

3.4.40 Voice Message

- **Voice Messages**
In the list, select the predefined voice message(s). Or click the plus button on the right to create a new voice message.
 - **Send to source radio**
Select this option so that the predefined voice message(s) will also be sent to the radio that triggered the source event.