



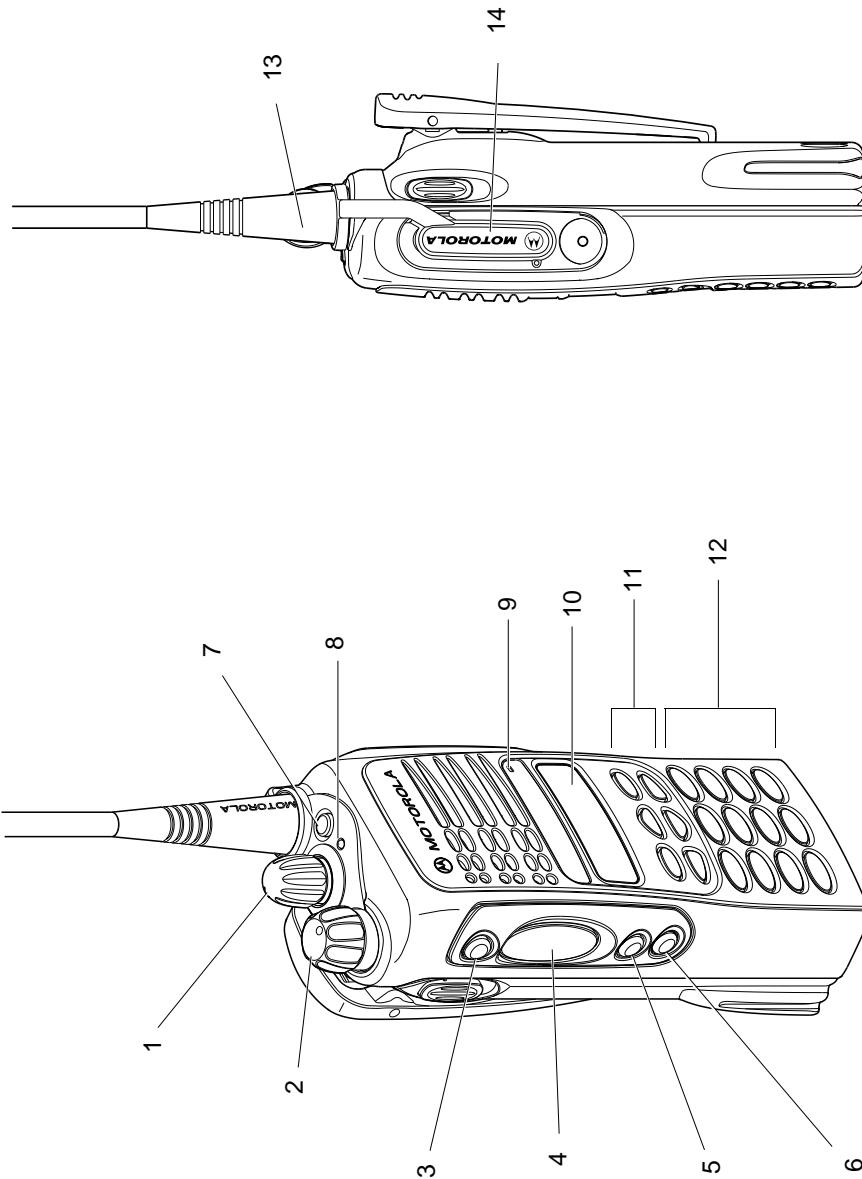
# Professional Radio

## GP680

User Guide

68P64110B29A

Issue: June 2000



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## RADIO OVERVIEW

This user guide covers the operation of the GP680 Portable Radio.

Please read pages 57 to 59 **before** using this radio.

### OPERATION AND CONTROL FUNCTIONS

#### Radio Controls

The numbers below refer to the illustrations on the inside front cover.

##### 1. Rotary Knob

Used as a multi-function scroll key and as a channel selector in Conventional mode.

##### 2. On-Off / Volume Knob

Used to turn the radio on or off, and to adjust the radio's volume.

##### 3. Clear Button (Side Button 1)

Used to cancel a call, clear down at the end of a call or Carrier Monitor (Conventional mode).

##### 4. Push to Talk Button (PTT)

Press and hold down this button to talk, release it to listen.

##### 7. Top Button (programmable)

Recommended as Emergency button.

##### 8. LED Indicator

**Green:** Flashes to indicate NO SERVICE.

**Red:** On when radio is transmitting.

**Red Flashing:** When transmitting - battery low.

**Red Flashing:** When receiving - channel busy (Conventional Mode).

##### 9. Microphone

##### 10. LCD Display (1 Line)

##### 11. Menu Keys

##### 12. Keypad

##### 13. Antenna

##### 14. Accessory Connector

Connects headsets, remote speaker/microphones and other accessories. Replace attached dust cap when not in use.

## Programmable Buttons

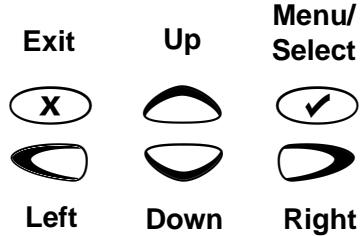
Several of your radio buttons can be programmed (by Customer Programming Software CPS) to activate the radio features.

The following table shows the features that can be assigned to the Top button and the Side Buttons 2 and 3.

Feature	Description
Dedicated Call/ Emergency	To make a call to a pre-determined number. This can be an emergency number, effectively activating an Emergency Call.
Personality	Short cut to the personality menu option to select one of four radio personalities, (e.g. MPT trunking system or conventional system). This will normally be Side Button 2.
Missed Calls	Short cut to the Missed Call menu option. This is a list of calls received and stored by the radio when you were unable to take the call.
User Absent	To switch the User Absent feature On and Off. This feature is used to indicate to the caller that you

<b>Feature</b>	<b>Description</b>
Record/Play-back (Voice Recorder)*	To record/play-back incoming calls or memo using voice recorder feature.
Record/Play-back (Voice Message)*	To record/play a greetings message using the voice message feature.
*Voice Storage option board needs to be installed and enabled to activate voice storage features.	

## Menu Keys



### Menu/Select Key

Used to enter the Menu Mode. When you are in the Menu Mode, this key is also used to make menu selections.

**Note:** When the radio is in the IDLE STATE, pressing any of the six menu keys causes the radio to enter the Menu mode.

### Exit Key

Used to move up to the next higher Menu level. When the top level menu is selected this key is used to exit the Menu Mode. Also used to cancel/end calls.

### Up Key

Used for scrolling when in Menu Mode.

### Down Key

Used for scrolling when in Menu Mode.

### Right Key

Used as More key to provide additional information.

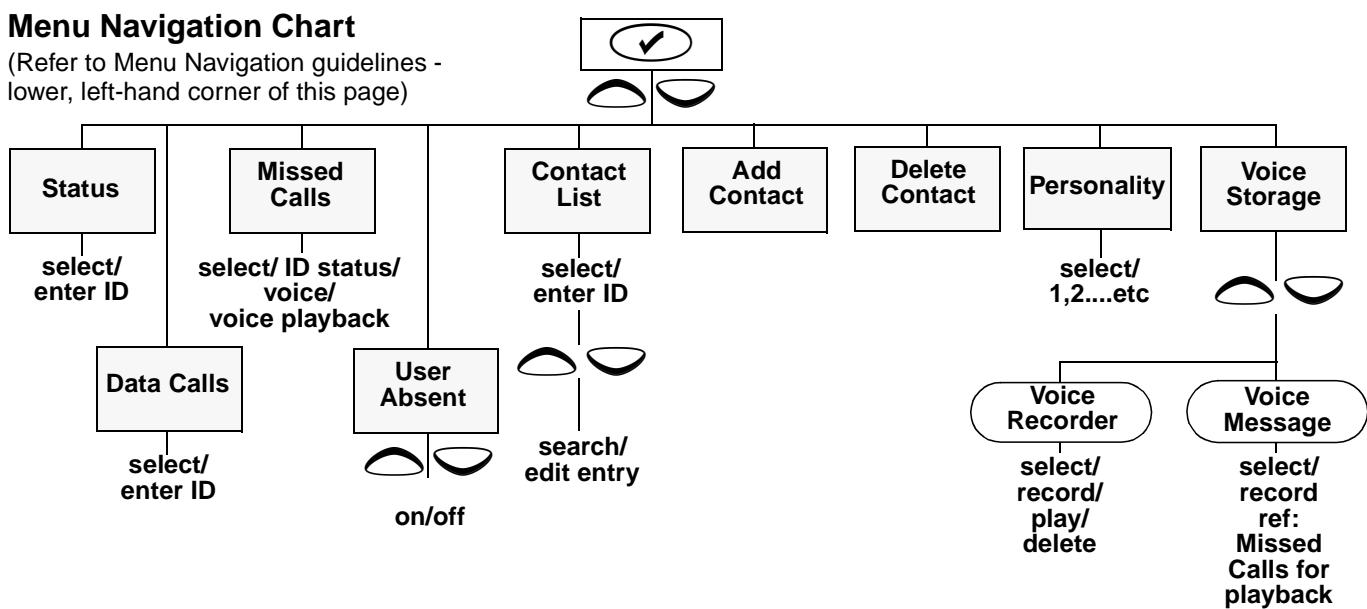
### Left Key

Used as a destructive backspace key when editing.

Refer to the menu navigation chart for menu selectable features

## Menu Navigation Chart

(Refer to Menu Navigation guidelines - lower, left-hand corner of this page)



## Menu Navigation

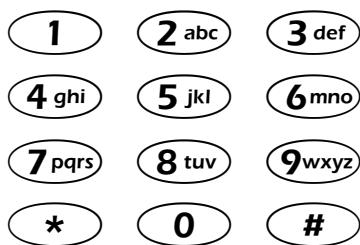
✓ to enter Menu Mode.

◀ to ▶ to scroll through the list.

✓ to select Menu item.

◀ to ▶ to scroll through sub-list.

## Keypad Keys



These keys are used when dialling a phone number, making a radio call or entering information for programming the radio's lists.

Each key can generate several different characters. For example, to enter the character "C", press the **2 abc** key three times.

Pressing **#** will toggle between the upper and lower case of the selected character.

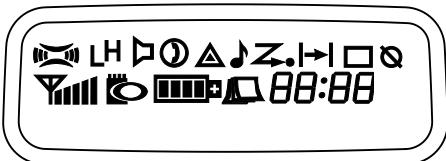
If the next character required is on the same key, press **0** to move the cursor forward one character.

If an error is made, press **0** to delete the current character and move cursor back one character.

## Entering Characters using the Keypad

	Number of Times Key is Pressed																
Key	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
0	+	-	0	x	*	/	=	>	<	#							
1	.	1	?	¿	!	,	@	-	&	:	“	(	)	‘	%	£	\$
2 abc	A	B	C	2	Ä	Å	À	Á	À	Æ	ß	Ç	Ó				
3 def	D	E	F	3	É	È	Ë	Ê	Ë								
4 ghi	G	H	I	4	Ì	Í											
5 jkl	J	K	L	5	Ń												
6 mno	M	N	O	6	Ñ	Ń	Ö	Ò	Ó								
7 pqrs	P	Q	R	S	7	Ś											
8 tuv	T	U	V	8	Ü	Ù	Ú										
9 wxyz	W	X	Y	Z	9												
*	Space																

## LCD Display and Icons



Displays channel, menu, and radio status information. The top two screen rows show radio status indicator symbols, explained in the table below:

Symbol	Name and Description
	<b>XPAND™ Indicator</b> Indicates that your radio has the companding feature activated.
	<b>Power Level Indicator</b> “L” lights when your radio is configured to transmit in Low Power. “H” lights when your radio is configured to transmit in High Power.
	<b>Loudspeaker Indicator</b> Indicates that you have the loudspeaker active.
	<b>Voice Recorder Indicator</b> Indicates that there are stored messages or

Symbol	Name and Description
	<b>Registered Indicator</b> Indicates that a system has been acquired, and monitor in conventional mode.
	<b>Signal Quality Indicator</b> Shows the radio signal quality. Five bars indicates the best signal.
	<b>Option Board Indicator</b> Indicates that an option board is activated.
	<b>Contact List Edit Indicator</b> Indicates user is editing the contact list.
	<b>Data Calls List Indicator</b> On, indicates a data call in the list Flashing, indicates new unread calls.
	<b>Battery Level Indicator</b> Shows the remaining charge in your battery, based on how many bars are displayed. Flashing, indicates flat battery.
	<b>Missed Calls Indicator</b> On, indicates there are missed calls in the missed call list. Flashing, indicates new unread calls.
	<b>Timer</b>

## Audio Signal Tones (Normal)

High pitched tone

Low pitched tone

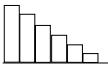
Tone	Signal	Description
Self test		Power up.
Tone A		Call clear indication.
Tone B		Traffic channel allocated or PTT/ Mic/ Loudspeaker enabled.
Tone C1		System busy.
Tone C2		Unavailable.
Tone C3		Called party busy.
Tone C4		Invalid number.
Tone D		Call set up in progress, wait for further indications.
Tone F		Transaction confirmed, called unit will call back.

Look at display for  
call set up or

Tone	Signal	Description
Key click		Confidence tone when any key pressed or Speech limitation alert.
Fail tone		Hardware error or Call timed out (conventional mode).
Tone I		Low battery warning.
Tone K1		Voice Storage recording.
Tone K2		Voice Storage warning.
Tone K3		Voice Storage full.
Tone M1		Talkgroup Confirmation.
Tone M2		Talkgroup unavailable.
Tone N1		Out of range alert.
Ring tones	Standard/ English/French/ General	Incoming call, press PTT, then wait for further indications.

## Audio Signal Tones (Alternate)

High to Low pitched tones



Tone	Signal	Description
Self test	□□	Power up.
Tone A	□□	Call clear indication.
Tone B	□□	Traffic channel allocated or 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 F	□□□□	Transaction confirmed, called unit will call back.

Tone	Signal	Description
Tone H	□□	Invalid entry.
Key click	□	Confidence tone when any key pressed or Speech limitation alert.
Fail tone	□□□□□	Hardware error or Call timed out (conventional mode).
Tone I	□□	Low battery warning.
Tone K1	□□□	Voice Storage recording.
Tone K2	□□□□□	Voice Storage warning.
Tone K3	□□□□□	Voice Storage full.
Tone M1	□□	Talkgroup Confirmation.
Tone M2	□□□□	Talkgroup unavailable.
Tone N1	□□□	Out of range alert.
Ring tones	Standard/ English/French/ General	Incoming call, press PTT, then wait for further indications.

## GETTING STARTED

### BATTERY INFORMATION

#### Battery Care and Tips

This product is powered by a nickel-cadmium (Ni-Cd), nickel-metal-hydride (NiMH), or lithium-ion rechargeable battery.

The following battery tips will help you obtain the highest performance and longest cycle life from your Motorola rechargeable battery.

- Charge your new battery overnight (**14-16 hrs**) before using it to obtain maximum battery capacity and performance.
- Charging in non-Motorola equipment may lead to battery damage and void the battery warranty.
- When charging a battery that is attached to the radio, turn the radio off to ensure a full charge.
- The battery should be at about 25°C (room temperature) whenever possible. Charging a cold battery (below 10°C) may result in leakage of electrolyte and ultimately, in failure of the battery.

- Charging a hot battery (above 35°C) results in reduced discharge capacity, affecting the performance of the radio. Motorola rapid-rate battery chargers contain a temperature-sensing circuit to ensure that the battery is charged within these temperature limits.
- New batteries can be stored up to two years without significant cycle loss. Store new/unused batteries in a cool dry area.
- Batteries which have been in storage should be charged overnight.
- Do not return fully charged batteries to the charger for an “extra boost”. This action will **significantly** reduce cycle life.
- Do not leave your radio and battery in the charger when not charging. Continuous charging will shorten battery life. (Do not use your charger as a radio stand.)
- For optimum battery life and operation use only Motorola brand chargers. They were designed to operate as an integrated energy system.

## Recycling or Disposal of Batteries



At the end of its useful life, the NiCd battery can be recycled. However, recycling facilities may not be available in all areas.

Motorola endorses and encourages the recycling of all re-chargeable batteries. Contact your local Motorola dealer for further information.

## Charging the Battery

If a battery is new, or its charge level is very low, indicated by battery level indicator showing one or no segments, you will need to charge the battery before you can use it in your radio.

**Note:** Batteries are shipped uncharged from the factory. New batteries could prematurely indicate full charge, charge a new battery for 14-16 hrs before initial use.

Charger LED	Status
Red	Battery is charging
Green	Battery is fully charged
Flashing Red *	Battery is unchargeable
Flashing Yellow	Charger is getting ready to charge
Flashing Green	Battery is 90% charged

\* Battery is damaged. Please contact your dealer.

1. Place the radio with the battery attached, or the battery alone, in the charger.
2. The charger's LED indicates the charging progress.

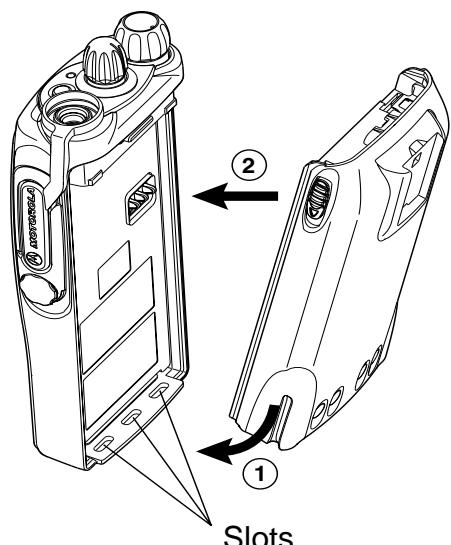
Battery chargers will charge only the Motorola authorized batteries listed below; other batteries will not charge.

Part No.	Description
HNN9008	High-Capacity NiMH
HNN9009	Ultra-High-Capacity NiMH
HNN9010	Ultra-High-Capacity FM NiMH
HNN9011	High-Capacity FM NiCd
HNN9012	High-Capacity NiCd
HNN9013	Lithium-Ion

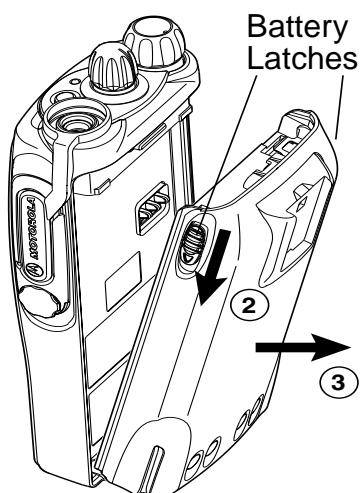
FM - Factory Mutual

## ACCESSORY INFORMATION

### Attaching the Battery

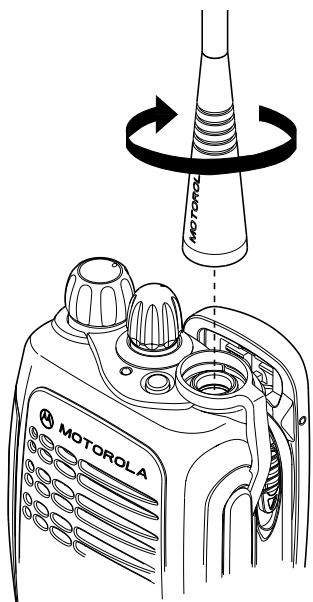


### Removing the Battery

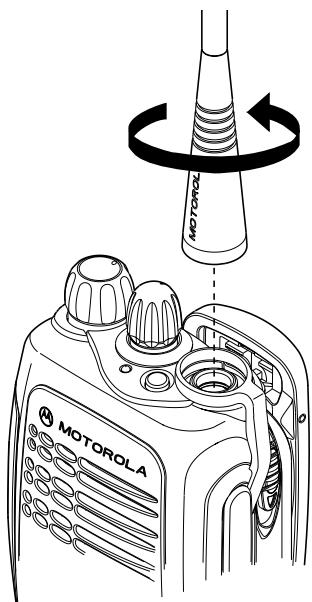


- Fit the extensions at the bottom of the battery into the slots at the bottom of the radio's body.
- Press the top part of the battery towards the radio until you hear a click.

- Turn off the radio, if it is turned on.
- Slide the battery latches, on both sides of the battery, downwards.
- Pull the top part of the battery away from the radio.

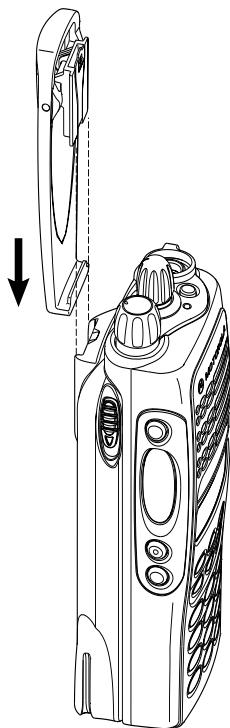
**Attaching the Antenna**

1. Align the threaded end of the antenna with the radio's antenna connector.
2. Turn the antenna clockwise to fasten it.

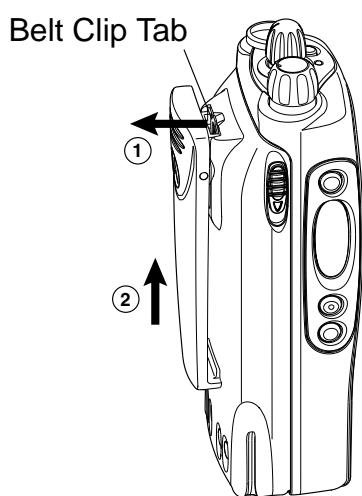
**Removing the Antenna**

1. Turn the antenna counterclockwise until you can remove it.

### Attaching the Belt Clip



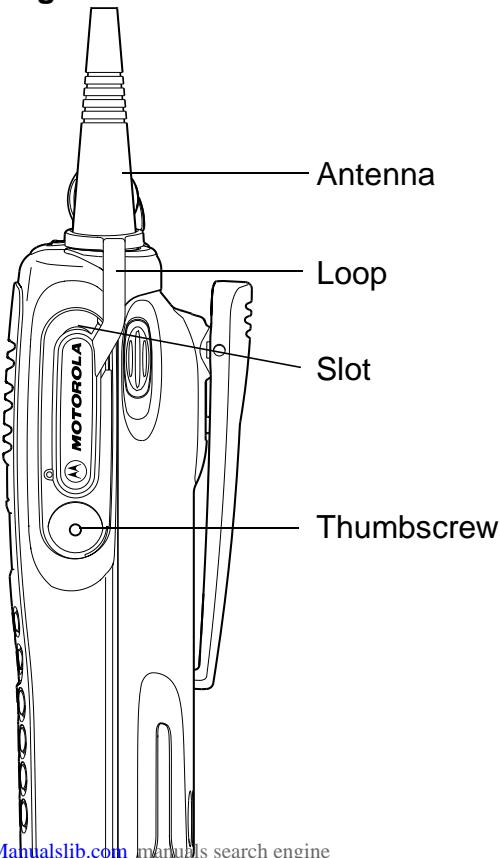
### Removing the Belt Clip



1. Align the grooves of the belt clip with those of the battery.

1. Use a key to press the belt clip tab away from the battery.

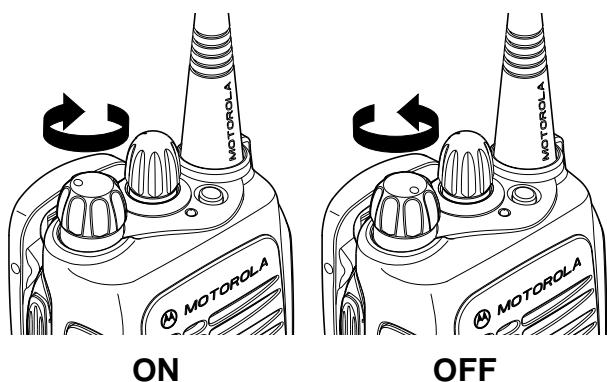
## Attaching the Side Connector Cover



- 1 Place the loop (attached to the side connector cover) over the antenna; then slide it downward until it touches the top of the radio.
- 2 Insert the tab on top of the cover into the slot above the connector.
- 3 Position the cover over the connector and align the thumbscrew with the threaded hole in the radio.
- 4 Tighten the thumbscrew to hold the cover in place. Do not overtighten the thumbscrew.

## RADIO OPERATION

### Turning The Radio On or Off



- To turn the radio on, turn the **On-Off/Volume Control** knob clockwise.
- To turn the radio off, turn the **On-Off/Volume Control** knob counterclockwise until you hear a click.

### Adjusting the Radio's Volume

- Turn the **On-Off/Volume Control** knob to adjust the volume level.

### Radio Registration

When turned on, the radio enters a self test routine during which time the display is activated, the self test tone will sound and the LED will light green. If the radio fails the self test a continuous low tone will sound and the display will show a failure message. e.g.

**Synth Lock**

until the radio is turned off .

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

When the self test is complete the radio will display:

**Freetext**

This display is for the personality last used. To check the radio personality or select a new personality refer to PERSONALITY - **Personality Selection**.

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

When a system is acquired, the green LED will go off, the scanning icon  will be replaced by the

## RADIO CALLS

### 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, as displayed above, i.e. a personality has been selected and no call is in progress.

The radio can make calls by using the **Contact List, Dedicated Calls or Manual Dialling**.

### Contact List

When the radio is in the IDLE state, the contact list may be used which allows access to up to 100 preprogrammed numbers accessed via the menu.

Depending on the way your radio is programmed, the radio will display either the alpha alias (name) or the number to be dialled. One of four tones may be tagged to the pre-

The contact list can be entered directly by one click of the rotary knob (1) when the radio is in the IDLE STATE. Use the rotary knob to scroll through the list and select the required name or number as indicated in step 4 below. Make and end the calls as in steps 5 to 8 below.

To access the contact list via the menu:

- 1  to enter Menu Mode.
- 2  or  until: **Contact List**
- 3  to select: **Contact List**
- 4  or  until:
 

<b>Alpha Alias</b>
<b>Number</b>
<b>Ring Tone</b>
<b>Alpha Alias</b>
- 5  or PTT button or # to make call.

You will see: **Calling**

- 6 After the call is set-up, press PTT button and talk with volume with 0.5-5.0 m from microphone.

7 When finished with call.

8 CLEAR BUTTON or



Tone A sounds

**Call Ended**

If a contact list number is selected but no call request is sent, the display is held until tone H sounds and then reverts to the IDLE STATE.

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

### **Modifying the Contact List**

You can modify the Contact List in three ways:

1. Add an entry
2. Delete an entry
3. Edit an existing entry

**Note:** The radio cannot receive any calls while you are modifying the contact list.

### **To Add an Entry**

- 1 to enter Menu Mode.
- 2 or until: **Add Contact**
- 3 to select: **Add Contact**  
You will see: **Name?**
- 4 Use the keypad to enter the name (see pages 8 and 9). A maximum of 14 characters is allowed.
- 5 to store the name.  
You will see: **Number?**
- 6 Use the keypad to enter the number (see pages 8 and 9). A maximum of 20 digits is allowed.
- 7 to store the number.  
You will see: **Add Contact**
- 8 If you make an error, use the key to delete the last character/digit and the

## To Delete an Entry

- 1  to enter Menu Mode.
- 2  or  until: **Delete Contact**
- 3  to select: **Delete Contact**
- 4 You will see current entry e.g.: **Alias 1**
- 5  or  (or rotary knob) until you see the entry you want to delete.
- 6 You will see e.g.: **Alias 2**
- 7  to select the entry
- 8 You will see: **Delete?**
- 9  to delete the selected entry.
- 10 Display returns to: **Delete Contact**

## To Edit an Entry

- 1  to enter Menu Mode.
- 2  or  until: **Contact List**
- 3  to select: **Contact List**
- 4  or  until you see the entry you want to edit
- 5 You will see e.g.: **Alias 3**
- 6  for 2 seconds to enter Edit Alias Mode when display icon ① flashes.
- 7 You will see selected entry e.g.: **Alias 3**
- 8 Use the keypad to edit the alias (see pages 8 and 9) or delete and enter a new alias. Use the  key to delete the last character or the CLEAR key to delete entire entry.
- 9  to store edited/new alias.

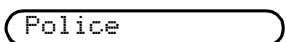
You will see

- 8 Use the keypad to edit the number (see pages 8 and 9) or delete and enter a new number.  
Use the  key to delete the last digit or the CLEAR key to delete entire entry.
- 9  to store the edited/new entry.

Display returns to:  Alias 3

## To Search for an Entry

When in Contact List or Delete Contact menu, you may search for an alias (name) by entering characters from the keypad.

- 1 Enter up to 3 characters from the keypad e.g.: 
- 2  to start search of list:  
Display shows search result e.g.:  Police
- 3  to repeat search using same search criteria
- 4  to cancel search at any time,  
or  
If search unsuccessful display returns to contact list menu prior to search.

**Note:** The search process is not case sensitive.

## User Absent

User Absent can be selected on your radio when you are unable to take calls. Any calls to your radio will be put into the Missed Calls list automatically and the message 'Will Call Back' is sent to the caller.

User Absent may be switched **on** and **off** directly by pressing the dedicated User Absent button (if programmed).

To switch **on** User Absent via the menu:

- 1  to enter Menu Mode.
- 2  or  until: **User Absent**
- 3  to select: **User Absent**
- 4  or  until: **On**
- 5  to select: **On**
- 6 Followed by: **Selected**  
(held for 10 seconds, then display returns to idle)

When you are able to take calls, ensure that User Absent is switched **off** by:

- 1  to enter Menu Mode.
- 2  or  until: **User Absent**
- 3  to select: **User Absent**
- 4  or  until: **Off**
- 5  to select: **Off**
- 6 Followed by: **Off**  
(held for 10 seconds, then display returns to idle)
- 7 CLEAR button to exit Menu Mode.

Display shows: **Idle freetext**

User Absent may be permanently enabled in your radio via programming. With this feature enabled, entry into the user absent mode is

Missed Calls list automatically and the message “Will call back” sent to the caller. When you return to your radio, check whether tone G sounds every 10 seconds which indicates that your radio is in user absent mode. Press any button to exit user absent mode and return the radio to the idle state for normal operation.

### Dedicated Calls

Dedicated calls can be made from either a preprogrammed dedicated call button or using the speed-dial feature from the keypad.

Press the Dedicated Call button to make a call to the most commonly used pre-programmed number. The display will show “Calling”.

To use the speed-dial feature, 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 contact list. The selected number and then the alias will be displayed and the conversation can go ahead.

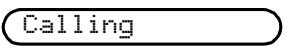
### Manual Dialling

To make a call from the keypad (12):

- 1 Enter Telephone Number (PSTN calls always start with 0)  
(PABX calls start with 6,7 or 8)  
or  
Radio ID  
or  
Group ID

- 2 PTT button or  to make radio call.

You will see:

 Calling

## Last Number Redial

The last number dialled by the radio is stored in the memory of the radio.

Partially entered numbers are also stored.

With the radio in the IDLE STATE:

1 PTT button

Number

2 PTT button or  to make radio call.

You will see:

Calling

The number may also be edited, see **Keypad Edit**.

Last number redial does not function when Talkgroup personality is selected, see **PERSONALITY - Personality Selection**.

## Keypad Edit

If the radio is displaying a Contact List number, a Keypad Dialled number, Status number or Missed Call number, the last digit may be deleted by:

For Contact List numbers

1  Once  
(to select number) 1234567

2  Again  
(to delete last digit) 123456

For all other numbers

3  Once  
(to delete last digit) 123456

4 Enter new numbers 12345699

5 PTT button or  to make radio call.

You will see:

Calling

## Ending a Call

Always end a call by:

1 CLEAR BUTTON or

 or

Tone A sounds

Call Ended

See "Call Progress - Ending a Call".

## Cancelling a Call

At any time while setting up a call it may be cancelled by:

1 CLEAR BUTTON or

 or

Cancelling

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, please consult your dealer.

### *Receiving a call on an OACSU system*

When the radio is called:

1	Tone D sounds	<input type="button" value="Caller ID"/>
2	Tone B sounds	<input type="button" value="Call Type"/>

For display Call Type see "Call Progress - Receiving"

### *Receiving a call on an FOACSU system*

When the radio is called:

1	Ring tone sounds	<input type="button" value="Caller ID"/>
2	PTT button or <input type="button" value="#"/> to accept call. (Unless in talkgroup personality, when the radio unmutes automatically for dynamic and fixed group calls)	
3	Tone D sounds	<input type="button" value="Caller ID"/>
4	Tone B sounds (when conversation is permitted)	<input type="button" value="Call Type"/>

For display Call Type see " Call Progress - Receiving"

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

e.g.

## Missed Calls

If a call remains unanswered, the call will be stored by the radio, provided that missed calls have been programmed into your 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 may overwrite the first.

When a call has been stored by the radio, tone G will sound every ten seconds, the Missed Call icon  will flash and the display will show:

**Missed Calls**

With the display showing 'Missed Calls', pressing any of the menu buttons provides a quick access into the Missed Calls List.

The Missed Call List can also be entered directly by pressing the Missed Call button (if programmed) when the radio is in the IDLE STATE or via the menu.

To view the calls in the list via the menu:

- 1  to enter Menu Mode.
- 2  or  until: **Missed Calls**
- 3  to select: **Missed Calls**
- 4 First call in list **Alpha Alias**
- 5  or  to scroll list: **Alpha Alias**

**Note:** In the Missed Calls list some alpha alias/numbers may contain a suffix S or V. S indicates a status message associated with the call, and V indicates a voice message associated with the call.

## Examples:

## 1 Display shows

Bob V

where Bob is the alias of the calling unit and V is a voice message associated with the call



To playback the voice message.



To skip to end of message.

## 2 Display shows

Reception S

where S is a status message associated with the call



Displays message e.g.  
On Break



Displays status number e.g.

You can call back to any number in the Missed Call list by:

1 or until:

Alias

2 PTT button or # to make the call.

You will see:

Calling

3 After the call is set-up, press PTT button and talk with your mouth 2.5-5 cm from microphone. Release PTT to listen.

4 CLEAR BUTTON or

or

Tone A sounds

Call Ended

5 Display shows

Idle freetext

**Note:** Whilst displaying alias, will allow number to be displayed and edited.

On a successful call set- up, the entry is automatically deleted from the list together with an associated voice message.

Unanswered calls may be deleted from the Missed Call list at any time by pressing:

- 1 CLEAR button

Display shows: 

- 2  (or   or CLEAR button) to delete missed call from the list.

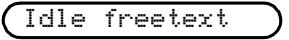
- 3  to retain missed call in list.

- 4   deletes the currently selected missed call with no display prompt.

On deletion of the last message in the Missed Calls list, the radio will exit the menu and return to the IDLE STATE.

To exit the Missed Call List:

- 1  button or MISSED CALL button to exit Menu mode.

Display shows: 

**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 by:

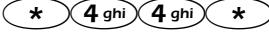
1  From your radio

2  From another radio

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

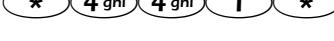
1  To divert all calls

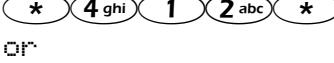
or



2  To divert speech calls only

or



3  To divert status/ data calls only

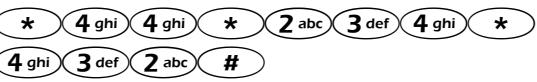
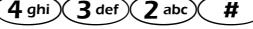
or



### Examples:

1 

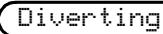
Will divert all calls **from your** radio to the radio with ID “234”

2   


Will redirect all calls **from** the radio with ID “234” **to** the radio with ID “432”

If a call is made to a radio whose calls are currently being diverted:

1 Tone D sounds



A call is automatically set up to the radio which is receiving the diverted calls

To cancel Call Diversion:

- 1 To cancel call diversion from your radio  
    ( **#** **4 ghi** **1** ) followed by ( **1** ) or ( **2 abc** ) if necessary and  
    ( **#** )
- 2 To cancel call diversion from another radio  
    ( **#** **4 ghi** **4 ghi** ) followed by ( **1** ) or ( **2 abc** ) if necessary and  
    ( **\*** "ID" (234 in example) **#** )
- 3 To cancel calls redirected to your radio  
    ( **#** **4 ghi** **5 jkl** ) followed by ( **1** ) or ( **2 abc** ) if necessary and  
    ( **#** )

## 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 alphanumeric data in any combination of up to 20 characters (which include address information and data selection characters).

### Receiving Short Data Messages

On receiving a Short Data Message:

1 Tone G sounds

 Data Received

The data message icon  is lit whenever SDMs are in the data message calls list. Note that the data message icon flashes when data messages in the calls list are unread. The icon is lit permanently when a message is read and retained in the calls list.

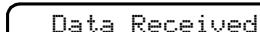
### Storing SDMs

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

SDMs are not stored when the radio is switched OFF, except for one SDM only which can be saved.

### Interrogating the SDM Calls List

When an SDM call has been stored by the radio, the display will show:

 Data Received

With the display showing 'Data Received' , pressing any of the menu buttons provides a quick access into the Data Calls List.

To view the calls in the list via the menu:

- 1  to enter Menu Mode.
- 2  or  until: **Data Calls**
- 3  to select: **Data Calls**
- 4 First call in list **Alpha Alias**  
or  
**Number**
- 5  or  to scroll list: **Alpha Alias**  
or  
**Number**
- 6  or  to read selected message: **e.g.** **Call 8116**
- 7 At end of message:  or  to return to data calls list.
- 8  to retain message in list and exit from data messages.

To save an SDM to be retained after the radio is switched off.

- 1 Read the data message in the Data Calls List.
- 2 
- 3 You will see: **Save?**
- 4  to save selected message.
- 5  will not save selected message, display will return to Data Calls List.

When the radio is switched off and on again the saved SDM will appear in the Data Calls List.

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

## Deleting Messages from the Data Calls List

- 1 To delete data messages from the data calls list or while viewing data messages.
- 2 CLEAR button
- Display shows: 
- 3  (or   or CLEAR button) to delete data message from the calls list.
- 4  to retain data message in the calls list.
- 5   deletes the currently selected data message with no display prompt.
- 6 Radio returns to the data calls list interrogate mode after each deletion until the last message is deleted when the display returns to the idle state and the data message icon  is extinguished.

## Status/Voice Call replies to an SDM

Where an SDM contains a calling party number, the radio can respond with a status message or voice call. To respond with a status message, from the data call list interrogate mode or data message scrolling mode, press the **Status** button. The radio will exit the data mode and enter the dialling state for example:

Display shows: 

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

To respond with a voice message, use the  button, to remove the status symbol **S** and press the PTT or  button to initiate the call.

Display shows: 

You can move directly from the Data Calls List to the Missed Calls List by pressing the Missed Calls button. Once in the Missed Calls List the

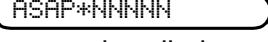
## Making an SDM Call

SDM Calls may be initiated in three different ways:

1. Via the keypad using a **Call modifier**
2. Via the **Contact List**

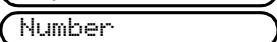
**Note:** The maximum data message size is limited to 20 characters which includes address information and data selection characters. Data entered via the call modifier method may be alphanumeric characters entered from the keypad. In the contact list method data may consist of alphanumeric characters which are pre-programmed into your radio by your dealer.

To initiate a data call via the **keypad**:

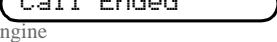
- 1    Part of modifier
- 2 Enter message from keypad in alphanumeric characters (ref pages 8 & 9)
- 3  Final part of modifier
- 4 Enter  Called radio address
- 5 Display shows:  or  to scroll message:   (where NNNNN is called radio address.)
- 6 Press PTT button or  to make a call to the dialled numbers
- Tone D sounds
- Display shows:  
- 7 Press CLEAR button or   at any time to delete dialled numbers and return radio to

### To initiate a Data call via the **contact list**

In this method data may consist of alphanumeric characters which are pre-programmed into your radio by your dealer.

- 1  to enter Menu Mode.
- 2  or  until: 
- 3  to select: 
- 4  or  until:   
  
  

- 5  or PTT button to make radio call.  
Display shows:   

- 6 When finished with call.
- 7 CLEAR BUTTON or  
 or  
   
Tone A sounds 

## Status Calls

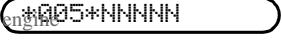
A status is a code for transmitting prearranged messages, e.g. status "05" may indicate "Return to Base".

### Making a Status Call

Status Calls may be initiated in two different ways:

1. Via the keypad using a **Call modifier**,
2. Via the **Menu**

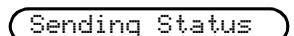
To initiate a status call via the keypad:

- 1   0 Part of modifier
- 2   5 JKL Example of status digits in range 1-31
- 3  \* Final part of modifier
- 4 Enter Called radio address
- 5 Display shows:  \*#05\*NNNNN

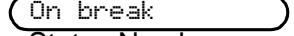
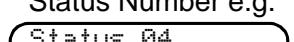
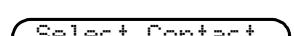
Make the call by:

- 1 PTT button or  to make radio call.

You will see:

 Sending Status

To initiate a status call via the menu:

- 1  to enter Menu Mode.
- 2  or  until:  Status
- 3  to select:  Status
- 4  or  until:  Status Message e.g.  On break
- 5  to select:  Status Number e.g.  Status 04
- 6 Display shows for 10 seconds:  Select Contact
- 7  or turn rotary Current entry in

8  or  until: **Alpha Alias**  
(required name or number)

9 Alternatively, a valid number can be dialled from the keypad:  
e.g. **\*004\*207**

10  or PTT button or  to make call.

You will see:

**Sending Status**

**Note:** The  key only functions when you are in the contact list menu option.

## Receiving a Status Call

Your radio receives a Status Call when:

1 Tone G sounds

2 Display alternates every 2 second between:

**Status 04**  
or  
**On Break**  
and  
**Alias/Number**

Where Status message “04” / “On Break” is example status message. Note that only status number (04) only will be displayed if associated message is not programmed into your radio. Alias/Number is the name or number of the calling radio.

## Emergency Calls

An emergency call allows you the highest form of priority calling and normally takes precedence over all other calls.

Your radio can be programmed to give you a one-button quick access to call a particular radio or centre (predefined by your dealer) in emergency situations.

Conversely you can dial the number, prefixing it with   .

To initiate an emergency call:

- 1 Press the **Emergency** button or
- 2    followed by the radio number and PTT or .

Tone D will sound and Display shows:



Emergency can be stopped by one of the following:

- 1 Switching the radio **Off** and **On** again.
- 2 Pressing the **CLEAR** button.
- 3 The emergency time duration is reached.

**Note:** The emergency time duration is programmed into your radio by your dealer.

Your radio may receive an emergency call when:

Tone D or Ring tone will sound and Display shows:



## Priority Calls

A priority call allows you to gain priority over other users of the system when requesting a call.

To initiate a priority call:

1 followed by the number and PTT or #.

Tone D will sound and  
Display shows:

Priority

See " Call Progress - Sending".

## Broadcast Calls

A broadcast call allows you to make calls to groups of radios. Note that on a broadcast call only the calling radio can talk and there is no indication that any radios in the group have received the call.

To initiate a broadcast call:

1 followed by the group number and PTT or #.

Tone D will sound and  
Display shows e.g.:

\*11\*90

## 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.

An access code, which is system dependent, is normally needed for DTMF, please contact your dealer or network manager for further information.

To initiate a DTMF call:

- 1** Enter Access code
- 2** Press and hold PTT
- 3** Enter desired number

## PERSONALITY

The personalities described below are programmed into your radio by your dealer and are accessible either via the personality button or via the menu.

A radio personality contains data such as frequencies, display text, alert tones, permitted calls etc. which determines the mode of operation of your radio. Your radio may be programmed with up to 4 different personalities, selected from MPT, Talkgroup and Conventional.

### MPT

This personality permits the radio to operate in a trunked mode. Incoming and outgoing calls are set up using a defined set of rules or protocol between your radio and a controller in a similar manner to your home telephone. Your radio 'registers' onto an MPT trunked system as described in **GETTING STARTED - Radio Registration**.

### Talkgroup

Talkgroup is an MPT personality following the same rules or protocol, but is primarily for talkgroup calls. In talkgroup personality, talkgroups are contained in a Talkgroup list, similar to the Contact list, which is scrolled and selected using the Rotary Knob (1). On selection of a talkgroup, you may send and receive calls as described below.

### **Fixed and Dynamic Groups**

These groups form part of the **Talkgroup Personality**, such that when this personality is selected your talkgroup list shows only these groups.

A **fixed** group is a group of users, the address (number / alias) of which is preprogrammed 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

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 selected talkgroup, press the PTT and speak after the confidence tone.

Calls are cleared in the normal manner.

If the system is busy an engaged tone will be heard, release the PTT and wait for the confidence tone. You may then proceed with the call by pressing the PTT.

When in Talkgroup personality, you can still make an individual or status call using the keypad or entering the Contact List via the menu as detailed in **RADIO CALLS - Contact List**.

## Conventional Mode

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

Select the personality “Conventional” as described in **Personality Selection**, the display shows:

Channel xx

where xx is the channel number. Use the rotary knob (1) to display and select the desired channel.

Prior to transmission always make sure that the channel is free (red LED not flashing). Press the PTT (4) to transmit, release 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 clear button (3). The  icon will be displayed until the channel is changed or the clear button is pressed again.

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

To generate DTMF tones, press and hold the PTT while entering the desired number.

## Personality Selection

Personality selection may be entered directly by pressing the Personality button (5). You may then scroll using the rotary knob and select a personality as described in step 7 below, or scroll and select a personality as described from step 6 below.

To select a personality via the menu:

- 1 Ensure radio is in IDLE STATE.
- 2  to enter Menu Mode.
- 3  or  until: **Personality**
- 4  to select: **Personality**
- 5 Display shows current personality e.g.: **MPT**
- 6  or  until desired personality e.g.: **Conv Pers**

**8** The display will be held for 2 seconds while your radio retunes to the new personality.

Your radio will return  
to the idle state:

## FEATURES

### VOICE STORAGE

Voice storage allows you to perform various voice related tasks which include voice recorder and voice message facilities.

#### Voice Recorder

You can record and playback incoming calls or make a memo using the voice recorder feature, which allows up to 2 minutes of recording.

To **record** an incoming call:

- 1  to enter Menu Mode.
- 2  or  until: **Voice Storage**
- 3  to select: **Voice Storage**
- 4  or  until: **Recorder**
- 5  to select: **Recorder**
- 6 Press and hold the Record/Playback button.

- 7 Record the call or part of the call.
- 8 The Voice Storage Warning alert sounds when the memory is nearly full.
- 9 The Voice Storage Full alert sounds when the memory is full and recording ceases.
- 10 Release the Record/Playback button at any time to stop recording.
- 11 Subsequent messages can be stored by repeating steps 6 to 10.

**Note:** All recorded messages are retained when changing between personalities, with the exception of conventional personalities where the voice storage feature is not available. However all recorded messages are deleted on selection of the voice message feature.

**To record a memo:**

- 1 Ensure radio is in IDLE STATE.
- 2  to enter Menu Mode.
- 3  or  until: **Voice Storage**
- 4  to select: **Voice Storage**
- 5  or  until: **Recorder**
- 6  to select: **Recorder**
- 7 Press and hold the Record/Playback button, the Voice Storage Recording alert sounds momentarily.  
You will see: **Recording**
- 8 Speak clearly into the radio microphone to record your memo.
- 9 The Voice Storage Warning alert sounds when the memory is nearly full.

- 10 The Voice Storage Full alert sounds when the memory is full and recording ceases.

You will see:

**Storage Full**

- 11 Release the Record/Playback button at any time to stop recording.
- 12 Subsequent messages can be stored by repeating steps 7 to 11.

### To playback a recorded call or memo:

- 1 Ensure radio is in IDLE STATE.
- 2  to enter Menu Mode.
- 3  or  until: **Voice Storage**
- 4  to select: **Voice Storage**
- 5  or  until: **Recorder**
- 6  to select: **Recorder**
- 7  or  until: **Messages**
- 8  to select: **Messages**
- 9  or  to select message: e.g. **Message 2**
- 10  to play selected message

- 11 After playing message display shows: **Delete?**

- 13  Current message deleted. Display shows next message.

### Alternatively, with radio in IDLE STATE

- 1 Press the Record/Playback button to playback the first recorded call or memo.

You will see: **Playing**

- 2 Press the Record/Playback button again to skip to the next message to be played back.

### To delete a recorded call or memo:

- 1 Playback message as described in above **alternative** procedure.
- 2 Press the Clear button to delete the message currently being played back.

## Voice Message

You can pre-record a greetings message to be automatically played to a caller when you are absent and the voice message facility is selected. Your radio will auto-record messages from callers in your absence as long as you have selected the voice message facility **and** pre-recorded a greetings message.

To **pre-record** a greetings message:

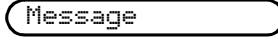
1 Ensure radio is in IDLE STATE.

2  to enter Menu Mode.

3  or  until: 

4  to select: 

5  or  until: 

6  to select: 

7 You will see: 

8  to select: 

10 You will see: 

11 Press and hold the Record/Playback button, the Voice Storage Recording alert sounds momentarily.

You will see: 

12 Speak clearly into the radio microphone to record your message.

13 Ensure that your greetings message is as short as possible to enable maximum incoming messages to be recorded.

14 Release the Record/Playback button at any time to stop recording.

15 Press the Record/Playback button to playback the greetings message.

You will see: 

16 You can change the message at any time by repeating the above procedure.

To **playback** a message from callers:

- 1 Enter the Missed Calls list as detailed in **RADIO CALLS - Missed Calls**.
- 2 Any calls having a V suffix have an associated voice message e.g. Bob V.
- 3  or  until:  Bob V
- 4  to playback the message.
- 5  to skip to end of the message.
- 6 The voice message is automatically deleted when the associated missed call is answered or deleted.

## Call Progress

When in operation, your radio monitors each step in setting up a call whether sending or receiving. These steps are displayed to provide you with call progress and indicate call types.

### Call Progress - Sending

Tone	Display	Comment
D	Calling	Trying to connect call
D	Priority	Priority call sent, modifier *8* used
D	Emergency	Emergency call sent, modifier *9* used
D	Sending Status	Status call sent, modifier *0xx* used (xx is status message number)
G/D	Queued	Call queued on system
D	Diverting	Calls to called unit have been diverted

<b>C4</b>	<b>Invalid Number</b>	Unit number invalid
<b>C1</b>	<b>System Busy</b>	System busy, try again
<b>D</b>	<b>Alerting</b>	Alerting called unit
<b>C3</b>	<b>Engaged</b>	Called unit is busy
<b>F</b>	<b>Will Call Back</b>	User absent, called unit will call back
<b>C2</b>	<b>Call Failed</b>	Call failed, try again
<b>C2</b>	<b>Timeout</b>	Call request timed out. Check service is available
<b>H</b>	<b>Scanning</b>	System access lost, try again

**Call Progress - Receiving**

Tone	Display	Comment	B	Talkgroup NN	Talkgroup call received (NN is list number)
D	Caller ID	A call is being received on <b>OACSU</b>	B	Dynamic NN	Dynamic group call received (may be alias or number - NN)
<b>Ring Tone</b>	Caller ID	A call is being received on <b>FOACSU</b> . Press PTT or '#' to accept the call	B	Group NN	Fixed group call received (may be alias or number - NN)
<b>D/Ring Tone</b>	Emergency	Emergency call being received	B	System Wide	Call to all radios in use on the system
B	Alias/Number	Call from radio in your fleet	B	Broadcast	broadcast call received, user reply not permitted
B	Interfleet	Call from radio in another fleet	G	Status XX	Receiving status message (xx is status message number)
B	Telephone	Calls from public telephone system			
B	PABX	Calls from private telephone system			

**Call Progress - Cancelling a call**

Tone	Display	Comment
D/G	Cancelling	Call successfully cancelled by user

**Call Progress - Ending a call**

Tone	Display	Comment
A	Call Ended	Call ended, another call can now be made

## SAFETY INFORMATION

### Safe and Efficient Operation of Motorola Two-Way Radios

This section provides information and instructions for the safe and efficient operation of Motorola Portable and Mobile Two-Way Radios.

For information regarding radio use in hazardous areas, please refer to the Factory Mutual (FM) approval manual supplement or Instruction Card which is included with radio models that offer this capability.

### Exposure To Radio Frequency Energy

#### National and International Standards and Guidelines

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:

- National Council on Radiation Protection and Measurements (NCRP - 1986)
- International Commission on Non-Ionizing Radiation Protection (ICNRP - 1986)
- European Committee for Electrotechnical Standardisation (CENELEC):
  - ENV. 50166-1 1995 E Human Exposure to Electromagnetic Fields Low Frequency (0Hz to 10kHz)
  - ENV. 50166-2 1995 E Human Exposure to Electromagnetic Fields High Frequency (10kHz to 300GHz)
  - Proceedings of SC211/8 1996 Safety Considerations for Human Exposure to E.M.F.s from Mobile Telecommunications Equipment (M.T.E.) in the Frequency Range 30MHz - 6 GHz (E.M.F. - Electromagnetic Fields)

To assure optimal radio performance and that human exposure to radio frequency electromagnetic energy is within the guidelines set forth in the above standards, always adhere to the following

## ***Portable Radio Operation and EME Exposure***

When transmitting with a portable radio, hold the radio in a vertical position with its microphone 2.5 to 5 centimeters (1 to 2 inches) away from your mouth. Keep antenna at least 2.5 centimeters (1 inch) from your head and body.

If you wear a portable two-way radio on your body, ensure that the antenna is at least 2.5 centimeters (1 inch) from your body when transmitting.

## ***Electromagnetic Interference/Compatibility***

**Note:** Nearly every electronic device is susceptible to electromagnetic interference (EMI) if inadequately shielded, designed or otherwise configured for electromagnetic compatibility.

To avoid electromagnetic interference and/or compatibility conflicts, turn off your radio in any facility where posted notices instruct you to do so. Hospitals or health care facilities may be using equipment that is sensitive to external RF energy.



## ***Operational Warnings***



**WARNING**

### ***Vehicles With an Air Bag***

Do not place a portable radio in the area over an air bag or in the air bag deployment area. Air bags inflate with great force. If a portable radio is placed in the air bag deployment area and the air bag inflates, the radio may be propelled with great force and cause serious injury to occupants of the vehicle.

### ***Potentially Explosive Atmospheres***

Turn off your two-way radio when you are in any area with a potentially explosive atmosphere, unless it is a radio type especially qualified for use in such areas (for example, Factory Mutual or CENELEC Approved). Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

### ***Batteries***

Do not replace or recharge batteries in a potentially explosive atmosphere. Contact sparking may occur

## ***Blasting Caps and Areas***

To avoid possible interference with blasting operations, turn off your radio when you are near electrical blasting caps, in a blasting area, or in areas posted: "Turn off two-way radio." Obey all signs and instructions.

### ***Note:***

The areas with potentially explosive atmospheres referred to above include fueling areas such as: below decks on boats; fuel or chemical transfer or storage facilities; areas where the air contains chemicals or particles, such as grain, dust or metal powders; and any other area where you would normally be advised to turn off your vehicle engine. Areas with potentially explosive atmospheres are often but not always posted.

## ***Operational Cautions***



**Caution**

### ***Damaged Antennas***

Do not use any portable two-way radio that has a

## ***Batteries***

All batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewellery, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects.

## ***General Radio Care***

- The use of chemicals such as detergents, alcohol, aerosol sprays, and/or petroleum products may be harmful to and damage the radio housing.
- Avoid physical abuse of the radio such as carrying it by the antenna.
- The accessory connector (if fitted) has a protective cap which should be left in place when the connector is not in use.
- Clean the radio exterior using a cloth moistened with clean water and a mild dishwashing liquid.



**Caution**

## NOTES