

The dispatch system is the core communications gateway linking field resources to operations control. Dispatchers need to do their jobs quickly, effectively and efficiently. The SATRAD Console Display is designed based on input from dispatchers, incident managers and other users managing multiple field resources. Key design requirements include;

- A simple visual interface,
- The use of colour to identify key operating modes,
- A simple visual indication of the source of the last communication,
- A scrollable date and time stamped log of the last incoming calls,
- Transceiver and system status,
- A provision to add static information pertaining to the console or site,
- User / administrator customisable labels for channels / talk groups,
- User / administrator customisable alias for transceivers,
- Support for desktop or a large wall mounted displays,
- Support for concurrent multiple displays.

SATRAD Console Display

| Talk Groups | | | SATRAD-G2's | | | | | |
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Dispatch centres typically have a limited amount of desk real estate available. The SATRAD Console Display has been designed to minimise real estate requirements and requires only the footprint of the system monitor on a dispatcher's desk. An alternative to placing a display on each dispatcher's desk is to mount a large display on a wall or at another location visible to dispatchers from their desks. The SATRAD Console Display supports a variety of displays as large as 1.6 m.

The SATRAD Console Display is closely integrated with the SATRAD Console Interface. The SATRAD Console Interface provides audio and basic signalling information to dispatch console systems, however most dispatch systems do not have the means to display user and channel information. User and channel (talk-group)

information can be critical especially if an incoming audio message is garbled or if the dispatcher was dealing with another audio feed at the time of an incoming message.

The SATRAD Console Display provides the dispatcher with an "at a glance" history in two ways;

for calls just missed, the icon of the caller remains highlighted until another call comes in or until the last call timer times out, secondly,

there is a scrollable log showing the identity of the last caller and the time of the call.

The scrollable log permits the dispatcher to easily look at the call history, even if he or she is interested in a call that occurred several calls ago.

Individual user icons may be customised by the dispatcher to display an alias rather than the DN of the calling radio. This assists the dispatcher as it is no longer necessary to manually translate a DN into a vehicle number or user name.

SATRAD Console Display



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Active Voice

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Post Incoming Call - shows last caller

Active Incoming Call - shows TG and User

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Field Emergency

Dispatch Originated Call

| 010/02/17 08:45:36 - 08:45:42 - Talk Group 3 - no alla 010/02/17 08:46:13 - 08:46:20 - Talk Group 3 - no alla 010/02/17 08:47:20 - 08:47:30 - Talk Group 3 - Nitch | | | |
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| Status: enline Status: enline mal Clock: 8671 | Statu | 3 | Talk-Group: Beam: Signal-Strength: |
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System Status

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| Aux Input, Aux Output, MSAT Input, INSAT Input, MSAT Input, MSAT Output, Microphone Input, MSAT (MSAT HS) < 0.8% | Audio Levels - Handset Input | Min -24 dBm | Max + 12 dBm |
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| Frequency Response (general) In 40 Hz - 10 KHz Out 40 Hz - 7 KHz | Signal to Noise (general) | > 50 dB | |
| | Signal to Noise Microphone Input | (min gain) > 60 dB | (max gain) > 45 dB |
| Frequency Response (DVR) 300 Hz - 3.5 KHz | Frequency Response (general) | In 40 Hz - 10 KHz | Out 40 Hz - 7 KHz |
| | Frequency Response (DVR) | 300 Hz - 3.5 KHz | |



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