

Safetran DTX Specifications

Safetran Systems Corporation® provides the Digital Touch Exchange (DTX) System for the best in quality performance in a truly digital voice communications system. The DTX is a circuit switch digital communication system from line to console.

The following is a list of features, functionality's, (attributes), and enhancements in the DTX system starting with the standard Windows version:

Windows™ Console and System Feature List

- w **Main Screen** – Logging in can display either one screen with 50 icons to 10 screens with a maximum of 1200 icons on just one login.
- w **Monitor** – (Yellow) With the newly redesigned console interface card, a console can monitor up to 108 lines mixed and sent to the console on one DS0 time slot.
- w **Select** – (green) Selecting a line allows operate receive and transmit to be available, either in a full or half duplex mode on the headset or half duplex on the operate speaker and desk microphone. An external closure can be provided via a USB interface, for an indication to others that the console is on a call.
- w **Campon** – (White) Multiple consoles can select the same line and will use the intercom bus on the switch. The console's PTT will have the master steer its audio out the line with other consoles having the ability to hear both sides of the conversation.
- w **Crossmute** – A database setting on a per console basis, for consoles within close proximity, up to eight consoles can be muted for up to 48 lines if the lines are in monitor or speaker select on other consoles.
- w **Patch** – (Purple and brown) Two patches can be setup per console, either manually or automatically at login. Each patch can have up to 5 lines in patch. VOX on one line controls PTT to the other line(s).
- w **PTT** – (Red) Push to talk, on half duplex lines can be done by touch screen, mouse, footswitch, or headset.
- w **Intercom** – (Green) A built in intercom system on the backplane allows consoles to ring and talk to each other point to point in a half duplex mode.
- w **Simulselect** – (Magenta) Up to 10 lines and 4 consoles can join a simulselect where console operators can transmit out the lines and the receive audio is routed to the monitor speaker.
- w **Standard Call-in** – (Orange) The screen icon flashes orange and the icon goes into the call-in cue. Up to seven icons can appear at one time in the queue with unlimited number of call-ins. The NEXT CALL button allows the operator to scroll through the Call-in icons hidden behind the visible seven. Call-ins can generate an optional USB controlled closure for external indication.
- w **Silent Call-in** – (Orange) The screen icon flashes with no audible alert and no call-in queue appearance for consoles in close proximity sharing the same lines.
- w **Emergency Call-in** – (Red) Can be on a system or per console setup, the screen icon flashes red as well as in the call-in queue with a red bar flashing across the top with Emergency call-in text. Audible alert is distinctively different from a regular call-in. An optional USB controlled closure is available for external indicator. Receive audio is automatically heard in the Monitor Speaker.

- w **ANI display** - (Text window) ANI display with an ID database lookup is available to decode standard PSTN ANI, MDC1200™, or Kenwood™ DTMF fast code.
- w **Voting** - (Icon text) Fail, Vote, and Disable are displayed utilizing a USB interface to the masters and external receiver voting shelf like Motorola Spectra TAC™.
- w **Text Messaging** - (Text box) With a keyboard, ability to send broadcast text messages to all other consoles.
- w **Alert Tone** - (Function Icon) With a line selected, ability to send a standby message tone to field forces.
- w **Site Info** - (Pop up window) Line information displayed, programmed to give users data regarding the line selected (i.e.: call sign, circuit ID, frequency, etc.)
- w **Mute** - (Cyan) Allows the operator to temporarily mute monitored lines from voice and audible call-in disturbances.
- w **Line Status** - The top half of the cell shows the status of each line. The virtual screens across the top (5 to 10) also show the line status:
 - q On hook, no line status- (Grey)
 - q Off Hook - (Light green)
 - q VOX - (Light blue)
 - q Busy - (Red)
 - q Call-in - (Orange)
- w **Radio Control** - The most popular types of radio control include but are not limited to:
 - q DC keying
 - q Single tone keying
 - q EIA function tone
 - q CDRC FSK
 - q CDRC DTMF slow and fast code
 - q M lead
 - q Springboard™
 - q Motorola™ Repeater Control
 - q Dial Interconnect
- w **Telephone Interface** - Analog loop start or digital T1 interface with 24 extension are available which can be displayed with regular, silent, or emergency call-in.
- w **Auto dialing** - From a pre-programmed icon or AutoDial menu, the DTX can store names and numbers on a per login or system database. External database connecting is available for handling up to 1800 entries.
- w **Networking** - Multiple DTX Systems can be ISDN trunked together for consoles on all systems having the ability to communicate with all other consoles and lines on other systems. A Q.SIG open interface standard and Microsoft™ Sequel Server database manager are utilized for this capability.

Java™ Console Feature List

- w **Other information** - Items can be categorized using an unlimited number of custom-named folders.
- w **Emergency Simul-select** - Lines may be selected to participate in an emergency. When emergency simul-select is activated, control of the grouped lines will transfer to the initiator for simul-select operation.
- w **Send Message** - Can be used to broadcast system messages or to send a message to a selected dispatcher.

- w **Local & System Phonebook** – allows the storage of names, numbers, addresses, and simuselect group that can be dialed from a select list.
- w **Conferencing** – Five lines or consoles can be built up on two conferences.
- w **Screen Layout** – Creating and maintaining screen layout has been simplified, allowing the maintainer to easily create, edit, or relocate line and console icons within and between virtual screens. The number of virtual screens and icon count can be configured per dispatcher.
- w **Line Settings** – Setting up lines is now more intuitive and simpler. Only options that apply to the type of line being edited are presented to the maintainer.
- w **Instant Transmit** – Line buttons may be configured individually for instant transmit allowing the dispatcher to simply press and hold a line button to simultaneously select and key the line. Simply release the button to stop keying and unselect the line.
- w **Alphanumeric Log-in** – When installed with keyboard access, alphanumeric login IDs may be used rather than the typical numeric login IDs. The login screen still only provides a numeric pad.
- w **User Settings** – An unlimited number of DTMF call strings may be provided for each dispatcher providing greater customizability. New copy and paste features allow new dispatcher accounts to be created by copying an existing users screen layout. This eases maintenance by eliminating the need to repeatedly create common screen layouts.
- w **System Sounds** – The maintainer may assign unique sounds to various events using any .wav sound file. Individual sounds may be muted, and sounds may be disabled completely if required.
- w **Tracking/Snoop** – Management may use this function to observe the operation of a particular dispatcher from any console. As the targeted dispatcher moves from line to line, the manager's audio follows and a visual indication is given to show the involved lines.
- w **Reporting** – Management and maintainers may generate reports from any console to learn about channel usage, call quantity, and system alarms. Custom reports can be created. A load report screen can also be opened to display information about the current system load. This screen shows information about each console including: login status, lines in select/campon, lines in monitor, lines and consoles in conference, lines on hold, and call queue contents.
- w **Voice Recorder** – The integrated voice recorder provides up to 30 minutes of actual recorded audio. System may be configured to record operate, monitor, desk microphone, and headset audio. Includes variable speed playback. An instant playback button is also provided on the dispatcher screen to easily recall recently recorded audio.
- w **Window Mode** – The console may be run in its normal full screen mode or in a standard Windows™ window.
- w **Call Queue** – A prioritized call queue is displayed on each dispatcher screen for easy selection of incoming calls. On systems including caller ID support, caller information is displayed within the queue.
- w **Multi-system Support** – Takes advantage of the Universal Console Controller's (UCC) two T1 port connections. This allows each console to connect to either a primary or backup DTX.