



GenWatch3®  
GW\_Alias  
Software Version 2.23.5  
Module Book

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**GenWatch<sub>3</sub>**

600-2.23.5-G.1  
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Refer to the *Troubleshooting & Support* section of the GenWatch3 Manual Shell (Book 600-2.23.5-AA.1) for complete support and contact information.

## Document History

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### Goals

This document describes the role and function of the GW\_Alias module in the GenWatch3 solution.

### Who Should Read This Manual?



This manual is written for an intended audience of novice to mid-level trunked radio system users and novice to mid-level PC users. System administrators and data entry personnel should read this manual. Because the GW\_Alias graphical user interface (GUI) is used to maintain groups, radios, etc., you may use this GUI more than others.

### How This Manual Is Organized

This manual is organized as follows:

- **Overview:** Defines GW\_Alias and explains its function.
- **Aliasing Resources:** Describes the process and benefit of aliasing resources.
- **Managing Tags:** Describes how to manage GW\_Alias tags.
- **Managing Locations:** Describes how to manage GW\_Alias locations.
- **Managing Agencies:** Describes how to manage GW\_Alias agencies.
- **Managing Message Sets:** Describes how to manage GW\_Alias message sets.
- **Managing Status Sets:** Describes how to manage GW\_Alias status sets.
- **Advanced Alias Features:** Describes the *Multiselect*, *Color Change* and *Values Differ* features.
- **Deleting Resources:** Describes how to delete resources.
- **Exporting Resources:** Describes how to export resource from GW\_Alias.
- **Importing Resources:** Describes how to import resources into GW\_Alias.

This manual contains the following images, used to indicate that a segment of text requires special attention:

-  **Additional Information:** Additional information is used to indicate shortcuts or tips.
-  **Warning:** Warnings are used to indicate possible problem areas, such as a risk of data loss, or incorrect/unexpected functionality.



This chapter provides an overview of the GW\_Alias GUI.

This chapter contains the following sections:

- **Terms:** Defines some of the terms used in this document.
- **What is GW\_Alias?** Describes the GW\_Alias GUI.
- **Refreshing the Resources Tree:** Instructions on how to refresh the *Resources* tree.
- **Invalid Resource ID Ranges:** Defines the invalid resource ID ranges, based on system type and resource type.
- **Text Validation:** Describes how GW\_Alias validates text fields.

## Terms



**Tree:** A control that contains nodes. Trees use nodes to organize items in a way that shows their relationship. For example, the **Talkgroups** node exists under a system node.



**Node:** An item in a tree, such as a group, radio ID, etc.

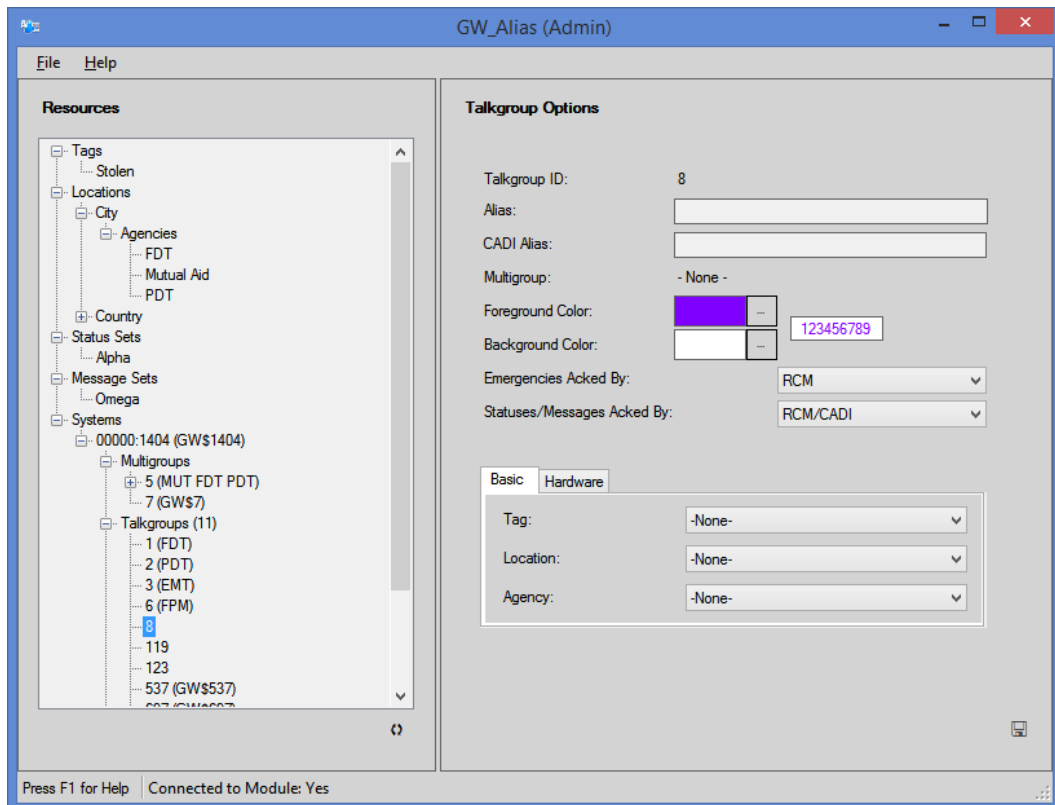


**Parent Node:** A node that has child nodes under it. For example, the **Talkgroups** parent node contains many child nodes. Each child node represents a group.

## What is GW\_Alias?

The GW\_Alias GUI (Figure 1.1) allows you to provide aliases (easily recognized names) and additional information for your trunked radio system resources:

- Tags
- Locations
- Agencies
- Status Sets
- Message Sets
- Systems
- Talkgroups
- Multigroups
- IDs (radio IDs)
- RFSSs
- Sites
- Channels (frequencies)
- Subsites
- Home RFSS Maps



**Figure 1.1** – GW\_Alias GUI

## Refreshing the Resources Tree

You must refresh the *Resources* tree to view resources that are dynamically added while the GW\_Alias GUI is open. To refresh the tree, click the **Refresh** Button: This will reload the tree and collapse all nodes down to the System's child nodes.

## Valid Resource ID Ranges

Table 1.1 shows a list of valid resource ID ranges. These are the values that will be allowed for entry or import in GW\_Alias:

System Type	Resource Type	Valid Range
Dimetra (Motorola)	Radio ID	1 to 16,777,215
	Talkgroup ID	1 to 16,777,215
Dimetra (Motorola)	Status Set Number	1 to 8
	Message Set Number	1 to 16
SmartZone	Radio ID	0 to 16,777,215
	Talkgroup ID	1 to 16,777,215
P25	Radio ID	0 to 16,777,215
	Talkgroup ID	1 to 16,777,215
	Status Set Number	1 to 254
	Message Set Number	1 to 65,535

**Table 1.1** – Valid Resource ID Ranges

## Text Validation

GW\_Alias applies the following rules to text values (such as the **Alias** field, depicted in Figure 1.2) entered or imported into the GW\_Alias database:

- Text values are limited to a particular length. (For column limit definitions, see the *Resource Import Columns* section of *Chapter 11 - Importing Resources*)
- Leading and trailing spaces are removed from entered or imported text values.
- All instances of invalid characters are removed from entered or imported text values. All enterable characters are valid. Escape characters (such as tab) are invalid. Spaces are valid in all text values except for **CADI Alias**.

If invalid characters are entered into a textbox, GW\_Alias will remove the invalid characters when you are finished editing the textbox. In this case, you will see the following message:

*This textbox contained invalid characters. These characters were removed.*

### Radio ID Options

Radio/Dispatcher ID:	2
Alias:	GW\$100019-002

**Figure 1.2** – Alias Textbox with Invalid Characters (Alt+12 and Alt+16)

This chapter describes the process and benefit of aliasing resources.

This chapter contains the following sections:

- **How does it Work?:** Describes the general functionality of resource nodes.
- **Systems Node:** Describes the Systems Node.
- **System Nodes:** Describes individual system nodes.
- **Talkgroup Nodes:** Describes individual talkgroup nodes.
- **Talkgroup Search:** Describes the talkgroup search functionality.
- **Multigroup Nodes:** Describes individual multigroup nodes.
- **ID Nodes:** Describes individual ID nodes.
- **Radio ID Search:** Describes the Radio ID search functionality.
- **RFSS Nodes:** Describes individual RFSS nodes.
- **Site Nodes:** Describes individual site nodes.
- **Channel Nodes:** Describes individual channel nodes.
- **Subsite Nodes:** Describes individual subsite nodes.
- **Home RFSS Map Nodes:** Describes individual Home RFSS Map nodes.

### How Does It Work?

All known Resources are shown in the resource tree, under the **Systems** node.

The resource tree starts with licensed systems. A resource is added when:

- It is mentioned in packets received by the GW\_Alias module, and its parent resource indicates that this is allowed (the parent relationship is described in detail below).
- A user adds a resource by showing the context menu of a selected parent node (such as **Talkgroups**) and picking the **Add a <resource>...** option.
- A user performs an import.

The sections below describe the alias values for each resource type.



Tags, locations, and agencies are described in separate chapters later in this manual.

### Systems Node

The Systems node is the parent node (the highest node) to all systems. This node does not provide any options. It simply acts as a parent node for each system node.

## Systems Node Menu

The **Systems** node context menu contains the following options:

- **Import Resources from License...:** Imports the resources defined in the GenWatch3 license. Licensed resources include WACNs, systems, groups and multigroups. Each GenWatch3 installation is licensed for at least one WACN and system. Some are also licensed for specific groups and multigroups.
- **Resynchronize Module with DB...:** Reloads all non-group, non-radio ID resources into the tree and clears the IDs and Talkgroups search results.
- **Show List...:** Shows the *System ID List*.



## System Nodes

Each system node represents a licensed system ID. Click on a system node to show the *System Options* panel. This panel contains the following values:

- **System ID:** Hexadecimal ID of the system.
- **Alias:** Alias for this system.
- **System Type:** System type used to enforce resource ID ranges. These include:
  - **Type II:** Motorola Type II (obsolete)
  - **SmartZone:** Motorola SmartZone
  - **P25:** Project 25 compliant
- **System Subtype:** System subtype defined in the license. This is for display purposes only in this version.
- **Band:** System Band. These include:
  - **700 MHz**
  - **800 MHz**
  - **900 MHz**
  - **1500 MHz**
  - **OBT**
- **ID Format:** Formatting option to use for radio IDs, talkgroups, and multigroups. These include:
  - **7xxxxx/8xxxxx**
  - **Numeric**
- **Dynamically Add Talkgroups:** When Channel Assignments occur on this system, add the associated talkgroups.
- **Dynamically Add Radio IDs:** When activity occurs on the system, add the associated Radio IDs. Also allows GenWatch3 to track the connection state for radios. Checking this option is suggested if your GenWatch3 installation includes the GW\_Affiliation module.
- **Dynamically Add RFSSs:** When activity occurs on the system, add the associated RFSSs.
- **Default TG Settings:** These settings indicate the default hardware values that will be assigned to talkgroups that are dynamically added under this System. These settings are used to denote compatibility between groups, multigroups, and radio IDs. Hardware values include the following options:
  - **Modulation**
    - **Unknown**
    - **Analog**
    - **Digital**

- **Band**
  - **Unknown**
  - **806/821 US**
  - **806/821 Splinter**
  - **806 Intl.**
  - **806 Intl. Splinter**
  - **900 MHz**
  - **UHF**
  - **VHF**
  - **350 MHz**
  - **700 MHz**
  - **1500 MHz**
  - **Reband**
  - **Reband & Shuffle**
  - **Nonsplinter & Shuffle**
  - **Splinter & Shuffle**
  - **Intl., Nonsplinter & Shuffle**
  - **Intl., Splinter & Shuffle**
- **Security**
  - **Unknown**
  - **Clear**
  - **Coded**
  - **Mixed**
- **Emergencies Acked By:** The entity that should acknowledge emergencies on groups dynamically added under this system. (**Console, RCM, and CADI**)
- **Statuses/Messages Acked By:** The entity that should acknowledge statuses and messages from radios affiliated to a group dynamically added under this system. (**Console and RCM/CADI**)
- **Default Radio Settings:** These settings indicate the default hardware values that will be assigned to radio IDs that are dynamically added under this system. These settings are used to denote compatibility between groups, multigroups and radio IDs. Hardware values include the following options:
  - **Modulation**
    - **Unknown**
    - **Analog**
    - **Digital**

- **Band**
  - **Unknown**
  - **806/821 US**
  - **806/821 Splinter**
  - **806 Intl.**
  - **806 Intl. Splinter**
  - **900 MHz**
  - **UHF**
  - **VHF**
  - **350 MHz**
  - **700 MHz**
  - **1500 MHz**
  - **Reband**
  - **Reband & Shuffle**
  - **Nonsplinter & Shuffle**
  - **Splinter & Shuffle**
  - **Intl., Nonsplinter & Shuffle**
  - **Intl., Splinter & Shuffle**
- **Security**
  - **Unknown**
  - **Clear**
  - **Coded**
  - **Mixed**
- **Global Radio Settings:** These settings will be used for all radios under this system. These settings include the following options:
  - **Radio ID Timeout Minutes:** If no activity is received from a radio in the specified number of minutes, the radio will be considered disconnected from the system. Valid values are 30 to 2880 minutes. The default value is 720 minutes.
- **SNMP IP Address Ranges:** List of IP address ranges from which SNMP messages for devices associated at the system level with this system are sent.
- **View Alias Stats...:** Shows the *Alias Stats* window (Figure 2.1). This window shows the count of each Alias resource in total and under the current System ID.
- **View Site Map...:** Shows a graphical representation of the sites under this system. This requires **Latitude**, **Longitude** and **Coverage Radius** for each site.



Default TG Settings and Default Radio Settings options will only be applied to groups and radio IDs that are dynamically added. These defaults are not considered during import (reading in resources from a file). The *Alias Import Wizard* allows selection of these hardware settings for group and radio ID import. Refer to the section entitled *Numeric Enumerations for Resource Columns* in this document for definitions of these values during import.

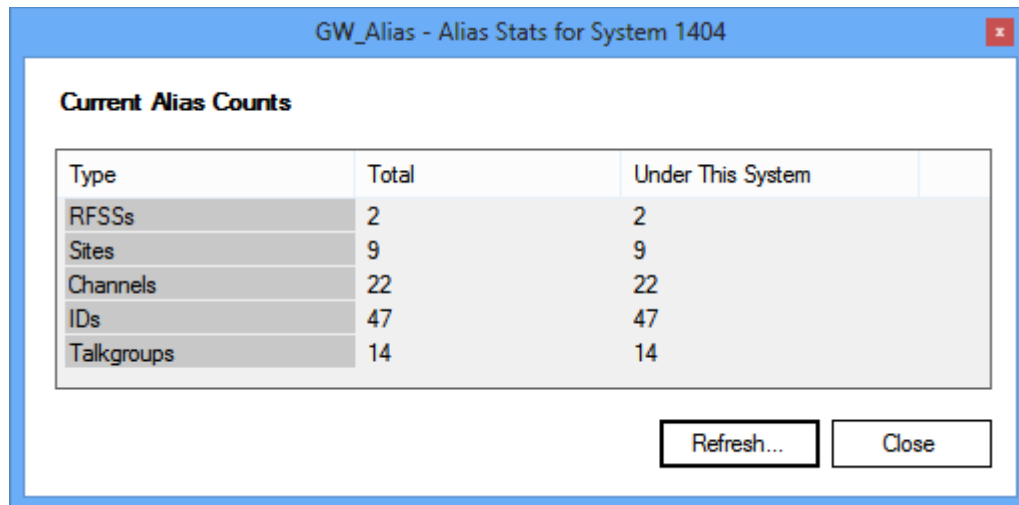
## System Node Menu

With a system ID under the **Systems** node selected, the System Node context menu contains the following options:

- **Import Channels...**: Opens the *Alias Import Wizard*, which allows you to import channels for this system. Each row in the import file must contain the channel's RFSS ID and site ID. RFSS IDs and site IDs used in this import will be added if they do not already exist.
- **Import Subsites...**: Opens the *Alias Import Wizard*, which allows you to import subsites for this system. Each row in the import file must contain the subsite's RFSS ID and site ID. RFSS IDs and site IDs used in this import will be added if they do not already exist.
- **Import SNMP IP Plan...**: Opens the *Alias Import Wizard*, which allows you to import an SNMP IP Plan for this system. Each row in the import file must contain its resource's WACN ID, system ID, Resource Type, Min IP, and Max IP. RFSS IDs, site IDs, channels, and subsite IDs used in this import will be added if they do not already exist.
- **Export Channels...**: Opens the *Alias Export* window, allowing you to export the system's channels to a comma-separated value file (CSV).
- **Export Subsites...**: Opens the *Alias Export* window, allowing you to export the system's subsites to a CSV file.
- **Export SNMP IP Plan**: Exports the system's SNMP IP Plan to a CSV file. The SNMP IP Plan is aggregated from the SNMP IP Address Ranges of each resource in the system.
- **Export Default SNMP IP Plan**: Exports an SNMP IP Plan for the system by automatically generating default values for each resource based on the most common configuration.
- **Delete this System**: Deletes the selected system and all resources under the system.

## Alias Statistics

The **View Alias Stats...** button shows the *Alias Stats* window (Figure 2.1). This window shows the count of each GW\_Alias resource in total and under the current System ID.



**Figure 2.1** – Alias Stats Window

**Refresh:** Queries the database for current alias resource totals.

**Close:** Closes the *Alias Stats* window.

## Alias Maximums

GenWatch3's aliased resources are limited in quantity. These limits are not theoretical structural limits. These limits are in place to guarantee GenWatch3's performance. GenWatch3 enforces the following maximums for importing and dynamically adding resources:

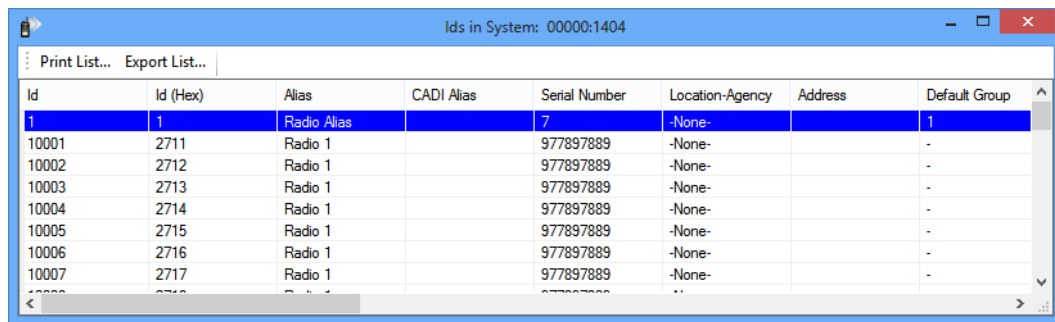
- Systems – 20
- RFSSs – 80

## Resource Lists

The context menu of a resource parent node (such as **Systems**, **RFSSs**, **Sites**, **Channels**, **IDs** and **Talkgroups**) shows the **Show List...** option. This option shows a printable list (Figure 2.2) of all resources currently loaded under the parent node. If the resources are assigned a background and foreground color (such as radio IDs and groups), each line will reflect the selected colors.

Click the **Print List...** button to print the resource list.

Click the **Export List...** button to export the resource list in a tab-separated value format with column headers.



Id	Id (Hex)	Alias	CADI Alias	Serial Number	Location-Agency	Address	Default Group
1	1	Radio Alias		7	-None-		1
10001	2711	Radio 1		977897889	-None-		-
10002	2712	Radio 1		977897889	-None-		-
10003	2713	Radio 1		977897889	-None-		-
10004	2714	Radio 1		977897889	-None-		-
10005	2715	Radio 1		977897889	-None-		-
10006	2716	Radio 1		977897889	-None-		-
10007	2717	Radio 1		977897889	-None-		-

**Figure 2.2** – Radio IDs Resource List

## Talkgroup Nodes

These represent a group under its parent system. Click on a group node to show the *Talkgroup Options* panel (Figure 2.3). This panel contains the following values:

- **Talkgroup ID:** The ID of this talkgroup.
- **Alias:** Alias for this group.
- **CADI Alias:** Alias used by CAD connections in GW\_Halcyon.
- **Multigroup:** The multigroup (if any) this group is assigned to.
- **Foreground Color:** This group's text color. Many of the real-time module GUIs will show this group using this foreground color if it is changed from the default of black.
- **Background Color:** This group's background color. Many of the real-time module GUIs will show this group using this background color if it is changed from the default of white.
- **Emergencies Acked By:** The entity that should acknowledge emergencies on this group.
  - **Console**
  - **RCM**
  - **CADI**
- **Statuses/Messages Acked By:** The entity that should acknowledge statuses and messages from radios affiliated to this group.
  - **Console**
  - **RCM/CADI**
- **Basic Settings**
  - **Tag:** Tag value
  - **Location:** Location value
  - **Agency:** Agency value
- **Hardware Settings:** These settings are used to denote compatibility between groups, multigroups and radio IDs. Hardware values include the following options:
  - **Modulation**
    - **Unknown**
    - **Analog**
    - **Digital**

- **Band**
  - **Unknown**
  - **806/821 US**
  - **806/821 Splinter**
  - **806 Intl.**
  - **806 Intl. Splinter**
  - **900 MHz**
  - **UHF**
  - **VHF**
  - **350 MHz**
  - **700 MHz**
  - **1500 MHz**
  - **Reband**
  - **Reband & Shuffle**
  - **Nonsplinter & Shuffle**
  - **Splinter & Shuffle**
  - **Intl., Nonsplinter & Shuffle**
  - **Intl., Splinter & Shuffle**
- **Security**
  - **Unknown**
  - **Clear**
  - **Coded**
  - **Mixed**

**Talkgroup Options**

Talkgroup ID: 1

Alias:

CADI Alias:

Multigroup: 5 (MUT FDT PDT)

Foreground Color:

Background Color:

Emergencies Acked By:

Statuses/Messages Acked By:


Basic Hardware

Tag:

Location:

Agency:

This talkgroup is a member of a Multigroup. You cannot change the modulation, band or security of a Talkgroup that is a member of a Multigroup.



**Figure 2.3 – Talkgroup Options**



## Foreign Talkgroup IDs

Foreign talkgroups are talkgroups that belong to agencies on other systems. When users roam onto your system from other systems, they may use channels on your system to make calls to talkgroups on their home system. These talkgroups are added to alias as foreign talkgroups.

To prevent ambiguity between a foreign talkgroup ID and a local talkgroup ID, foreign talkgroups are fully qualified by their home WACN and system ID. The format of a fully qualified foreign ID:

WWWWSSSS00000000 where W=WACN ID in hex, S=System ID in hex and 0=the numeric talkgroup ID, padded to eight digits.

Foreign talkgroups cannot be manually added in this version of GenWatch3. They can only be added via import or dynamic discovery.

## Talkgroups Node Menu

The **Talkgroups** node context menu contains the following options:

- **Import Talkgroups...**: Opens the *Alias Import Wizard*, which allows you to import groups. (See *Chapter 11: Importing Resources*.)
- **Export Talkgroups...**: Opens the *Alias Export* window, which allows you to export groups. (See *Chapter 10: Exporting Resources*.)
- **Add a Talkgroup**: Allows you to add a single group without importing.
- **Show List...**: Shows a list of all groups under the **Talkgroups** node's system.

## Talkgroup Search

When GW\_Alias loads, the **Talkgroups** node under each system reads **Talkgroups (Click here to search)**. Click on the **Talkgroups** node to show the *Talkgroup ID Search* panel, shown in Figure 2.4.

**Figure 2.4** – Talkgroup ID Search Panel

This panel allows you to enter search criteria for groups. These criteria are described in the *Talkgroup Nodes* section above.

## Using the Talkgroup ID Search Panel

Here are some things to remember when using this search panel:

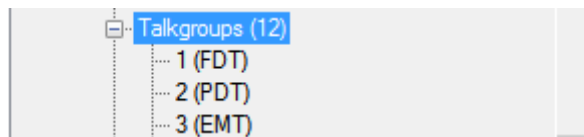
- All specified criteria are considered in a search. For a group to be included in the search results, it must satisfy all specified criteria.
- A partial search is performed on all text box criteria (such as **Talkgroup ID**, **Talkgroup Alias**, etc.). If a group contains the criteria, the group will be included in the search results. This means that if you enter 3 in the **Talkgroup ID**, the search may return talkgroups 3, 10003, 20003, 30003, etc., because these groups' IDs contain 3.
- Blank text box criteria are ignored in the search. If you leave **Talkgroup Alias** blank, then **Talkgroup Alias** is not considered in the search.
- An exact search is performed on all list box criteria (such as **Tag**, **Location**, **Agency**, etc.). If a group has the exact specified list box criteria, the group will be included in the search results.
- List boxes with **-Any-** selected are ignored in the search. If you select **-Any-** for **Tag**, then **Tag** is not considered in the search.
- If you select a specific **Location** and select **-Any-** for **Agency**, the search will return all groups with an agency under the selected location.

## Talkgroup ID Search Panel Buttons

This panel contains two buttons:

- **Search...**: Click this button to perform a talkgroup search. This will add each talkgroup that matches your search criteria to the **Talkgroups** node.
- **Reset**: Click this button to reset all the criteria in the *Talkgroup ID Search* panel. All text boxes are cleared, and all list box items are set to **-Any-**.

After each search, the **Talkgroups** node will show the result of the search by displaying a number in parentheses. Figure 2.5 below shows a search that resulted in 12 talkgroups.



**Figure 2.5** – Talkgroups Node after a Search

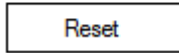
Each talkgroup under the **Talkgroups** node can be edited and deleted just like other GW\_Alias resources. Click on a talkgroup node to show the *Talkgroup Options* panel. Show the context menu of a talkgroup node to see the **Delete** option.

## Talkgroup ID Search Results Blocks

When you perform a search, the *Talkgroup ID Search* panel shows the results in search blocks (See Figure 2.6 below).

*Search results are broken into blocks of 200. Click on a link below to view a block.*

[1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#)



**Figure 2.6** – Search Results Blocks

Each number in the list is a link to up to 200 talkgroups that matched your search criteria. By default, the **Talkgroups** node is populated with the first block. Click on the block numbers to view the results in the other blocks. Hover over a block to get a preview of the talkgroups in the block.

## Talkgroup ID Search Panel Benefits

The benefits of searching for groups are as follows:

- You do not have to sift through possibly thousands of groups just to find the few that you wish to edit or delete.
- Your searches can represent work that you need to do on groups, such as assigning an alias to all groups with an alias like *GW\$* (the default alias), or assigning a location and agency to all groups with a **–None–** for location.

## Multigroup Nodes

Each multigroup node represents a multigroup under its parent system. A multigroup is essentially a group that is set up as a special group type (announcement group) in a radio. Click on a multigroup node to show the **Multigroup Options** panel (Figure 2.7). This panel contains the following values:

- **Multigroup ID:** this is the ID of the multigroup.
- **Alias:** Alias for this multigroup.
- **CADI Alias:** Alias used by CADI connections.
- **Foreground Color:** This multigroup's text color. Many of the real-time module GUIs will show this multigroup using this foreground color if it is changed from the default of black.
- **Background Color:** This multigroup's background color. Many of the real-time module GUIs will show this multigroup using this background color if it is changed from the default of white.
- **Emergencies Acked By:** The entity that should acknowledge emergencies on this multigroup. (Console, RCM, and CADI)
- **Statuses/Messages Acked By:** The entity that should acknowledge statuses and messages from radios affiliated to this multigroup. (Console and RCM/CADI)
- **Basic Settings**
  - **Tag:** Tag value
  - **Location:** Location value
  - **Agency:** Agency value
- **Hardware Settings:** These settings are used to denote compatibility between groups, multigroups, and radio IDs. Hardware values include the following options:
  - **Modulation**
    - **Unknown**
    - **Analog**
    - **Digital**

- **Band**
  - **Unknown**
  - **806/821 US**
  - **806/821 Splinter**
  - **806 Intl.**
  - **806 Intl. Splinter**
  - **900 MHz**
  - **UHF**
  - **VHF**
  - **350 MHz**
  - **700 MHz**
  - **1500 MHz**
  - **Reband**
  - **Reband & Shuffle**
  - **Nonsplinter & Shuffle**
  - **Splinter & Shuffle**
  - **Intl., Nonsplinter & Shuffle**
  - **Intl., Splinter & Shuffle**
- **Security**
  - **Unknown**
  - **Clear**
  - **Coded**
  - **Mixed**

**Multigroup Options**

Multigroup ID: 5

Alias:

CADI Alias:

Foreground Color:

Background Color:

Emergencies Acked By:

Statuses/Messages Acked By:

Basic Hardware

Tag:

Location:

Agency:

This multigroup contains Talkgroups. You cannot change the modulation, band or security of a Multigroup that contains Talkgroups.

**Figure 2.7** – Multigroup Options

## Multigroups Node Menu

The **Multigroups** node context menu contains the following options:

- **Import Multigroups...**: Opens the *Alias Import Wizard*, which allows you to import multigroups. (See *Chapter 11: Importing Resources*.)
- **Export Multigroups...**: Opens the *Alias Export* window, which allows you to export your multigroups. (See *Chapter 10: Exporting Resources*.)
- **Add a Multigroup**: Allows you to add a single multigroup without importing.
- **Show List...**: Shows a list of all multigroups under the **Multigroups** node's system.

## Multigroup Groups

Each multigroup can contain up to 64 groups. These groups will hear the conversations initiated by radios that are affiliated to the multigroup. To add a group to a multigroup, take the following steps:

1. Select the multigroup you wish to add groups to and show the Multigroup context menu.
2. Click on **Add Talkgroups....** This will show the *Select Talkgroups* window.
3. Search for the groups that you wish to add.
4. Choose one or more groups to add to the multigroup.
5. Click the **OK** button. This will add all selected groups to the multigroup.

To remove a group from the multigroup, follow the steps below.

1. Select the group that you wish to remove and show the context menu.
2. Click the **Remove** option; this will remove the selected talkgroup from the multigroup.



You must set the multigroup's **Band**, **Security**, and **Modulation** before you can add groups. Only groups with compatible **Band**, **Security**, and **Modulation** will show in the *Select Talkgroups* window. The rules for compatibility are as follows:

- If the multigroup's **Modulation** is **Analog**, the talkgroup's **Modulation** must be **Analog**.
- If the multigroup's **Security** is not **Mixed** or **Unknown**, the talkgroup's **Security** must match the multigroup's **Security**.



The groups that you see under a multigroup are the actual groups under the **Talkgroups** node, just shown in a different location. If you have group 1 under multigroup 3, then you will see group 1 in two places: under the **Talkgroups** node and under the **Talkgroups** node for multigroup 3. Any changes made to the talkgroup in one location will change the group in the other location as well. So, if you change the alias of talkgroup 1, you will see the change occur in both group nodes.

## ID Nodes

Each ID node represents a radio ID mentioned under its parent system. IDs are stored under each system.

Click on an ID node to show the *Radio ID Options* panel (Figure 2.8). This panel contains the following values:

- **Radio/Dispatcher ID:** ID of the radio (formatted based on the parent system's **ID Format** option).
- **Alias:** Alias for this radio ID.
- **CADI Alias:** Alias used by CADI connections.
- **Serial Number:** Radio serial number.
- **Default Group:** The home group for this radio ID. This group is used for validating non-group-based radio activity such as private calls. (See the *GW\_Security* manual for more information).
- **Foreground Color:** This radio ID's text color. Many of the real-time module GUIs will show this radio ID using this foreground color if it is changed from the default of black.
- **Background Color:** This radio ID's background color. Many of the real-time module GUIs will show this radio ID using this background color if it is changed from the default of white.
- **Basic Settings:**
  - **Tag:** Tag value (see *Managing Tags* section)
  - **Location:** Location value (see *Managing Locations* section). The selected Location is saved only if you choose an agency under the Location.
  - **Agency:** Agency value (see *Managing Agencies* section)
  - **Address:** Physical address associated with this radio
- **Config Settings:**
  - **Status Set:** Status set associated with this radio ID (see the *Managing Status Sets* section of this manual)
  - **Message Set:** Message set associated with this radio ID (see the *Managing Message Sets* section of this manual)
  - **Emergency Text:** Emergency text displayed in RCM when this radio ID issues an emergency alarm event



- **Hardware Settings:** Used to determine compatibility between groups, multigroups, and radio IDs. Hardware values include the following options:
  - **Modulation**
    - **Unknown**
    - **Analog**
    - **Digital**
  - **Band**
    - **Unknown**
    - **806/821 US**
    - **806/821 Splinter**
    - **806 Intl.**
    - **806 Intl. Splinter**
    - **900 MHz**
    - **UHF**
    - **VHF**
    - **350 MHz**
    - **700 MHz**
    - **1500 MHz**
    - **Reband**
    - **Reband & Shuffle**
    - **Nonsplinter & Shuffle**
    - **Splinter & Shuffle**
    - **Intl., Nonsplinter & Shuffle**
    - **Intl., Splinter & Shuffle**
  - **Security**
    - **Unknown**
    - **Clear**
    - **Coded**
    - **Mixed**
  - **Access Type**
    - **Unknown**
    - **FDMA**
    - **TDMA**
    - **TDMA/FDMA**
- **Asset Information:** Displays additional radio information if available (only available when GenIIB is licensed). Information that may be displayed:
  - **Tag ID:** The ID of the tag associated with this radio.
  - **Department (agency):** The department the radio is associated with.
  - **Vehicle:** the vehicle the radio is associated with.
  - **Assigned to:** Identifies an assigned value associated with the radio.
  - **Serial Number:** The serial number of the associated Radio.
  - **Model Number:** The model number of the associated Radio.

- **Enabled:** Indicates if the associated Customer is currently being billed or if the associated Radio is currently activated.
- **Rate Plan ID:** The unique ID for the associated Radio's rate plan.
- **History button:** Loads the *Unit History* screen. This screen shows the archived history of this radio ID in each time frame. See Figure 2.9.

**Radio ID Options**

Radio/Dispatcher ID: 1

Alias: GW\$1

CADI Alias:

Serial Number:

Default Group:

Foreground Color: [Black Swatch]

Background Color: [White Swatch]

123456789

Basic Config Hardware Asset

Tag: -None-

Location: -None-

Agency: -None-

Address:

History

**Figure 2.8** – Radio ID Options

## Foreign IDs

Foreign IDs are IDs that belong to agencies on other systems. When users roam onto your system from other systems, they may use channels on your system to make calls to talkgroups on their home system or patched talkgroups on your system. These IDs are added to alias as foreign IDs.

To prevent ambiguity between a foreign ID and a local ID, foreign IDs are fully qualified by their home WACN and system ID. The format of a fully qualified foreign ID is: WWWWSSSS00000000, where W=WACN ID in hexadecimal, S=System ID in hexadecimal and 0=the numeric ID, padded to eight digits.

Foreign IDs cannot be manually added in this version of GenWatch3. They can be added only via import or dynamic discovery.

## Using the Radio ID History Window

The *Radio ID History* window shows all activity for a radio ID in a given time frame. You can access the *Radio ID History* window through many of the GUIs within GenWatch3. When you first load the *Radio ID History* window, the activity history is limited to the last 24 hours. To change the time frame, change the dates and times in the **From** and **To** date time boxes and press the **Search...** button.

You can sort the information in the *Radio ID History* screen. To sort by a column, click the column name. To reverse the sort order (from ascending to descending and back) click the column name again.

## Printing the Radio ID History

You may wish to print the contents of the *Radio ID History* list. To print this list:

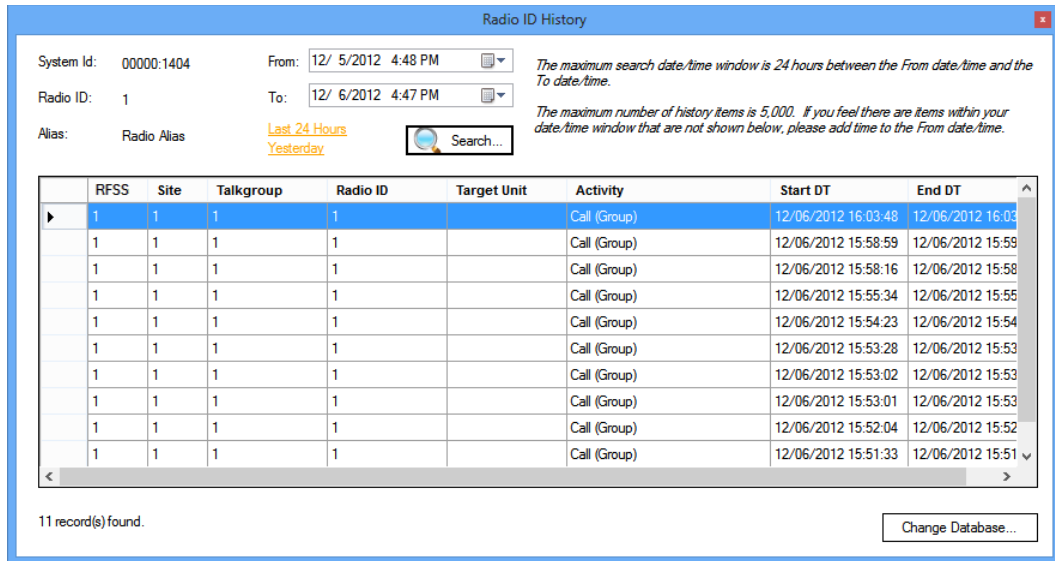
1. Select the activity in the *Radio ID History* list that you wish to print by clicking on an item, then holding down the **Shift** key while clicking on another item. All items between the two you clicked will be selected. If you wish to print all the activity in the unit history list, skip this step.
2. Right-click on the unit history list. This will show the unit history list options.
3. Click on the **Print ...** option. This will show the printer options screen specific to your default printer.
4. Select the options for your printer. It is usually best to choose to print in landscape mode (not portrait).
5. Click **OK** once you are satisfied with your printer options. This will result in a dialog asking if you want to print the selected items or all items.
6. Make your selection from the dialog.
  - a. **Yes:** Prints each row selected in the *Radio ID History* grid.
  - b. **No:** Prints all entries in the *Radio ID History* grid.
  - c. **Cancel:** Cancels this print request.



This window shows data from the GenWatch3 archive tables. If you are not archiving data, this window will not show any history.



Click the **Change Database...** button to specify the GW or GenGET database server name and instance if one is not already specified. This is per GenWatch3 user profile on each GenWatch3 machine.



**Figure 2.9** – Radio ID History Window

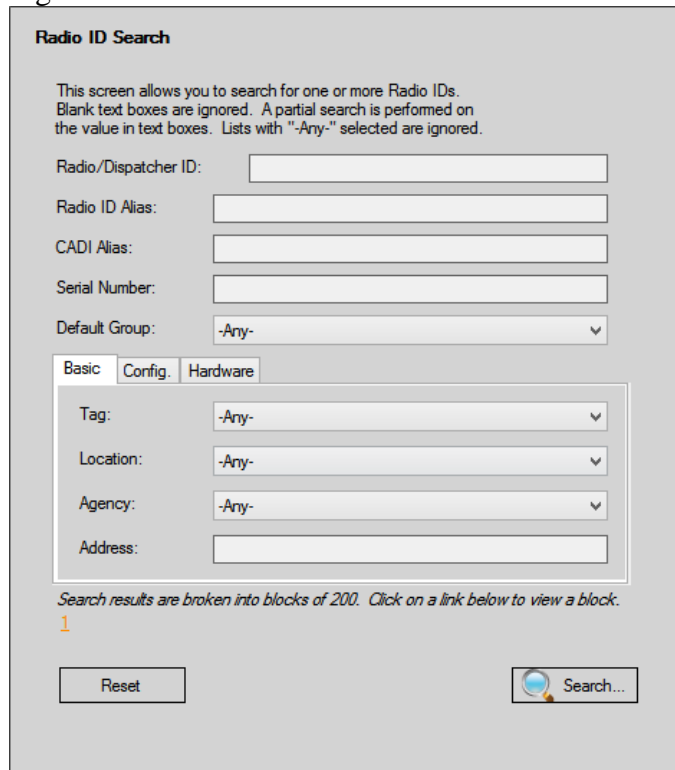
## IDs Node Menu

The **IDs** node context menu contains the following options:

- **Import Radio IDs...:** Opens the *Alias Import Wizard* which allows you to import radio IDs. (See *Chapter 11: Importing Resources*.)
- **Export Radio IDs ...:** Opens the *Alias Export* window which allows you to export your radio IDs. (See *Chapter 10: Exporting Resources*.)
- **Add an ID:** Allows you to add a single radio ID without importing.
- **Show List...:** Shows a list of all radio IDs under the **IDs** node's system.

## Radio ID Search

When GW\_Alias loads, the **IDs** node under each system reads **IDs** ([Click here to search](#)). Click on the **IDs** node to show the *Radio ID Search* panel, shown in Figure 2.10.



The **Radio ID Search** panel is a web-based interface for searching radio IDs. It features a title bar, a descriptive paragraph, several input fields, a tabbed section for advanced search, and a search button.

**Radio ID Search**

This screen allows you to search for one or more Radio IDs. Blank text boxes are ignored. A partial search is performed on the value in text boxes. Lists with "-Any-" selected are ignored.

Radio/Dispatcher ID:

Radio ID Alias:

CADI Alias:

Serial Number:

Default Group:

**Basic** | **Config.** | **Hardware**

Tag:

Location:

Agency:

Address:

*Search results are broken into blocks of 200. Click on a link below to view a block.*

[1](#)

**Figure 2.10** – Radio ID Search Panel

This panel allows you to enter search criteria for radio IDs. These criteria are described in the *ID Nodes* section above.

## Using the Radio ID Search Panel

Here are some things to remember when using this search panel:

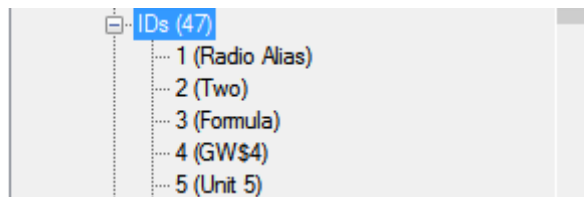
- For a radio ID to be included in the search results, it must satisfy all specified criteria. A text box criterion is specified if you type a value into its text box. A list box criterion is specified if you select an item in the list other than **–Any–**.
- A partial search is performed on all text box criteria (such as **Radio ID**, **Radio Alias**, etc.). If a radio ID contains the criteria, the radio ID will be included in the search results. This means that if you enter 3 in the **Radio ID**, the search may return radio IDs 3, 1003, 2003, 3003, etc., because these radios' IDs contain 3.
- Blank text box criteria are ignored in the search. If you leave **Radio Alias** blank, then **Radio Alias** is not considered in the search.
- An exact search is performed on all list box criteria (such as **Tag**, **Location**, **Agency**, etc.). If a radio ID has the exact specified list box criteria, the radio ID will be included in the search results.
- List boxes with **–Any–** selected are ignored in the search. If you select **–Any–** for **Tag**, then **Tag** is not considered in the search.
- Selecting a specific **Location** and selecting **–Any–** for **Agency** will return all radio IDs with an agency under the selected location.
- The Basic panel contains **Tag**, **Location**, **Agency**, and **Address** fields.
- The Config. panel contains **Status Set**, **Message Set**, and **Emergency Text** fields.
- The Hardware panel contains **Modulation**, **Band**, **Security** and **Access Type** fields.

## Radio ID Search Panel Buttons

This panel contains two buttons:

- **Search...**: Click this button to perform a radio ID search. This will add each radio ID that matches your search criteria to the **IDs** node.
- **Reset**: Click this button to reset all the criteria in the *Radio ID Search* panel. All text boxes are cleared, and all list box items are set to **–Any–**.

After each search, the **IDs** node will show the result of the search by displaying a number in parentheses. Figure 2.11 below shows a search that resulted in 47 radio IDs.



**Figure 2.11** – IDs Node after a Search

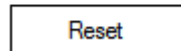
Each radio ID under the **IDs** node can be edited and deleted just like other GW\_Alias resources. Click on a radio ID node to show the *Radio ID Options* panel. Show the context menu of a radio ID node to see the **Delete this ID** option.

## Radio ID Search Results Blocks

When you perform a search, the *Radio ID Search* panel shows the results in search result blocks (See Figure 2.12 below).

*Search results are broken into blocks of 200. Click on a link below to view a block.*

[1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#)



**Figure 2.12** – Search Result Blocks

Each number in the list is a link to up to 200 radio IDs that matched your search criteria. By default, the **IDs** node is populated with the first block. Click on the block numbers to view the results in the other blocks. Hover over a block to get a preview of the radio IDs in the block.

## Radio ID Search Panel Benefits

The benefits of searching for radio IDs are as follows:

- You do not have to sift through possibly thousands of radio IDs just to find the few that you wish to edit or delete.
- Your searches can represent work that you need to do on radio IDs, such as assigning an **Alias** to all radio IDs with an **Alias** like *GW\$* (the default alias) or assigning a **Default Group** to all radio IDs with a **Default Group** of *None*.

## RFSS Nodes

Each RFSS node represents an RFSS under its parent system. In some system configurations, the RFSS ID is arbitrary (single-site systems). In these cases, the RFSS ID is the value defined in the input module setup screen (i.e., GW\_ATIA, GW\_RSP25, etc.).

Click on an RFSS node to show the *RFSS Options* panel. This panel (Figure 2.13) contains the following values:

- **RFSS ID:** Numeric ID of this RFSS.
- **Alias:** Alias for this RFSS.
- **Dynamically Add Sites:** When activity occurs on the RFSS, add the associated sites.
- **View Site Map...:** Shows a graphical representation of the sites under this RFSS. This requires **Latitude**, **Longitude** and **Coverage Radius** setup for each site.
- **SNMP IP Address Ranges:** List of IP address ranges for SNMP devices associated with this RFSS. If an RFSS is dynamically added, default ranges will be added based on the most common configuration.
- **Primary SNMP IP Address:** The IP address from which SNMP messages are sent for the primary RFSS controller of this RFSS.
- **Secondary SNMP IP Address:** The IP address from which SNMP messages are sent for the secondary RFSS controller of this RFSS.



**RFSS Options**

RFSS ID: 1

Alias: RFSS 1

☒ Dynamically Add Sites

Primary SNMP IP Address: 192.168.1.1

Secondary SNMP IP Address: 192.168.1.2

View Site Map...

SNMP IP Address Ranges

Start of Range	End of Range
192.168.1.3	192.168.1.4

+ - ✎

**Figure 2.13** – RFSS Options



For single-site systems, the RFSS ID value should always be 1.

## RFSSs Node Menu

The **RFSSs** node context menu contains the following options:

- **Import RFSSs...**: Opens the *Alias Import Wizard*, which allows you to import RFSSs. (See *Chapter 11: Importing Resources*.)
- **Export RFSSs...**: Opens the *Alias Export* window, which allows you to export RFSSs. (See *Chapter 10: Exporting Resources*.)
- **Add an RFSS**: Allows you to add a single RFSS without importing.
- **Show List...**: Shows a list of all RFSSs under the **RFSSs** node.

## Site Nodes

In some system configurations, the site ID is arbitrary. In these cases, the site ID is the value defined in the input module's setup screen.

Click on a site node to show the *Site Options* panel (Figure 2.14). This panel contains the following values:

- **Site ID:** Numeric ID of this site.
- **Channel Key Type:** Indicates the key values used for channels under this site. The key values must be distinct and cannot be changed once added. Channel key type options include:
  - **Frequency:** Channel frequency is used as the key.
  - **Position:** Channel position is used as the key.
- **Alias:** Alias for this site.
- **Dynamically Add Channels:** When activity occurs on the site, add the associated channels.
- **Dynamically Add Subsites:** When APM data is received, add the associated subsites.
- **Latitude:** Latitude location of this site.
- **Longitude:** Longitude location of this site.
- **Coverage Radius:** Estimated broadcast radius of this site (the longest radius of any direction from the site).
- **SNMP IP Address Ranges:** List of IP address ranges from which SNMP messages for devices associated with this site are sent. If a site is dynamically added, default ranges will be added based on the most common configuration.
- **SNMP IP Address:** The primary IP address for this site from which SNMP messages are sent.

Latitude and Longitude can be displayed in two formats, based on the *Coordinate Format* option in LaunchPad's *Global Settings* window. The formats are:

- **Decimal Degrees:** Alias will display an entry field for Degrees.
- **Degree Minutes Seconds:** Alias will display separate entry fields for Degrees, Minutes, and Seconds.



For single-site systems the **Site ID** value should always be 1.



**Latitude**, **Longitude**, and **Coverage Radius** are used in GW\_SAM's multisite impossible drive distance logic.



See **Changing Global Settings** in the Core Manual for more information on the *Coordinate Format* option.

**Site Options**

Site ID: 1

Channel Key Type: Position

Alias:

☒ Dynamically Add Channels

☒ Dynamically Add Subsites

Latitude: 0.00000000

Longitude: 0.00000000

Coverage Radius: 0 mi.

SNMP IP Address:

SNMP IP Address Ranges

Start of Range	End of Range

+ -

**Figure 2.14** – Site Options

## Sites Node Menu

The **Sites** node context menu contains the following options:

- **Import Sites...:** Opens the *Alias Import Wizard*, which allows you to import sites. (See *Chapter 11: Importing Resources*.)
- **Export Sites...:** Opens the *Alias Export* window, which allows you to export sites. (See *Chapter 10: Exporting Resources*.)
- **Add a Site:** Allows you to add a single site without importing.
- **Show List...:** Shows a list of all sites under the **Sites** node.

## Channel Nodes

Clicking on a channel node shows the *Channel Options* panel (Figure 2.15). This panel contains the following values:

- **Channel Position:** The position of this channel. Generally, this number ranges from 1-256, beginning with the primary control channel as 1. (*This value is adjustable only if the parent site's Channel Key Type is Frequency.*) If activity is received from a channel with the same frequency as an existing channel but a different channel position, the position of the old channel will be updated to match the new activity on sites that have a channel key type of Frequency.
- **Alias:** Alias for this channel.
- **Tx Frequency:** The transmit frequency (in hertz) of this channel. (*This value is adjustable only if the parent site's Channel Key Type is Position.*) If activity is received from a channel with the same channel position as an existing channel but a different frequency, the frequency of the old channel will be updated to match the new activity on sites that have a channel key type of Position.
- **Rx Frequency:** The receive frequency (in hertz) of this channel. This value is used to match activity that reports a receive frequency to a channel. An example of such activity is an RSSI (Receive Signal Strength Indication) report from a power monitoring device.
- **RX/TX Board Position:** Board position (slot) for this channel in the Central Controller (also known as RIB/TIB).
- **Tel. Repeater Board Position:** Telephone repeater board position (slot) for this channel in the Central Controller (also known as TRIB).
- **Slot Count:** The number of slots used by this channel. This selection is used in calculating system usage statistics and some real-time displays. Values include One Slot, Two Slots and Four Slots.
- **SNMP IP Address:** The IP address for this channel from which SNMP messages are sent.
- **Control Channel:** Check this option if this channel is capable of being a control channel.
- **Failsoft Channel:** Check this option if this channel is used for failsoft assignment.
- **Voice Channel:** Check this option if this channel is a voice channel.
- **Data Channel:** Check this option if this channel is a data channel.
- **Offline:** Check this option if this channel is not currently used on the site. This option allows you to add channels that you own that are not yet in use.



Channels are shown in order of your GenWatch3 user's selected **Channel Sort Preference**. By default, this is Channel Key, which means the channels are sorted based on the **Channel Key Type** of the channel's parent site. You can change your sorting preference via the **File->Channel Sort Preference** menu options.

**Channel Options**

Channel Position: 1

Alias:

Tx Frequency:

Rx Frequency:

RX/TX Board Position:

Tel. Repeater Board Position:

Slot Count:  FDMA

SNMP IP Address:

☒ Control Channel ☐ Data Channel

☐ Failsoft Channel

☐ Voice Channel

☐ Offline

**Figure 2.15** – Channel Options

## Channels Node Menu

The **Channels** node context menu contains the following options:

- **Import Channels...**: Opens the *Alias Import Wizard*, which allows you to import channels. (See *Chapter 11: Importing Resources*.)
- **Export Channels...**: Opens the *Alias Export* window, which allows you to export channels. (See *Chapter 10: Exporting Resources*.)
- **Add a Channel**: Allows you to add a single channel without importing.
- **Show List...**: Shows a list of all channels under the **Channels** node.

## Subsites Node

### Subsites Node Menu

The Subsites node context menu contains the following options:

- **Import Subsites...**: Opens the *Alias Import Wizard*, which allows you to import subsites. (See *Chapter 11: Importing Resources*.)
- **Export Subsites...**: Opens the *Alias Export* window, which allows you to export subsites. (See *Chapter 10: Exporting Resources*.)
- **Add a Subsite**: Allows you to add a single subsite without importing.
- **Show List...**: Shows a list of all subsites under the **Subsites** node.

### Subsite Nodes

Click on a subsite node to show the *Subsite Options* panel (Figure 2.16). This panel contains the following values:

- **Subsite ID**: Numeric ID of this subsite.
- **Channel Key Type**: Indicates the key values used for channels under the parent site and cannot be edited here. Channel key type options include:
  - **Frequency**: Channel frequency is used as the key.
  - **Position**: Channel position is used as the key.
- **Alias**: Alias for this subsite.
- **Latitude**: Latitude location of this subsite.
- **Longitude**: Longitude location of this subsite.
- **Coverage Radius**: Estimated broadcast radius of this subsite (the longest radius of any direction from the subsite).
- **SNMP IP Address Ranges**: List of IP address ranges from which SNMP messages for devices associated with this subsite are sent. If a subsite is dynamically added, default ranges will be added based on the most common configuration.
- **SNMP IP Address**: The primary IP address for this subsite from which SNMP messages are sent.

Latitude and Longitude can be displayed in two formats, based on the *Coordinate Format* option in LaunchPad's *Global Settings* window. The formats are:

- **Decimal Degrees**: Alias will display an entry field for Degrees.
- **Degree Minutes Seconds**: Alias will display separate entry fields for Degrees, Minutes, and Seconds.



See **Changing Global Settings** in the Core Manual for more information on the *Coordinate Format* option.

**Subsite Options**

Subsite ID: 1

Channel Key Type: Position

Alias: GWS1

Latitude: 5.00000000

Longitude: 6.00000000

Coverage Radius: 4 mi.

SNMP IP Address: 127.0.0.2

SNMP IP Address Ranges

Start of Range	End of Range
127.0.0.3	127.0.0.5

+ -

**Figure 2.16 – Subsite Options**

## Subsite Node Menu

The subsite node context menu contains the following options:

- **Delete this Subsite:** After a confirmation, deletes the subsite.

## Home RFSS Map Nodes

Each home RFSS map node represents a home RFSS map under its parent system. Click on a home RFSS map node to show the *Home RFSS Map Options* panel.

This panel (Figure 2.17) contains the following values:

- **ID:** Numeric ID of this home RFSS map.
- **Alias:** Alias for this home RFSS map.
- **Radio Ranges:** Each map must map the entire range of radio IDs to one or more RFSSs along with the type of each range of IDs.
- **Talkgroup Ranges:** Each map must map the entire range of talkgroup IDs to one or more RFSSs along with the type of each range of IDs.

**Home RFSS Map Options**

ID: 1

Alias: HRM 1

Radio Ranges:

	RFSS		Range Start	Range End	Type	
▶	1 (RFSS 1)	▼	0	122	Home Range	▼
	2 (RFSS 2)	▼	123	128	Working Range	▼
	1 (RFSS 1)	▼	129	16777215	Foreign ID Range	▼

+ -

Talkgroup Ranges:

	RFSS		Range Start	Range End	Type	
▶	1 (RFSS 1)	▼	0	16777215	Home Range	▼

+ -

📄

**Figure 2.17** – Home RFSS Map Options

## Home RFSS Maps Node Menu

The **Home RFSS Maps** node context menu contains the following option:

- **Add a Home RFSS Map:** Allows you to add a single home RFSS map.



This chapter describes the use of tags in GW\_Alias.

This chapter contains the following sections:

- **What are Tags?:** Describes tags.

### **What are Tags?**

Tags are categories that you can create and assign to radio IDs. Tags consist of the following values:

- **Name:** The name of the tag.
- **Play Sound File?:** If checked, a sound file (.WAV format) is played when a radio ID with this tag appears in a GW\_Group group window.
- **Sound File Path:** The path and file name of the .WAV file to play when a radio ID with this tag appears in a GW\_Group window.

Tags can be used to supply additional information for a radio ID by providing a descriptive tag name. You can also associate a .WAV file to play when the radio ID appears on the GW\_Group GUI. These .WAV files are meant to get the attention of a GenWatch3 user when activity is received from the radio ID.

Practical applications include:

- Creating an *Abuser* tag with an audible alarm for when known system abusers issue activity.
- Creating a *Stolen* tag with an audible alarm for when known stolen radios issue activity.


The Tags created in the *Tag Options* panel (Figure 3.1) are available via a drop-down list in the *Radio ID Options* panel (Figure 2.8).

**Tag Options**

Name:

Play Sound File? ☒

Sound File Path:



**Figure 3.1** – Tag Options

## Adding a Tag

To add a tag, take the following steps:

1. Select the **Tags** node and show the context menu (Figure 3.2).
2. Click the **Add a Tag** option.
3. Enter the tag name in the **Name** text box.
4. If you would like to play a file when the group or radio ID with this tag appears in a GW\_Group group window, check the **Play Sound File?** checkbox. This will enable the **Browse to Sound File** button.
5. Click on the **Browse for Sound File** button to select the target .WAV file and click the **Open** button. This file path must be accessible to all GenWatch3 clients, or the file must exist in the same location on all client machines. For example, *C:\Sounds\Emergency.WAV* is an acceptable path if all GenWatch3 client machines have this file path, while a file path of *\\GW3HOST1\C\$\Sounds\Emergency.WAV* can be made accessible to all GenWatch3 clients.
6. Click the **Update** button.

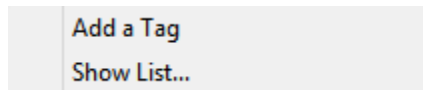


Figure 3.2 – Tag context menu

## Editing a Tag

To edit an existing tag, take the following steps:

1. Select the tag that you wish to edit by clicking on the tag in the tag list.
2. Change the tag properties that you wish to change.
3. Click the **Update** button

## Deleting a Tag

To delete an existing tag, take the following steps:

1. Select the tag that you wish to delete by clicking on the tag in the tag list.
2. Show the context menu and click the **Delete this Tag** option (Figure 3.3). This will result in a confirmation prompt.
3. Click the **Yes** button to delete the tag and clear all references to the tag.

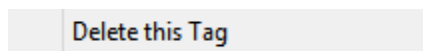


Figure 3.3 – Single Tag Options menu



This chapter describes the use of locations in GW\_Alias.

This chapter contains the following sections:

- **What are Locations?:** Describes locations.

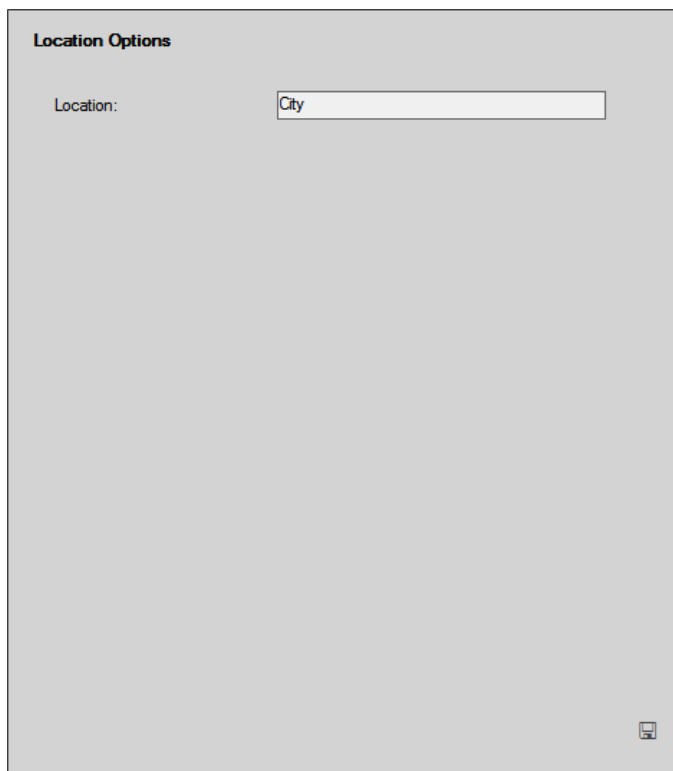
### ***What are Locations?***

Locations represent geographical boundaries. Locations include cities, states, counties, parishes, campuses, etc. GenWatch3 uses locations in conjunction with agencies to associate groups and radio IDs to agencies. This relationship allows you to easily create reports for groups and/or radio IDs under one or more agencies.

Locations consist of a single property:

- **Location:** The name of the location.

The locations created in the *Location Options* panel (Figure 4.1) are available via a drop-down list in the *Talkgroup Options* and *Radio ID Options* panels. In these panels, selecting a **Location** will populate the **Agency** drop-down list with all agencies under the selected location.

The image shows a software interface window titled "Location Options". Inside the window, there is a label "Location:" followed by a text input field. The input field contains the word "City". In the bottom right corner of the window, there is a small icon that looks like a document with a magnifying glass.

**Figure 4.1** – Location Options

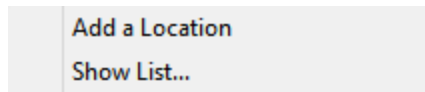
Practical applications include:

- Location for your system's city or cities (i.e. City of Tyler).
- Location for your system's county or counties (i.e. Smith County).

## ***Adding a Location***

To add a location, take the following steps:

1. Select the **Locations** node and show its context menu (Figure 4.2).
2. Click the **Add a Location** Option.
3. Enter the location name in the **Location** text box.
4. Click the **Update** button.



**Figure 4.2** – Location context menu

## ***Editing a Location***

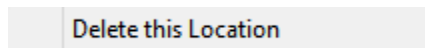
To edit an existing location, take the following steps:

1. Select the location that you wish to edit by clicking on the location's node in the resource tree.
2. Change the location name.
3. Click on the **Update** button.

## ***Deleting a Location***

To delete an existing location and all agencies under the location, take the following steps:

1. Select the location that you wish to delete and show its context menu.
2. Click the **Delete this Location** option (Figure 4.3). This will result in a confirmation prompt.
3. Click **Yes** to delete the location and clear all references to the location.



**Figure 4.3** – Single Location Options menu

This chapter describes the use of agencies in GW\_Alias.

This chapter contains the following sections:

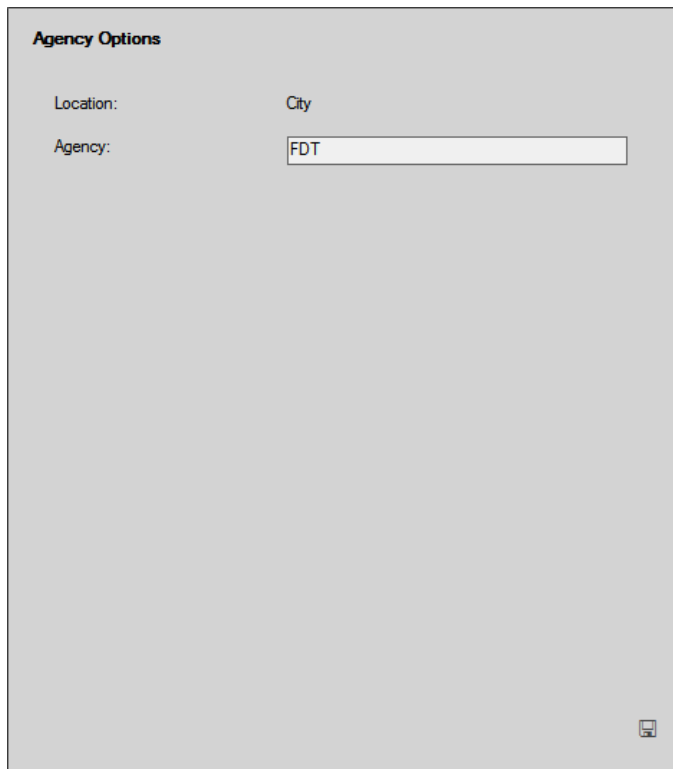
- **What are Agencies?:** Describes agencies.

### ***What are Agencies?***

Agencies are subcategories of locations that you can create and assign to groups and radio IDs. Agencies exist within the geographic boundary defined by their locations. Agencies include Police, Fire, Game Warden, etc. GenWatch3 uses agencies in conjunction with locations to associate groups and radio IDs to agencies. This relationship allows you to create reports easily for groups and/or radio IDs under one or more agencies. Agencies consist of the following properties:

- **Location:** The name of the agency's location.
- **Agency:** The name of the agency.

The agencies created in the *Agency Options* panel (Figure 5.1) are available via a drop-down list in the *Talkgroup Options* and *Radio ID Options* panels. After you select a location from the **Location** drop-down list, the **Agency** drop-down list contains a list of agencies that exist under the selected location.



The screenshot shows a software interface titled "Agency Options". It contains two rows of labels and input fields. The first row has the label "Location:" followed by a text box containing the word "City". The second row has the label "Agency:" followed by a text box containing the text "FDT". In the bottom right corner of the panel, there is a small icon of a document with a plus sign.

**Figure 5.1** – Agency Options

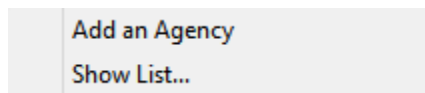
Practical applications include:

- Agency for the police departments within your system's city or cities (i.e. Tyler PD or Jacksonville PD).
- Agency for the sheriff's departments within your system's county or counties (i.e. Smith County Sheriff or Rusk County Sheriff).

## **Adding an Agency**

To add an agency, take the following steps:

1. Select the **Agencies** node under the desired location and show its context menu (Figure 5.2).
2. Click the **Add an Agency** option.
3. Enter the agency name in the **Agency** text box.
4. Click the **Update** button.



**Figure 5.2** – Agencies node context menu

## **Editing an Agency**

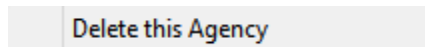
To edit an existing agency, take the following steps:

1. Select the agency that you wish to edit by clicking on the agency's node in the resource tree.
2. Change the agency name.
3. Click on the **Update** button.

## **Deleting an Agency**

To delete an existing agency, take the following steps:

1. Select the agency that you wish to delete and show its context menu.
2. Click the **Delete this Agency** option (Figure 5.3). This will result in a confirmation prompt.
3. Click **Yes** to delete the agency and clear all references to the agency.



**Figure 5.3** – Single agency context menu



This chapter describes the use of message sets in GW\_Alias.

This chapter contains the following sections:

- **What are Message Sets?:** Describes message sets.
- **Managing Message Set Values:** Describes message set values.

### **What are Message Sets?**

Message Sets are descriptions associated with the numbers delivered in trunking system message events. Message events are the result of a radio user selecting a message position on his/her radio and pressing the push-to-talk button. This sends a message with the selected message number over the control channel. This message number generally indicates a change in the radio user's current status. This can be anything from "On Break" to "Responding to Call." Message sets contain the following properties:

- **Name:** The name of the message set.
- **Message set values:** These are the defined message set numbers and their corresponding descriptions. Message set numbers range from 1 to 65,535.

The Message Sets created in the *Message Set Options* panel (Figure 6.1) are available via a drop-down list in the *Radio ID Options* panel. When a radio ID issues a message, GenWatch3 will translate this number into the message text that corresponds to the message sent by the radio user.

**Message Set Options**


Name:


Message

Description

Message	Description
1	On Shift
2	On Break
3	Back from Break
4	On Call
5	Responding to Call

5 of 1000

+ - 

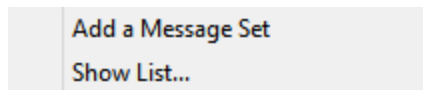


**Figure 6.1** – Message Set Options

## Adding a Message Set

To add a message set, take the following steps:

1. Select the **Message Sets** node and show its context menu (Figure 6.2).
2. Click the **Add a Message Set** option.
3. Enter the message set name in the **Name** text box.
4. Enter one or more message set values (see the *Managing Message Set Values* section below for instructions on how to add, update and delete message set values).
5. Click the **Update** button.



**Figure 6.2** – Message Sets node context menu

## Editing a Message Set

To edit an existing message set, take the following steps:

1. Select the message set that you wish to edit by clicking on the message set in the list.
2. Change the properties that you wish to modify.
3. Enter one or more message set values (see the *Managing Message Set Values* section below for instructions on how to add, update and delete message set values).
4. Click the **Update** button to save the changes.

## Deleting a Message Set

To delete an existing message set, take the following steps:

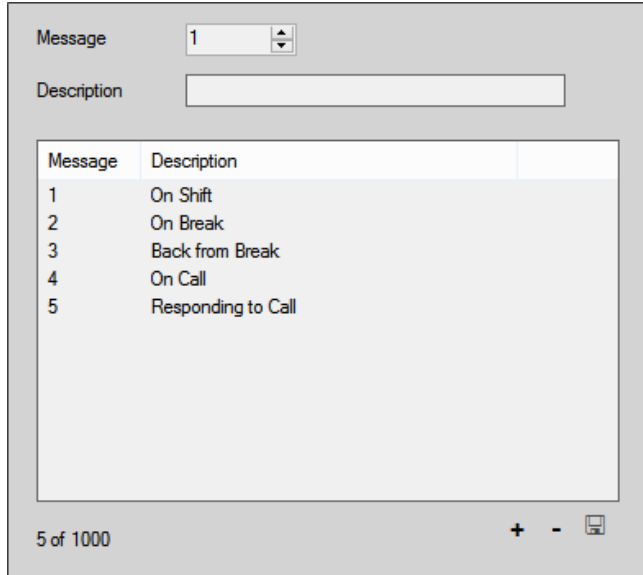
1. Select the message set that you wish to delete and show its context menu.
2. Click the **Delete this Message Set** option (Figure 6.3). This will result in a confirmation prompt.
3. Click **Yes** to delete the message set and clear all references to it.



**Figure 6.3** – Single Message Set context menu

## Managing Message Set Values

Message set values (Figure 6.4) are the numeric position and description pairs that are included in a message set. Each numeric position is a message number, and the message text is used to describe the meaning of a message position.



Message	Description
1	On Shift
2	On Break
3	Back from Break
4	On Call
5	Responding to Call

**Figure 6.4** – Message Set Values

### Adding Message Set Values

For each message you wish to add to the message set:

1. Select or enter a value into the **Message** box.
2. Enter the message text into the **Description** box.
3. Click the **Add** button: This will add the message set value to the message set value list.

### Updating Message Set Values

For each message you wish to update:

1. Select a message set value in the message set value list: This will display the message's number and description in the **Message** and **Description** boxes.
2. Enter the message text into the **Description** box.
3. Click the **Update** button: This will update the selected message set value description with the value in the **Description** box.

### Deleting Message Set Values

For each message you wish to delete:

1. Select a message set value in the message set value list.
2. Click the **Delete** button: This will delete the selected message set value from the message set value list.

This chapter describes the use of status sets in GW\_Alias.

This chapter contains the following sections:

- **What are Status Sets?:** Describes status sets.
- **Managing Status Set Values:** Describes status set values.

### *What are Status Sets?*

Status Sets are descriptions associated with the numbers delivered in trunking system status events. Status events are the result of a radio user selecting a status position on their radio and pressing the push-to-talk button. This sends a status with the selected status number over the control channel. This status number generally indicates a change in the radio user's current status. This can be anything from "On Break" to "Responding to a Call." Status sets contain the following values:

- **Name:** The name of the Status Set.
- **Status set values:** These are the defined status set numbers and their corresponding descriptions. Status set numbers range from 1 to 255.

The Status Sets created in the *Status Set Options* panel (Figure 7.1) are available via a drop-down list in the *Radio ID Options* panel.

**Status Set Options**


Name:


Status

Description

Status	Description
1	On Break
2	Back from Break
3	At Location
4	- Not Used -
5	- Not Used -
6	- Not Used -

6 of 65535

+ - 

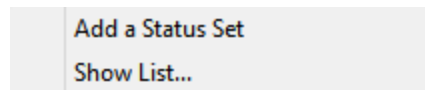


**Figure 7.1** – Status Set Options

## Adding a Status Set

To add a status set, take the following steps:

1. Select the **Status Sets** node and show its context menu (Figure 7.2).
2. Click the **Add a Status Set** option.
3. Enter the Status Set name in the **Name** text box.
4. Enter one or more status set values (see the *Managing Status Set Values* section below for instructions on how to add, update and delete status set values).
5. Click the **Update** button.



**Figure 7.2** – Status Sets node context menu

## Editing a Status Set

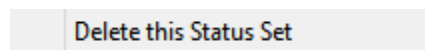
To edit an existing status set, take the following steps:

1. Select the status set that you wish to edit by clicking on the status set in the list.
2. Change the properties that you wish to modify.
3. Enter one or more status set values (see the *Managing Status Set Values* section below for instructions on how to add, update and delete status set values).
4. Click on the **Update** button to save the changes.

## Deleting a Status Set

To delete an existing status set, take the following steps:

1. Select the status set that you wish to delete and show its context menu.
2. Click the **Delete this Status Set** option (Figure 7.3). This will result in a confirmation prompt.
3. Click **Yes** to delete the Status Set and clear all references to it.



**Figure 7.3** – Single Status Set context menu

## Managing Status Set Values

Status set values (Figure 7.4) are the numeric position and description pairs that are included in a status set. Each numeric position is a status number, and the status text is used to describe the meaning of a status position.

Status	Description
1	On Break
2	Back from Break
3	At Location
4	- Not Used -
5	- Not Used -
6	- Not Used -

**Figure 7.4** – Status Set Values

### Adding Status Set Values

For each status you wish to add to the status set:

1. Select or enter a value into the **Status** box.
2. Enter the Status text into the **Description** box.
3. Click the **Add** button: This will add the status set value to the status set value list.

### Updating Status Set Values

For each status you wish to update:

1. Select a status set value in the status set value list: This will display the status's number and description in the **Status** and **Description** boxes.
2. Enter the status text into the **Description** box.
3. Click the **Update** button: This will update the selected status set value description with the value in the **Description** box.

### Deleting Status Set Values

For each status you wish to delete:

1. Select a status set value in the status set value list.
2. Click the **Delete** button: This will delete the selected status set value from the status set value list.



Status values for Flexible ATIA data are the combination of the APCO User Status and APCP Unit Status (APCO User Status \* 256 + APCO Unit Status).



This chapter describes the use of advanced features in Alias.

This chapter contains the following sections:

- **Value Changed Indication:** When you change a resource's value (such as the **Alias** of a radio ID), the input control becomes **orange** until you select a different resource or press the **Update** button.
- **Multiselect:** This feature allows you to choose more than one resource of a particular type. This allows you to edit multiple resources simultaneously.
- **Value Differs Indication:** When you perform multiselect in GW\_Alias, you may notice an **orange** value label. This is an indication that this value differs among at least two of the selected resources.

## Value Changed Indication

GW\_Alias uses the value changed indication to remind you of the values you have changed while adding or editing a resource. This is shown by changing the background color of the edit control to **orange**. In Figure 8.1, notice the edit controls for **Serial Number**, **Default Group**, **Foreground Color**, **Background Color**, and **Address** show the value changed indication.

The screenshot shows a dialog box titled "Radio ID Options". It contains several fields and a tabbed section. The fields are: "Radio/Dispatcher ID:" with value "1"; "Alias:" with value "GWS1"; "CADI Alias:" (empty); "Serial Number:" with value "21" (orange background); "Default Group:" with value "2 (PDT)" (orange background); "Foreground Color:" with a yellow color swatch and a small orange square (orange background); "Background Color:" with a green color swatch and a small orange square (orange background). Below these is a tabbed section with tabs "Basic", "Config.", "Hardware", and "Asset". The "Basic" tab is selected, showing fields: "Tag:" (value "-None-"), "Location:" (value "-None-"), "Agency:" (value "-None-"), and "Address:" with value "123 Anywhere" (orange background). At the bottom right of the dialog is a "History" button and a small orange square icon.

**Figure 8.1** – Value Changed Indication in Radio ID Options



The drop-down box controls will not turn **orange** when a change is made; the items within the drop-down will change to **orange**.

## Multiselect

Imagine a scenario where you just added 12 new radio IDs for one of your agencies. Now that you have added them you would like to assign the same **Location**, **Agency**, and **Address** to each of these radio IDs. This is a good time to use the multiselect option. You can select multiple resources in two ways:

### Shift + Left Click

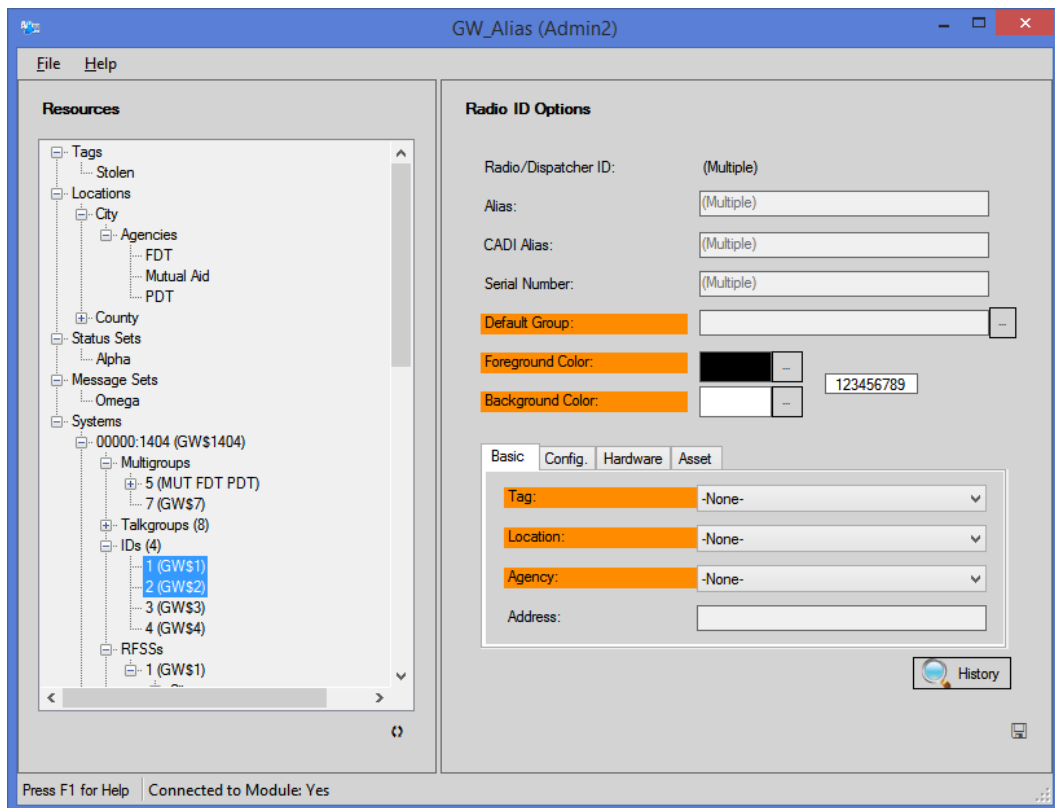
This selection method selects all resources in a range:

1. Left click the first resource in the range of resources you wish to select.
2. While holding the **Shift** key, click the last resource in the range of resources you wish to select.

### Ctrl + Left Click

This selection method adds a resource to the selected resources or removes a selected resource from the selected resources.

1. While holding the **Ctrl** key, left click a selected resource.
2. This will toggle the selection of the clicked resource.



**Figure 8.2** – Multiselect on Radio IDs

Notice in Figure 8.2 some of the radio ID options are disabled and show **(Multiple)**. These values cannot be edited in multiselect mode because they are distinct and cannot be changed to a value common to any other resource. Also

notice that some of the labels are **orange**. This feature is the *value differs indication* described in the next section.

When in multiselect mode, you can change one or more values of a resource. When you choose to update your changes, GW\_Alias will apply each changed value to each selected resource. For example, if we change the **Background Color** to red and press **Update**, the **Background Color** on all selected resources will be updated to red, but no other properties will be updated. When the update is complete, the **Background Color** label would no longer be **orange**.

### **Value Differs Indication**

Referring to Figure 8.2 above, notice that several labels are **orange**. This indicates that these values differ among at least two of the selected resources. The value shown is the default value (the value used for new resources of this type). The default value may or may not be the value assigned to one of the selected resources.

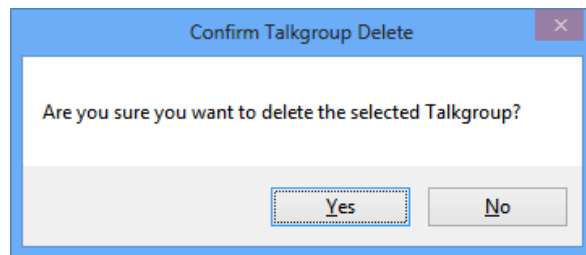
The GW\_Alias GUI allows you to delete existing resources from the *Resources* tree. When a parent resource is deleted, its child resources also are deleted. So, if you delete a system resource, the radio IDs, groups, etc. under the system are deleted.

Take the following steps to delete a resource:

1. Select the resource that you wish to delete and show its context menu.
2. Click the **Delete** option. This will result in a confirmation dialog box (see Figure 9.1).
3. Click **Yes** to delete the resource. Click **No** to not delete the resource.



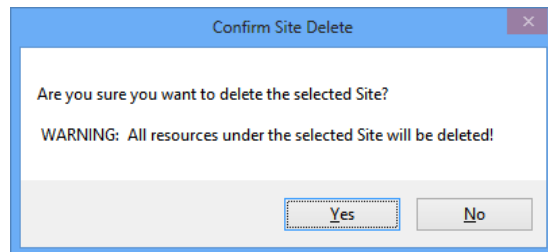
You can also perform a multiselect delete by selecting multiple resource, right-clicking, and choosing the delete option.



**Figure 9.1** – Delete Confirmation Dialog



If the node is a parent node, GW\_Alias warns you that this will result in the deletion of the resource's child resources (the node's child nodes). Click **Yes** to delete. Click **No** to not delete. (see Figure 9.2)

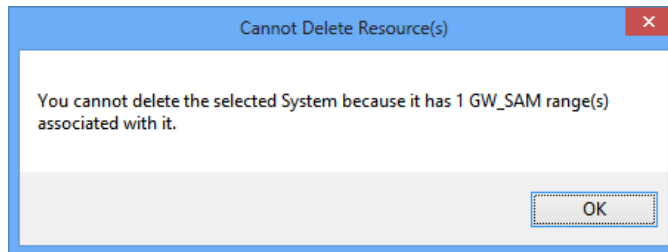


**Figure 9.2** – Delete Parent Confirmation Dialog



If you delete a resource and the resource's parent is set to dynamically add child resources, the resource will re-appear in the list. For example, if in system 1404, you have the option to dynamically add groups and you delete group 35, the group will be re-added the next time it generates activity on the system. You will see it in the resource tree the next time you click the **Refresh** button.

Attempting to delete a system that has ranges associated with it in GW\_SAM results in a message stating the resource cannot be removed (see Figure 9.3). The range(s) of the system must be removed from GW\_SAM before the system can be deleted from GW\_Alias.



**Figure 9.3** – Attempting to remove a system with GW\_SAM ranges

This chapter describes exporting in GW\_Alias.

This chapter contains the following sections:

- **What is Exporting?:** Describes exporting.
- **Why would I want to Export Resources?:** Provides reasons to export resources.
- **Exporting Resources:** Provides instructions on exporting resources.

### *What is Exporting?*

Exporting is the process of writing resources to a file. The GW\_Alias interface allows you to export the following resources:

- Multigroups
- Talkgroups
- Radio IDs
- Channels
- Sites
- Subsites
- RFSSs
- SNMP IP Plans

GW\_Alias exports each resource type into CSV (comma-separated value) format files. This means that each value is separated by a comma, and each row ends in a carriage-return and line feed (Enter).

### *Why Would I want to Export Resources?*

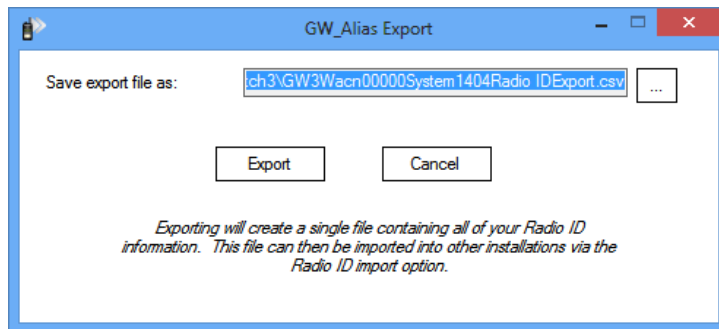
You may wish to export resources for the following reasons:

- To keep outside records of your current GW\_Alias database, just in case you ever need to reload it.
- To import this information into a redundant GenWatch3 installation.
- To create an inventory spreadsheet with all your group, multigroup, and radio ID resources.

## Exporting Resources

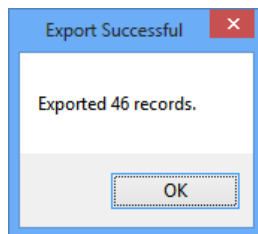
To export resources, take the following steps:

1. Expand the System node that contains the resources you wish to export.
2. Select the parent node of the resource type that you wish to export and show its context menu. This will include the export option (such as **Export Multigroups...**).
3. Click the export option: This will load the *GW\_Alias Export* window (see Figure 10.1). Notice that GenWatch3 automatically creates a file name for you. This file name contains the WACN ID and system ID of the resources and the resource type.



**Figure 10.1** – GW\_Alias Export Window

4. Verify/Change the **Save export file as** path and file name.
5. Click the **Export** button: This will show the progress of the export process. Once the process completes, you will see an *Export Successful* dialog (see Figure 10.2) showing how many records were exported.



**Figure 10.2** – Export Successful dialog

6. Click **OK**. You will find your export file in the location specified in step 4.



If the export file specified in step 4 already exists, *GW\_Alias Export* will replace it with the new export.



This chapter describes importing in GW\_Alias.

This chapter contains the following sections:

- **What is Importing?:** Describes importing.
- **Launching the Alias Import Wizard:** Describes how to access the Alias Import Wizard.
- **Using the Alias Import Wizard:** Describes how to use the Alias Import Wizard.
- **Things to remember about importing:** Provides useful information about imports.
- **Resource Import Columns:** Provides a list of columns used in importing.

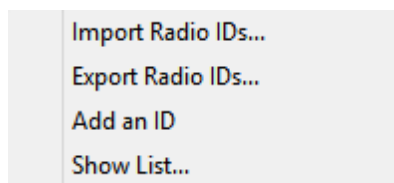
### *What is Importing?*

Importing is the process of reading in resources from a file. The GW\_Alias interface allows you to import the following resources:

- Systems (from License only)
- Radio IDs
- Talkgroups
- Multigroups
- RFSSs
- Sites
- Channels
- Subsites
- SNMP IP Plans

Import files must be in a delimited text format. Delimiters include comma, semicolon, space or tab. Each value must be separated by a delimiter, and each row must end in a carriage-return and line feed (Enter). Microsoft Excel is a great tool for creating delimited files, as is the Motorola console ADM (Alias Database Manager).

Sections *Resource Import Columns* and *Numeric Enumerations for Resource Columns* in this document contain useful information for creating and importing files.



**Figure 11.1** – Import Radio IDs Option

## Launching the Alias Import Wizard

Values are imported under their parent resource. To load the *Alias Import Wizard* for group import:

1. Select the desired system for these groups in the resource tree and show its context menu.
2. Choose the **Import Talkgroups...** option: This will load the *Alias Import Wizard* for talkgroup import.

## Using the Alias Import Wizard

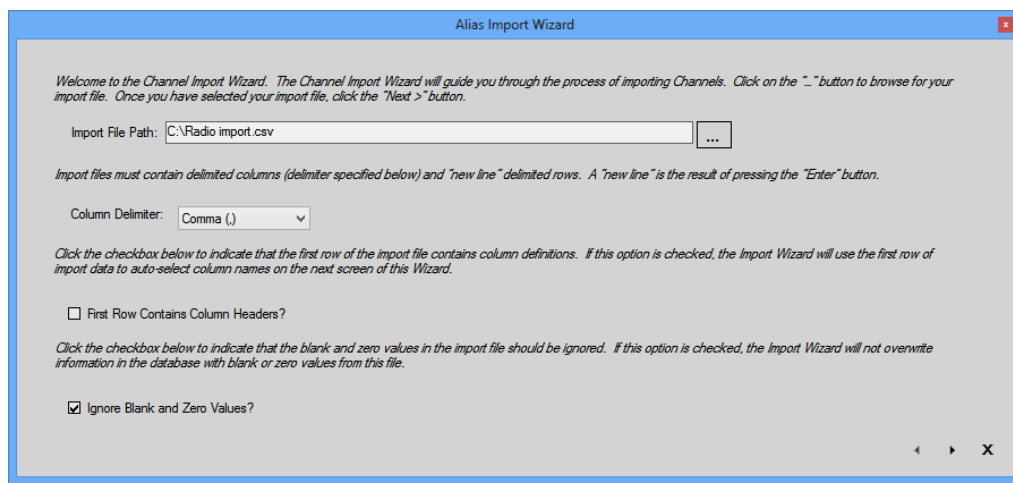
The *Alias Import Wizard* takes you step-by-step through the import process. The text at the top (below the title) of the first step shows which resource type you are currently importing. On this step (see Figure 11.2), you must:

1. Browse to or type in the path for your import file.
2. Choose the column delimiter. This option tells the importer how values are separated in the import file. Options include:
  - *Comma (,)*
  - *Semicolon (;)*
  - *Space*
  - *Tab*



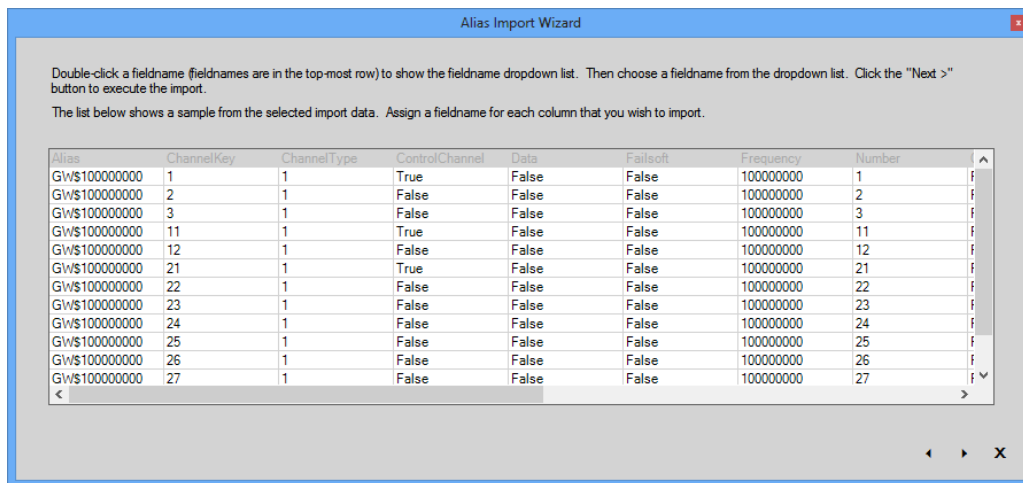
Values cannot contain the column delimiter. If a value in a row contains the specified delimiter, the row will be skipped and reported as failed by the *Alias Import Wizard*.

3. If the import file contains column headers in the first row, click the **First Row Contains Column Headers** checkbox.
4. If the import file contains entries that are blank or zero you may check the **Ignore Blank and Zero Values?** option to ignore those. This will prevent the import from overwriting the existing values with blanks for records that are being updated.



**Figure 11.2** – Alias Import Wizard (Screen 1)

5. Click the Next ► button. This will show the second step (Figure 11.3).

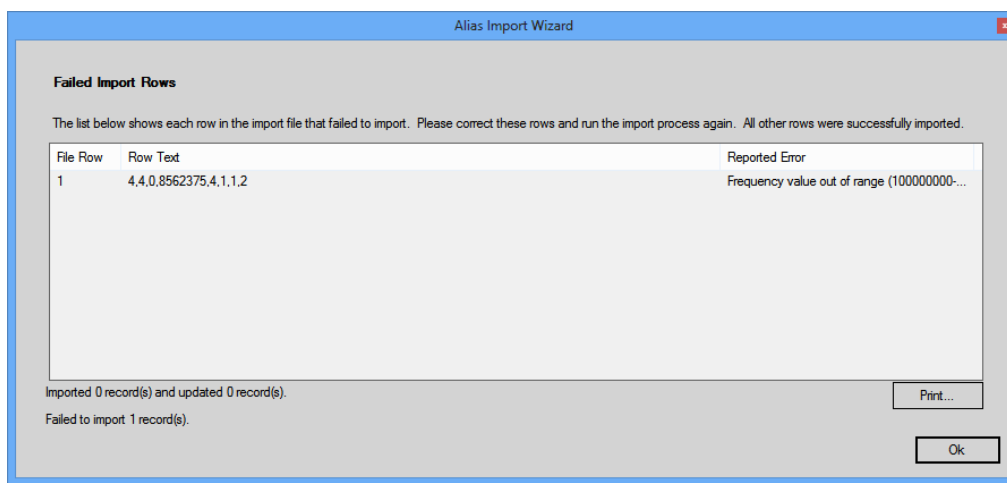


**Figure 11.3** – Alias Import Wizard (Screen 2)

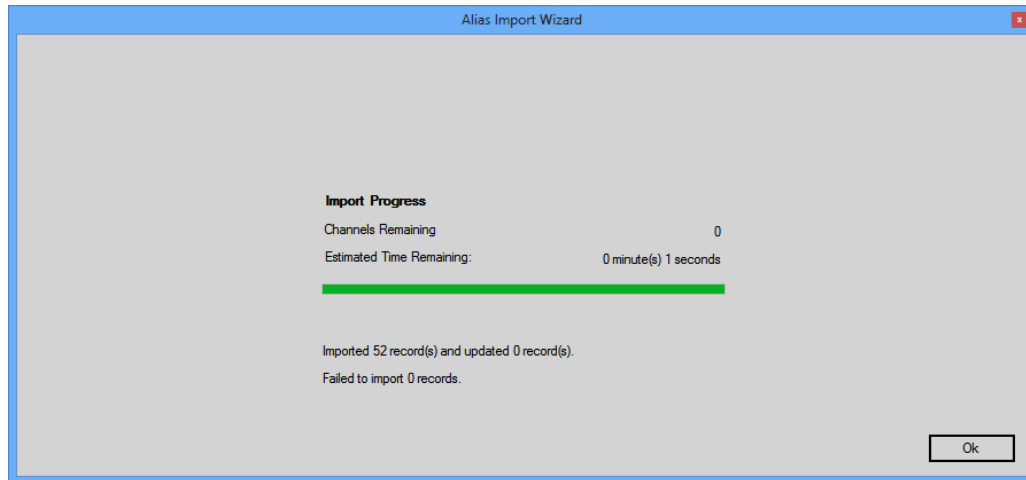
This step is where the real magic happens. A preview of the import file that you selected on the previous step is loaded into its data grid. Each column header contains the text (*Ignore this Column*). If your file contains column headers, the *Alias Import Wizard* will select these column headers for you.

Double-click on a column header to reveal a drop-down list. This drop-down list contains an entry for each import column in the database table that you are importing to. On this step you must:

1. Assign an import database table column name to each column of data that you wish to import. To do this, double-click on the column header and choose a name.
2. Click the Next ► button: This will load the final step, show the progress panel and begin the import process.



**Figure 11.4a** – Alias Import Wizard Error Mode



**Figure 11.4b** – Alias Import Wizard Success Mode

This final step appears in two different modes:

- **Error Mode:** At least one import row failed to import. This mode will display a list of each failed row and why it failed. You can print this list by clicking the **Print** button to investigate the failure(s) and attempt to re-import the file. Failures found in GenWatch3 validation will show a row number. Failures that are reported to GenWatch3 from SQL when the resource is added/updated show a “–” for row number. (see Figure 11.4a).
- **Success Mode:** All rows imported successfully (see Figure 11.4b).

Click the **Ok** button to exit the *Alias Import Wizard*. This will return you to the GW\_Alias GUI.

### ***Things to remember about importing***

Valid ranges for radio IDs, groups, and multigroups are listed in Table 1.1.

When importing radio IDs, remember the following:

- IDs must be in
  - I7XXXXXX format where
    - XXXXXX = the 5-digit decimal radio ID padded with 0's
    - Radio ID 57 is I700057
  - Or 7XXXXXX format where
    - XXXXXX = the 5-digit decimal radio ID padded with 0's
    - Radio ID 57 is 700057
  - Or numeric format where
    - The radio ID is simply the decimal radio ID
    - Radio ID 57 is 57

When importing groups and multigroups, remember the following:

- Groups/multigroups must be in
  - T8XXXXXX format where

- XXXXX = the 5-digit decimal group/multigroup ID padded with 0's
- Group/multigroup ID 57 is T800057
- or 8XXXXXX format where
  - XXXXX = the 5-digit decimal group/multigroup ID padded with 0's
  - Group/multigroup ID 57 is 800057
- Or numeric format where
  - The talkgroup/multigroup is simply the decimal talkgroup/multigroup ID
  - Talkgroup/multigroup ID 57 is 57

The *Alias Import Wizard* will create the following resources if they are mentioned in the import but do not exist in the GenWatch3 Alias database:

- Tags
- Message Sets
- Status Sets
- Locations
- Agencies
- RFSSs (only during a system-level channel, subsite, or SNMP IP Plan import)
- Sites (only during a system-level channel, subsite, or SNMP IP Plan import)
- Channels (only during a system-level SNMP IP Plan import)
- Subsites

The above resources added during import will have only default properties. For example, if the *Alias Import Wizard* creates a message set, the message set will not have message set values.

## Resource Import Columns

The following tables contain the columns that GenWatch3 considers for import and includes in its export.



For Text columns, the number listed next to the word *Text* below indicates the maximum size of that column. During an import, values larger than the maximum will be truncated to the maximum unless the description specifies otherwise.

### System

Name	Type	Description
Alias	Text (255)	The Alias of the System
Band	System Band enumeration	System Band
ID	Text (5)	4-5 digit Hexadecimal System ID
SystemType	System Type enumeration	Base system type



Systems are imported from your license.

## RFSS

Name	Type	Description
AddChildSites	Boolean	Add sites, used on this RFSS, as they are mentioned on the control channel?
Alias	Text (255)	The Alias of the RFSS
ID	Required for import - Number (1-16,777,215)	ID of the RFSS

## Site

Name	Type	Description
AddChildChannels	Boolean	Add channels, used on this site, as they are mentioned on the control channel?
Alias	Text (255)	The Alias of the site
ChannelKeyType	ChannelKeyType enumeration	The key type of the channels under this site.
Coverage Radius	Number (0-500)	The coverage radius of the site in miles
ID	Required for import - Number (1-16,777,215)	ID of the site
Latitude	Number (-90-90)	Latitudinal coordinate of the site
Longitude	Number (-180-180)	Longitudinal coordinate of the site
AddChildSubsites	Boolean	Add subsites

## Channel

Name	Type	Description
Alias	Text (255)	The Alias of the channel
ChannelKeyType	ChannelKeyType enumeration	The key type of the channels under this site.
ControlChannel	Boolean	Is this a control channel frequency?
Data	Boolean	Is this a data frequency?
Failsoft	Boolean	Is this a failsoft frequency?
Frequency	Required for import - Number (100,000,000-999,999,999)	Transmit frequency in Hz
RxFrequency	Number (100,000,000-999,999,999)	Receive frequency in Hz
Number	Number (0-256)	Channel position in the channel rack
Offline	Boolean	This frequency is not currently in use and is available for allocation?
RIBTIB	Number (0-128)	RX/TX Interface board position
SiteID	Number (1-16,777,215)	ID of the channel's site
Slot Count	Number (1, 2, or 4)	Number of slots on the channel.
TRIB	Number (0-128)	Telephone Repeater interface board position
Voice	Boolean	Is this a dispatch, private, or interconnect frequency?
RFSSID	Number (1-2,147,483,647)	ID of the RFSS which contains the channel's site

## Subsite

Name	Type	Description
Alias	Text (255)	The Alias of the subsite
Coverage Radius	Number (0-500)	The coverage radius of the subsite in miles
ID	Required for import - Number (1-1,024)	ID of the subsite
Latitude	Number (-90-90)	Latitudinal coordinate of the subsite
Longitude	Number (-180-180)	Longitudinal coordinate of the subsite
SiteID	Number (1-16,777,215)	ID of the subsite's parent site

## Radio IDs

Name	Type	Description
Address	Text (250)	Physical address or any other helpful information about the radio. (blank for none)
Agency	Text (200)	Agency this radio belongs to (blank for none). You must also specify a Location.
Alias	Text (255)	The Alias of the radio
Band	Band enumeration	Operating band of the radio
CadiAlias	Text (8)	Alias used by CADI (blank for none). Values larger than the maximum will prevent that ID from being imported.
Connected	Boolean	Indicates whether this radio ID is present on the system.
DefaultGroup	Text (8)	The home group of the radio (blank for none). Same as DisplayID in the Multigroup/Group table below.
DisplayID	Required for import – Text (8)	The T8XXXXXX or 8XXXXXX or numeric ID of the radio. For foreign radios (see IsForeign below), the Display ID format is WWWWWSSS00000000, where W=Hex WACN ID, S=Hex System ID and 0=Numeric ID.



IsForeign	Boolean	Indicates if this radio ID should be considered a roaming ID.
EmergencyText	Text (64)	Text shown in real-time displays when radio issues an emergency alarm (blank for none)
GpsAltitude	Decimal	Most recent altitude reported by the radio's GPS.
GpsDirection	Decimal	Most recent direction reported by the radio's GPS.
GpsLatitude	Decimal	Most recent latitude reported by the radio's GPS.
GpsLongitude	Decimal	Most recent longitude reported by the radio's GPS.
GpsRadius	Decimal	Most recent radius (accuracy) reported by the radio's GPS.
GpsSpeed	Decimal	Most recent speed reported by the radio's GPS.
GpsTimestamp	DateTime	Timestamp of the most recent GPS report.
LastConnectionEventDt	DateTime	Timestamp of the last connection event by this radio ID.
LastSite	Number (1-16,777,215)	The last known site to which this radio ID was registered.
LastRFSS	Number (1-16,777,215)	The RFSS on the last known site to which this radio ID was registered.
Location	Text (200)	Geographic location of the Agency (Blank for none). You must also specify an Agency.
MessageSet	Text (60)	Message set text to use when radio issues messages (blank for none)
ModulationType	ModulationType enumeration	Radio modulation type
RegistrationLevel	RegistrationLevel enumeration	The type of registration of the radio.
SecurityType	SecurityType enumeration	Security programming of the radio
SerialNumber	Text (50)	Serial number of the radio (Blank for none)
StatusSet	Text (60)	Status set text to use when radio issues statuses (Blank for none)
Tag	Text (50)	Tag to associate with this radio ID (Blank for none)
GpsZoneId	Number (1-16,777,215)	Most recent RFSS reported by the radio's GPS.

GpsSiteId	Number (1-16,777,215)	Most recent site reported by the radio's GPS.
GpsTalkgroupId	Number (1-16,777,215)	Most recent talkgroup reported by the radio's GPS.
GpsZoneAlias	Text (255)	Alias of the most recent RFSS reported by the radio's GPS.
GpsSiteAlias	Text (255)	Alias of the most recent site reported by the radio's GPS.
GpsTalkgroupAlias	Text (255)	Alias of the most recent talkgroup reported by the radio's GPS.
AccessType	AccessType enumeration	The Access Method Type for which the radio is capable.

## Multigroup / Group

Name	Type	Description
Agency	Text (200)	Agency this group belongs to (blank for none). You must also specify a Location.
Alias	Text (255)	The Alias of the group
Band	Band enumeration	Operating band of the group
CadiAlias	Text (12)	Alias used by CADI (blank for none). Values larger than the maximum will prevent that ID from being imported.
DisplayID	Required for Import – Text (8)	The T8XXXXXX or 8XXXXXX or numeric ID of the group. For foreign groups (see IsForeign below), the Display ID format is WWWWWSS00000000, where W=Hex WACN ID, S=Hex System ID and 0=Numeric ID.
IsForeign	Boolean	Indicates if this group should be considered a roaming group.
EmergencyAckByType	EmergencyAckByType enumeration	Who is responsible for sending Emergency Alarm ACKs issued on this group
Location	Text (200)	Geographic location of the Agency (Blank for none.). You must also specify an Agency.
ModulationType	ModulationType enumeration	Group modulation type
SecurityType	SecurityType enumeration	Security programming of the group
StatusMessageAckByType	StatusMessageAckByType enumeration	Who is responsible for sending Status/Message ACKs issued on this group

## SNMP IP Plan

Name	Type	Description
WACN	Required for import - Text (5)	The WACN of the resource.
System	Required for import - Text (4)	The System of the resource.
Zone	Number (1-2,147,483,647)	The RFSS of the resource. Required for RFSS, Site, Channel and Subsite resources.
Site	Number (1-16,777,215)	The Site of the resource. Required for Site, Channel and Subsite resources.
SubSite	Number (1-64)	The Subsite of the resource. Required for Subsite resources.
ChannelKey	Number – Limits depend on ChannelKeyType Position: (0-256) Frequency: (100,000,000-999,999,999)	The ChannelKey of the resource. Required for Channel resources.
ChannelKeyType	ChannelKeyType enumeration	The key type of the channels under the site. Required for Site, Channel and Subsite resources.
ResourceType	Required for import – System, Zone, Site, Channel, or Subsite	The type of this resource.
MinIP	Required for import - IP Address (1.1.1.1)	Minimum IP Address for this range.
MaxIP	Required for import - IP Address (1.1.1.1)	Maximum IP Address for this range.
RangeType	RangeType enumeration	The type of the IP Address range.

## ***Numeric Enumerations for Resource Columns***

Some import columns require an enumeration (numeric representation of a value). If you see a column with one of the following names, the numeric value will be expected during import.

### *Band*

0. Unknown
1. 806/821 US
2. 806/821 Splinter
3. 806 International
4. 806 International Splinter
5. 900 MHz
6. UHF
7. VHF
8. 350 MHz
9. Reband
10. Reband & Shuffle
11. Nonsplinter & Shuffle
12. Splinter & Shuffle
13. International, Nonsplinter & Shuffle
14. International, Splinter & Shuffle
15. 700 MHz
16. 1500 MHz

### *Channel Key Type*

0. Unknown
1. Frequency
2. Position

### *Security Type*

0. Unknown
1. Clear
2. Coded
3. Mixed

### *Modulation Type*

0. Unknown
1. Analog
2. Digital

### *System Band*

1. 800 MHz
2. 900 MHz
3. OBT
4. 700 MHz
5. 1500 MHz

*System Type*

- 4. SmartZone
- 5. P25

*EmergencyAckByType*

- 0. Console
- 1. RCM
- 2. CADI

*StatusMessageAckByType*

- 0. Console
- 1. RCM/CADI

*RegistrationLevel*

- 0. Unknown
- 1. Not Registered
- 2. Local
- 3. Wide

*AccessType*

- 0. Unknown
- 1. FDMA
- 2. TDMA
- 3. TDMA/FDMA

*RangeType*

- 0. SNMP IP Address Range
- 1. Primary SNMP IP Address
- 2. Secondary SNMP IP Address