GW3-TRBO®
Alias
Software Version 2.23.5
Module Book

GW3-TRBO®

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Refer to the *Troubleshooting & Support* section of the GW3-TRBO Manual Shell (Book 600-2.23.5-AA.1) for complete support and contact information.

Document History

Revision	Description	Author
2.0.5	Revision before release	JAW
2.0.5	Replaced GW3-TRBO trademark with registered trademark.	JAW
2.0.6	Renamed GW3 Export	REB
2.0.6	Misc. corrections	REB
2.0.6	Added channel type description and supporting screenshot	WRK
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2.13	Revisions Before Release	ATG
2.14	Revisions Before Release	JAW
2.15	Revisions Before Release	REB
2.16	Added Single-Slot Data Revert option to channels.	REB
2.17.6	Increased radio ID limit to 200,000.	REB
2.17.9	Updated for SNMP IP Ranges	DEW
2.23.1	Added info about exporting SNMP IP Plans.	REB

Table of Contents

Goals

This document describes the role and function of the Alias module in the GW3-TRBO solution.

Who Should Read This Manual?

This manual is written for an intended audience of novice to mid-level MOTOTRBO radio system users and novice to mid-level PC users. System administrators and data entry personnel should read this manual. Because the 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 Alias and explains its function.
- **Aliasing Resources:** Describes the process and benefit of aliasing resources.
- **Managing Tags:** Describes how to manage Alias tags.
- **Managing Locations:** Describes how to manage Alias locations.
- **Managing Agencies:** Describes how to manage Alias agencies.
- **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 Alias.
- **Importing Resources:** Describes how to import resources into 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 Alias GUI.

This chapter contains the following sections:
- **Terms:** Defines some of the terms used in this document.
- **What is Alias?** Describes the Alias GUI.
- **Refreshing the Resources Tree:** Instructions on how to refresh the *Resources* tree.
- **Valid Resource ID Ranges:** Defines the valid resource ID ranges, based on system type and resource type.
- **Text Validation:** Describes how 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 Alias?

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

- Tags
- Locations
- Agencies
- Systems
- Multigroups
- Talkgroups
- IDs (radio IDs)
- Zones
- Sites
- Channels (frequencies)
- Satellite Receivers
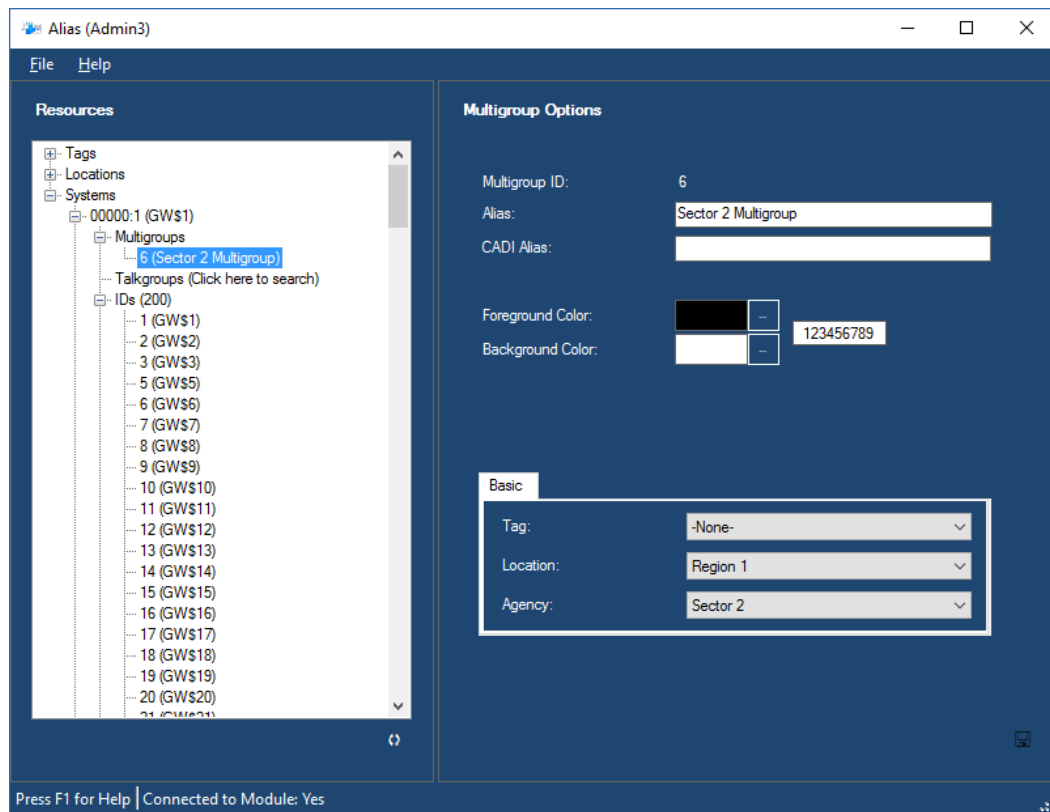
Figure 1.1 – Alias GUI

Refreshing the Resources Tree

You must refresh the *Resources* tree to view resources that are dynamically added while the 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 Alias:

System Type	Resource Type	Valid Range
TRBO	Radio ID	1 to 16,777,215
	Talkgroup ID	1 to 16,777,215
	Satellite Receiver ID	1 to 16,777,215

Table 1.1 – Valid Resource ID Ranges
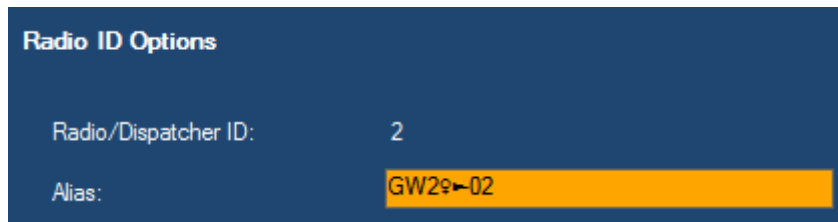
Text Validation

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

- Text values are limited to a particular length. (for column limit definitions, see the *Resource Import Columns* section of *Chapter 9: 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, 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.

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.
- **Zone Nodes:** Describes individual zone nodes.
- **Site Nodes:** Describes individual site nodes.
- **Channel Nodes:** Describes individual channel nodes.
- **Satellite Receiver Nodes:** Describes individual satellite receiver 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 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.

Deleting a system will cause all active diagnostics associated with that system to be cleared. Clearing the alarms requires there to be a connection in the Trbo module responsible for the deleted system; however, the connection does not have to be enabled.

Systems Node Menu

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

- **Import Resources From License…:** Imports the resources defined in the GW3-TRBO license. Licensed resources include WACNs, systems, and groups. Each GW3-TRBO installation is licensed for at least one WACN and system. Some are also licensed for specific groups.
- **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:
  - **TRBO**: MOTOTRBO systems of any type
- **System Subtype**: System subtype defined in the license. These include:
  - **None**: This is for display only in this version.
  - **Capacity MAX**: This allows for multiple group affiliation processing in GW3-TRBO.
- **Band:** System Band. These include:
  - **OBT**
  - **800 MHz**
  - **900 MHz**
- **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 GW3-TRBO to track the connection state for radios.
- **Dynamically Add Zones**: When activity occurs on the system, add the associated zones.

- **Default Radio Settings:** These settings indicate the default hardware values that will be assigned to radio IDs that are dynamically added under this System. Hardware values include the following options:
    - **Band**
        - **Unknown**
        - **UHF**
        - **VHF**
        - **800 MHz**
        - **900 MHz**
- **Global Radio Settings:** These settings will be used for all radios under this system. Global Radio Settings values 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. In this version of GW3-TRBO, this setting applies only to the KPI module's Radio Count and Group Count values. Valid values are 30 to 2880 minutes. The default value is 120 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 Radio Settings options will only be applied to 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 radio ID import. Refer to the section entitled *Numeric Enumerations for Resource Columns* in this document for definitions of these values during import.

Figure 2.1 – System Options
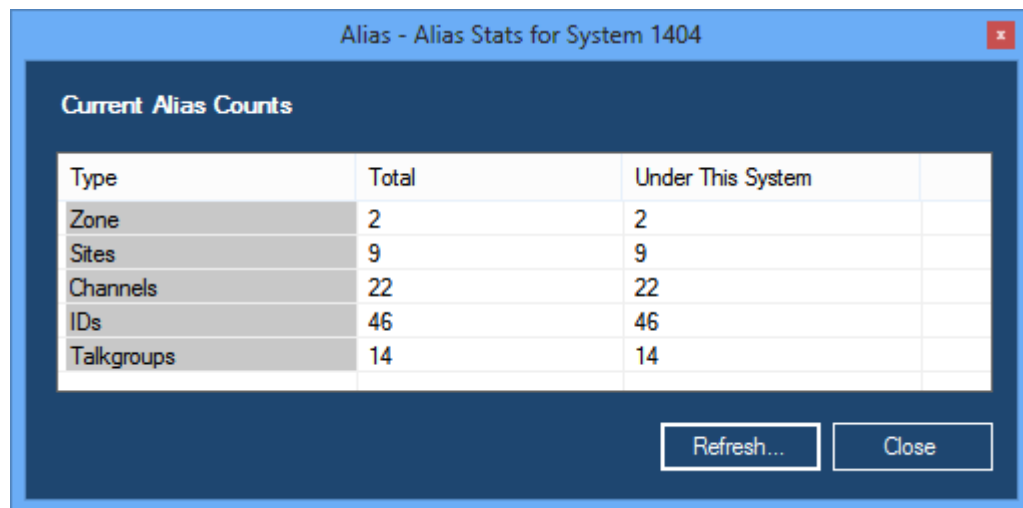
System Node Menu

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 zone ID and site ID. Zone 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. Zone IDs, site IDs, and channels used in this import will be added if they do not already exist.
- **Export Channels**…: Opens the *Alias Export* window, which allows you to export channels for this system to a comma-separated value file (CSV).
- **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.
- **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 2.2). This window shows the count of each Alias resource in total and under the current System ID.

Figure 2.2 – Alias Stats Window

Refresh: Queries the database for current alias resource totals.
Close: Closes the *Alias Stats* window.

Alias Maximums

GW3-TRBO's aliased resources are limited in quantity. These limits are not theoretical structural limits. These limits are in place to guarantee GW3-TRBO's performance. GW3-TRBO enforces the following maximums for importing and dynamically adding resources:
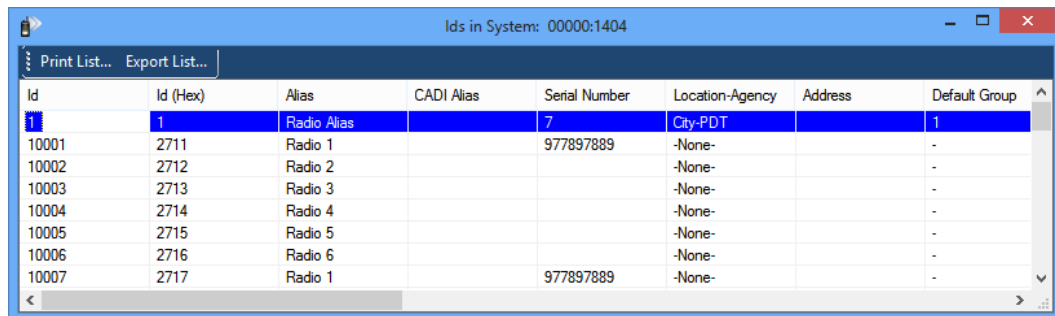
- Systems – 20
- Zones – 80

Resource Lists

The context menu of a resource parent node (such as **Systems**, **Zones**, **Sites**, **Channels**, **Satellite Receivers**, **IDs** and **Talkgroups**) shows the **Show List…** option. This option shows a printable list of all resources currently loaded under the parent node (as shown in Figure 2.3). 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.

Ids in System: 00000:1404

Id	Id (Hex)	Alias	CADI Alias	Serial Number	Location-Agency	Address	Default Group
1	1	Radio Alias		7	City-PDT		1
10001	2711	Radio 1		977897889	-None-		-
10002	2712	Radio 2			-None-		-
10003	2713	Radio 3			-None-		-
10004	2714	Radio 4			-None-		-
10005	2715	Radio 5			-None-		-
10006	2716	Radio 6			-None-		-
10007	2717	Radio 1		977897889	-None-		-

Figure 2.3 – 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 2.4). 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 Halcyon (applicable in future versions of MOTOTRBO).
- **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.
- **Basic Settings**
  - **Tag:** Tag value
  - **Location**: Location value
  - **Agency**: Agency value

Figure 2.4 – Talkgroup Options

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 9: Importing Resources*.)
- **Export Talkgroups…:** Opens the *Alias Export* window, which allows you to export your groups. (See *Chapter 8: 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 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 2.5.

Figure 2.5 – 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 screen:
- 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 2.6 below shows a search that resulted in 12 talkgroups.

Figure 2.6 – Talkgroups Node after a Search

Each talkgroup under the **Talkgroups** node can be edited and deleted just like other 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 2.7 below).

Figure 2.7 – 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

These represent a group under its parent system. Click on a multigroup node to show the **Multigroup Options** panel (Figure 2.8). 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 CAD connections in Halcyon. (Applicable in future versions of MOTOTRBO)
- **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.
- **Basic Settings**
  - **Tag:** Tag value
  - **Location**: Location value
  - **Agency**: Agency value

Figure 2.8 – 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 9: Importing Resources*.)
- **Export Multigroups…:** Opens the *Alias Export* window, which allows you to export your multigroups. (See *Chapter 8: Exporting Resources*.)
- **Add a Multigroup:** Allows you to add a single multigroup without importing.
- **Show List…:** Shows a list of all groups under the **Multigroups** node's system.

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 2.9). 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 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.
- **Hardware Settings**: Used to categorize radios. Hardware values include the following options:
  - **Type**
    - **Unknown**
    - **Radio**
    - **Data Gateway**
    - **Wave Device**
    - **Application**
    - **Capacity Max Bridge Proxy Radio**
    - **Virtual ID**
  - **Band**
    - **Unknown**
    - **UHF**
    - **VHF**
    - **800 MHz**
    - **900 MHz**
- **History button**: Loads the *Unit History* screen. This screen shows the archived history of this radio ID in each time frame. See Figure 2.10.

Radio IDs must be entered into Alias (either dynamically or manually) to be displayed in reports created by the GW3-TRBO Reports module. While most radio IDs will be added dynamically, you may need to manually add Alias information for the radio ID used by GW3-TRBO to issue IP Site Connect radio commands.

Figure 2.9 – Radio ID Options

Using the Radio ID History Window

The *Radio ID History* window (see figure 2.10) shows all activity for a radio ID in each time frame. You can access the *Radio ID History* window through many of the GUIs within GW3-TRBO. 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* window. 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 grid, skip this step.
2. Right-click on the unit history grid. This will show the unit history grid options.
3. Click on the **Print …** option. This will show the printer options window 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 unit history grid.
   b. **No:** Prints all entries in the unit history grid.
   c. **Cancel:** Cancels this print request.

This window shows data from the GW3-TRBO archive tables. If you are not archiving data, this window will not show any history.

Click the **Change Database…** button to specify the GW3-TRBO database server name and instance if one is not already specified. This is per GW3-TRBO user profile on each GW3-TRBO machine.

Figure 2.10 – 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 9: Importing Resources*.)
- **Export Radio IDs …:** Opens the *Alias Export* window which allows you to export your radio IDs. (See *Chapter 8: 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 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 2.11.

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:	-Any-

Basic | Hardware

Tag:	-Any-
Location:	-Any-
Agency:	-Any-
Address:	

Search results are broken into blocks of 200. Click on a link below to view a block.
1

Reset   Search...

Figure 2.11 – 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.

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 2.12 below shows a search that resulted in 46 radio IDs.
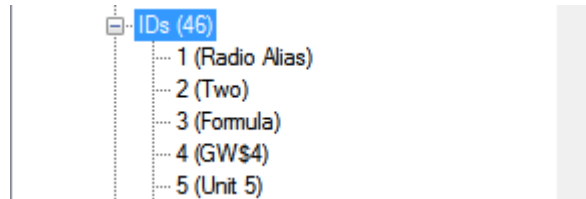
Figure 2.12 – IDs Node after a Search

Each radio ID under the **IDs** node can be edited and deleted just like other 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 2.13 below).

Figure 2.13 – 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*.

Zone Nodes

Each zone node represents a zone under its parent system. The zone ID is an arbitrary value; it is the value defined in the input module setup screen.

Click on a zone node to show the **Zone Options** panel (Figure 2.14). This panel contains the following values:
- **Zone ID**: Numeric ID of this zone.
- **Alias**: Alias for this Zone.
- **Dynamically Add Sites**: When activity occurs on the zone, add the associated sites.
- **View Site Map…**: Shows a graphical representation of the sites under this zone. This requires **Latitude**, **Longitude** and **Coverage Radius** for each site.
- **SNMP IP Address Ranges**: List of IP address ranges for SNMP devices associated with this Zone.
- **Primary SNMP IP Address**: The IP address from which SNMP messages are sent for the primary zone controller of this zone.
- **Secondary SNMP IP Address**: The IP address from which SNMP messages are sent for the secondary zone controller of this zone.

Deleting a zone will cause all active diagnostics associated with that zone to be cleared. Clearing the alarms requires there to be a connection in the Trbo module responsible for the deleted zone; however, the connection does not have to be enabled.

Figure 2.14 – Zone Options

Zones Node Menu

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

- **Import Zones…:** Opens the *Alias Import Wizard,* which allows you to import zones. (See *Chapter 9: Importing Resources*.)
- **Export Zones…**: Opens the *Alias Export* window, which allows you to export zones. (See *Chapter 8: Exporting Resources*.)
- **Add a Zone:** Allows you to add a single zone without importing.
- **Show List…:** Shows a list of all zones under the **Zones** node.

Site Nodes

In Connect Plus, Linked Capacity Plus and Capacity Max systems, each site uses its designated site ID. In an RF control station or Capacity Plus connection, the site ID is an arbitrary identifier defined in the input module's GUI. In an IP Site Connect system, each repeater's peer ID will be used as a different site ID.

Click on a site node to show the *Site Options* panel (Figure 2.15). 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:
  - o **Frequency**: Channel frequency is used as the key.
  - o **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.
- **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.
- **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 Launch'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.

Deleting a site will cause all active diagnostics associated with that site to be cleared. Clearing the alarms requires there to be a connection in the Trbo module responsible for the deleted site; however, the connection does not have to be enabled.

Figure 2.15 – 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 9: Importing Resources.*)
- **Export Sites…**: Opens the *Alias Export* window, which allows you to export sites. (See *Chapter 8: 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 2.16). This panel contains the following values:

- **Channel Position**: The position of this channel. In a Capacity Plus, Connect Plus, Linked Capacity Plus or Capacity Max connection, the channel position is the peer ID of the repeater. An IP Site Connect system always uses a channel position of 1. An RF control station connection uses the position of the control station slot as set up in the Trbo GUI. *(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.
- **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.
- **Voice Channel**: Check this option if this channel is a voice channel.
- **Data Channel**: Check this option if this channel is a data channel.
- **Data Revert Channel**: Check this option if this channel is a data revert channel.
  - o **Single-Slot Data Revert:** Check this option if this channel is a single-slot data revert repeater (valid only for Capacity Max systems). The **Data Revert Channel** option must also be checked.
- **Offline**: Check this option if this channel is not used on the site. This option allows you to add channels that you own that are not yet in use.

Figure 2.16 – Channel Options

Channels are shown in order of your GW3-TRBO 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.

Deleting a channel or clicking the **Update** button on a channel while the **Offline** option is checked will cause all active diagnostics associated with that channel position to be cleared. Clearing the alarms requires there to be a connection in the Trbo module responsible for the modified/deleted channel; however, the connection does not have to be enabled.

Channels Node Menu

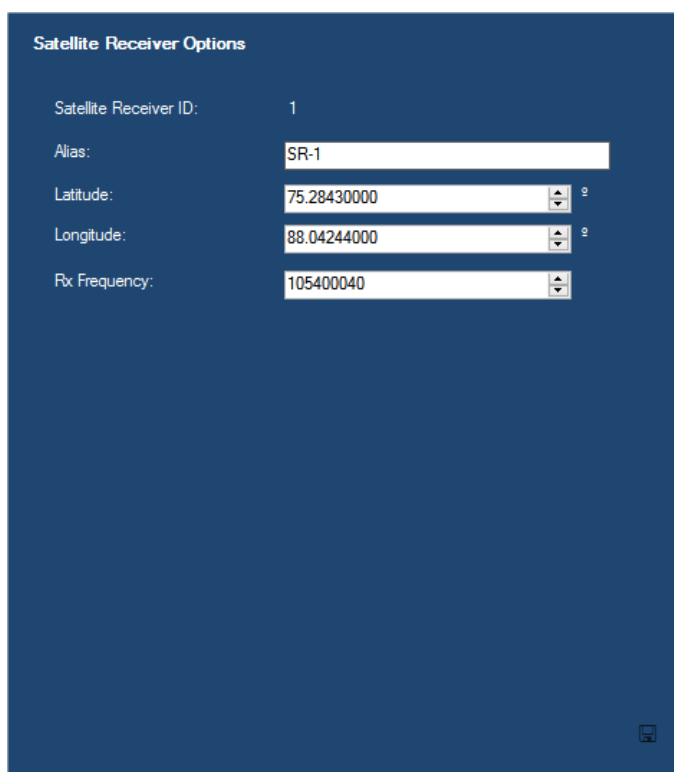The **Channels** node context menu contains the following options:

- **Import Channels…:** Opens the *Alias Import Wizard,* which allows you to import channels. (See *Chapter 9: Importing Resources*.)
- **Export Channels…**: Opens the *Alias Export* window, which allows you to export channels. (See *Chapter 8: Exporting Resources*.)

- **Add a Channel:** Allows you to add a single channel without importing.
- **Show List…:** Shows a list of all sites under the **Channels** node.

Satellite Receiver Nodes

Click on a satellite receiver node to show the *Satellite Receiver Options* panel (Figure 2.17). This panel contains the following values:

- **Satellite Receiver ID**: Numeric ID of this satellite receiver.
- **Alias**: Alias for this satellite receiver.
- **Latitude**: Latitude location of this satellite receiver.
- **Longitude**: Longitude location of this satellite receiver.
- **Rx Frequency**: The receive frequency (in hertz) of this satellite receiver. This may differ from the parent channel's receive frequency.

Figure 2.17 – Satellite Receiver Options

Satellite Receivers Node Menu

The **Satellite Receivers** node context menu contains the following options:

- **Import Satellite Receivers…:** Opens the *Alias Import Wizard,* which allows you to import satellite receivers. (See *Chapter 9: Importing Resources.*)
- **Export Satellite Receivers…**: Opens the *Alias Export* window, which allows you to export satellite receivers. (See *Chapter 8: Exporting Resources*.)
- **Add a Satellite Receiver:** Allows you to add a single satellite receiver without importing.
- **Show List…:** Shows a list of all satellite receivers under the **Satellite Receivers** node.

This chapter describes the use of tags in 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 Group module 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 Group module 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 Group GUI. These .WAV files are meant to get the attention of a GW3-TRBO 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).

Figure 3.1 – Tag Options

Adding a Tag

To add a tag, take the following steps:
1. Select the **Tags** node and show its 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 Group module 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 GW3-TRBO 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 GW3-TRBO client machines have this file path, while a file path of *\\GW3HOST1\C$\Emergency.WAV* can be made accessible to all GW3-TRBO clients.
6. Click the **Update** button.

Add a Tag
Show List...
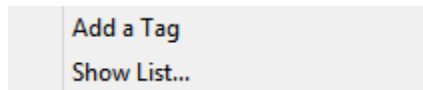
Figure 3.2 – Tag context menu

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

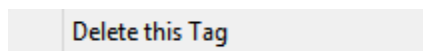To delete an existing tag, take the following steps:
1. Select the tag that you wish to delete by clicking on the tag in the tag list.
2. Show its context menu and click the **Delete this Tag** option (Figure 3.3): This will result in a confirmation prompt.
3. Click the **Yes** button to delete the tag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

Delete this Tag

Figure 3.3 – Single Tag Options menu

This chapter describes the use of locations in 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. GW3-TRBO 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.

Location Options
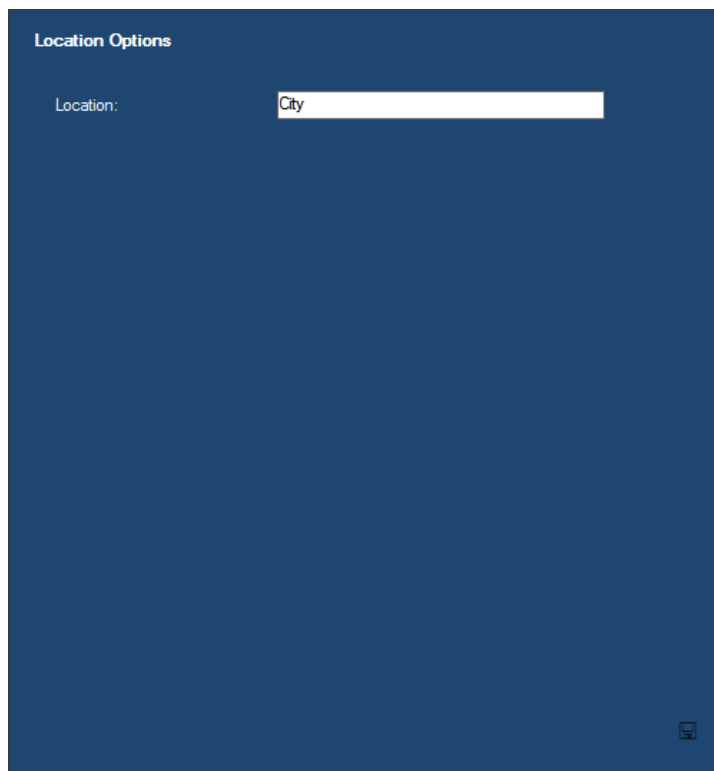
Location: City

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.

Add a Location
Show List...
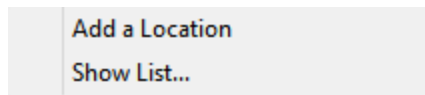
Figure 4.2 – Location context menu

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.

Delete this Location
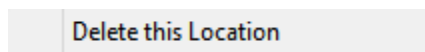
Figure 4.3 – Single Location Options menu

This chapter describes the use of agencies in 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. GW3-TRBO 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.

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 and Agency** option.
3. Enter the agency name in the **Agency** text box.
4. Click the **Update** button.

Add an Agency
Show List...
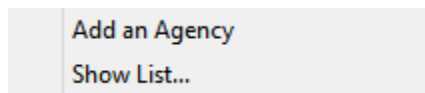
Figure 5.2 – Agencies node context menu

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.

Delete this Agency
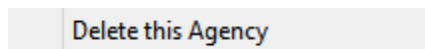
Figure 5.3 – Single agency context menu

This chapter describes the use of advanced features in Alias.

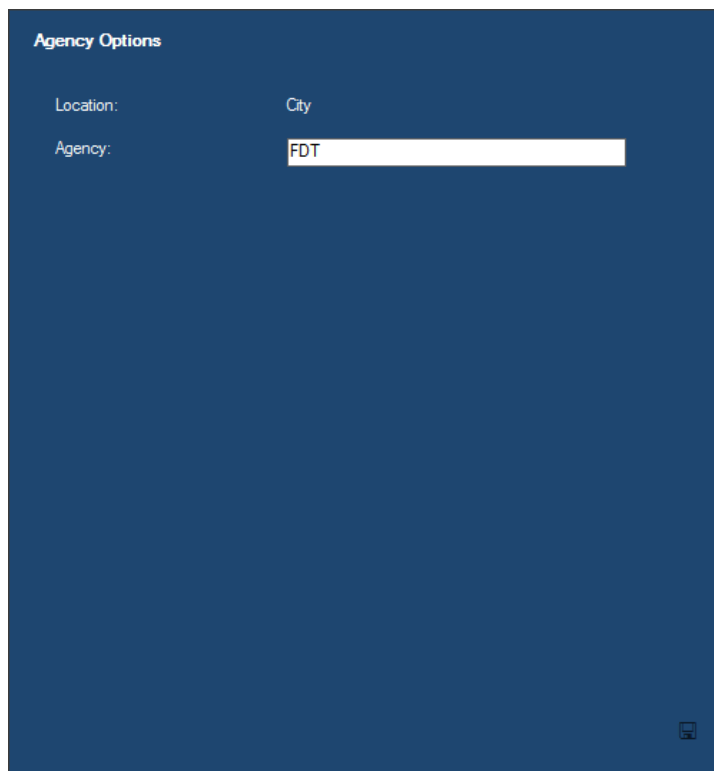This chapter contains the following sections:

- **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 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

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 6.1, notice the edit controls for **Serial Number**, **Default Group**, **Foreground Color**, **Background Color** and **Address** show the value changed indication.

Figure 6.1 – 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 6.2 – Multiselect on Radio IDs

Notice in Figure 6.2 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, 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 6.2 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 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 7.1).
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.
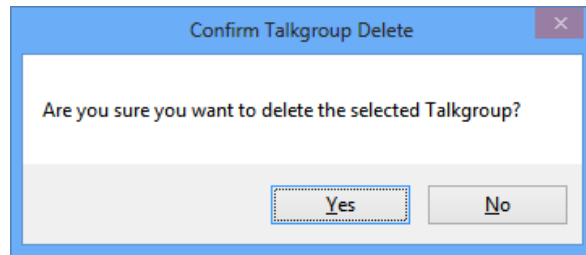
Figure 7.1 – Delete Confirmation Dialog

If the node is a parent node, 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 7.2)
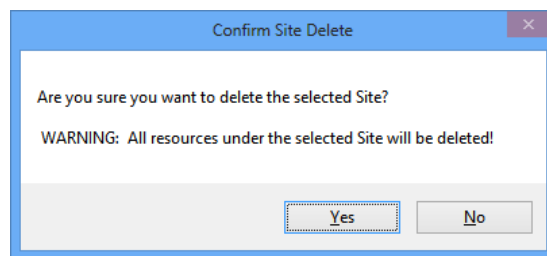
Figure 7.2 – Delete Parent Confirmation Dialog

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 creates 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 SAM results in a message stating the resource cannot be removed (see Figure 7.3). The range(s) of the system must be removed from SAM before the system can be deleted from Alias.
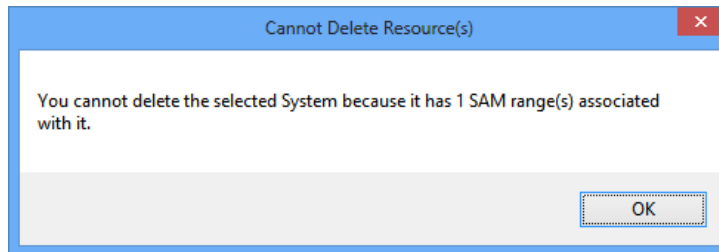
Figure 7.3 – Attempting to remove a system with SAM ranges

This chapter describes exporting in 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 Alias GUI allows you to export the following resources:
- Multigroups
- Talkgroups
- Radio IDs
- Zones
- Sites
- Channels
- Satellite Receivers
- SNMP IP Plans

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 & 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 Alias database just in case you ever need to reload it.
- To import this information into a redundant GW3-TRBO installation.
- To create an inventory spreadsheet with all your group 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. Show the resource's context menu which includes the export option (such as **Export Talkgroups...**).
3. Click the export option: This will load the *Alias Export* window (Figure 8.1). Notice that Alias automatically creates a file name for you. This file name contains the system ID of the resources and the resource type.
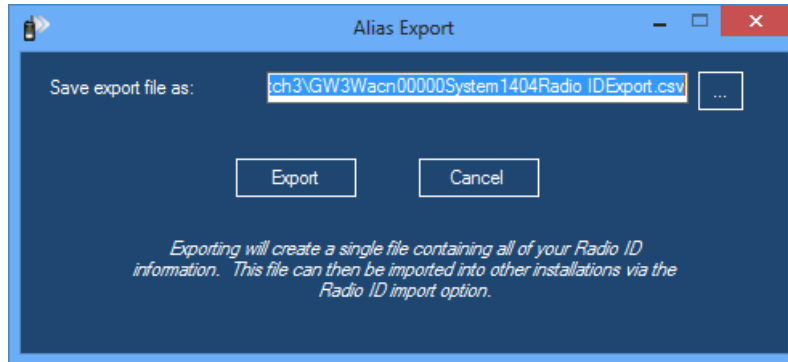
Figure 8.1 – Alias Export Window

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 showing how many records were exported (as shown in Figure 8.2).
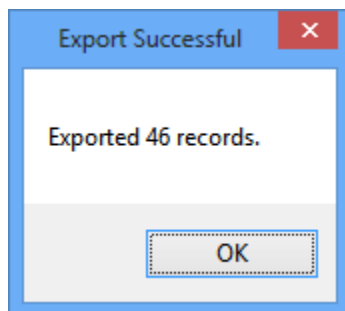
Figure 8.2 – Export Successful dialog

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, *Alias Export* will replace it with the new export.

This chapter describes importing in 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 Alias interface allows you to import the following resources:
- Systems (from License only)
- Radio IDs
- Multigroups
- Talkgroups
- Zones
- Sites
- Channels
- Satellite Receivers
- 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 & line feed (Enter). Microsoft Excel is a great tool for creating delimited files.

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

| Import Radio IDs... |
| Export Radio IDs... |
| Add an ID |
| Show List... |
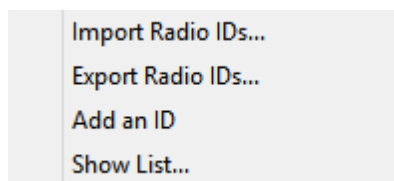
Figure 9.1 – Import Radio IDs Option

Launching the Alias Import Wizard

Values are imported under their parent resource. To load the *Alias Import Wizard* for talkgroup 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 (Figure 9.2), 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 9.2 – Alias Import Wizard (Screen 1)

5. Click the **Next >** button. This will show the second step (Figure 9.3).
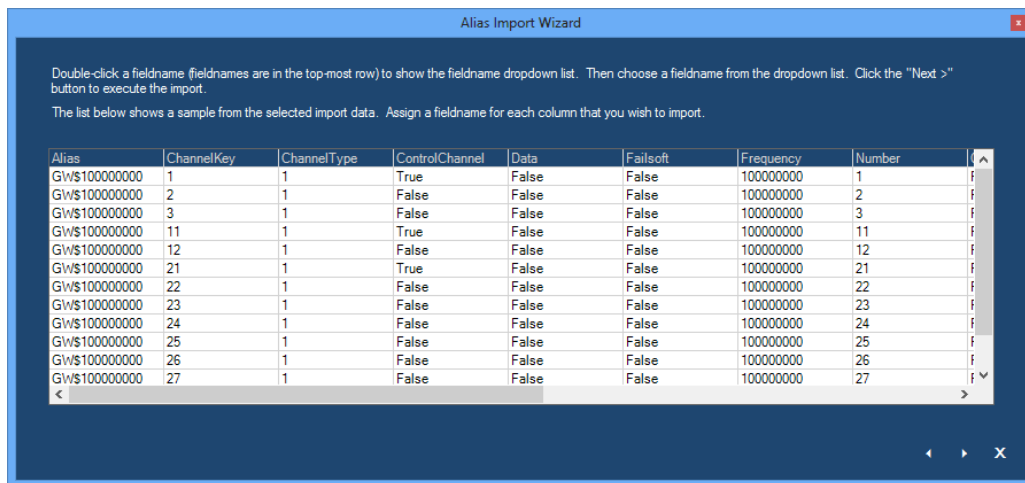
Figure 9.3 – Alias Import Wizard (Screen 2)

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.
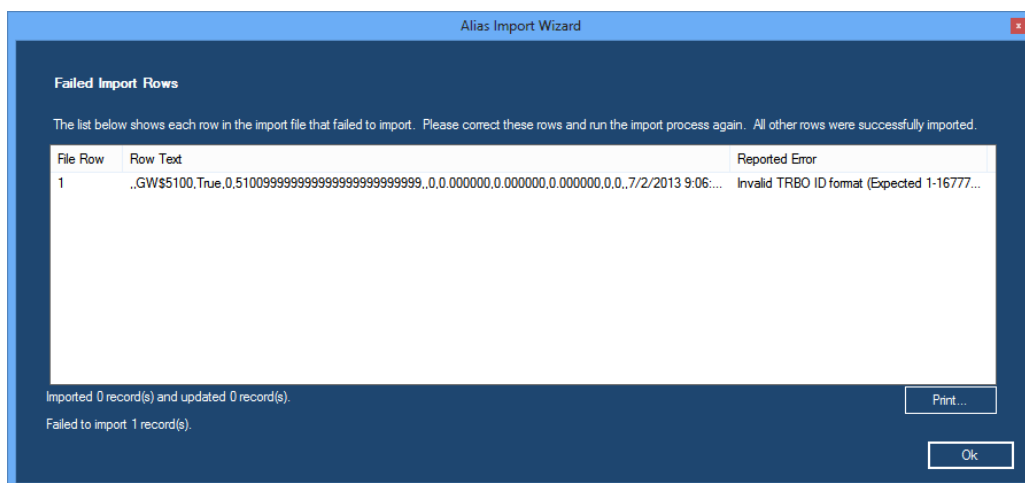
Figure 9.4a – Alias Import Wizard Error Mode
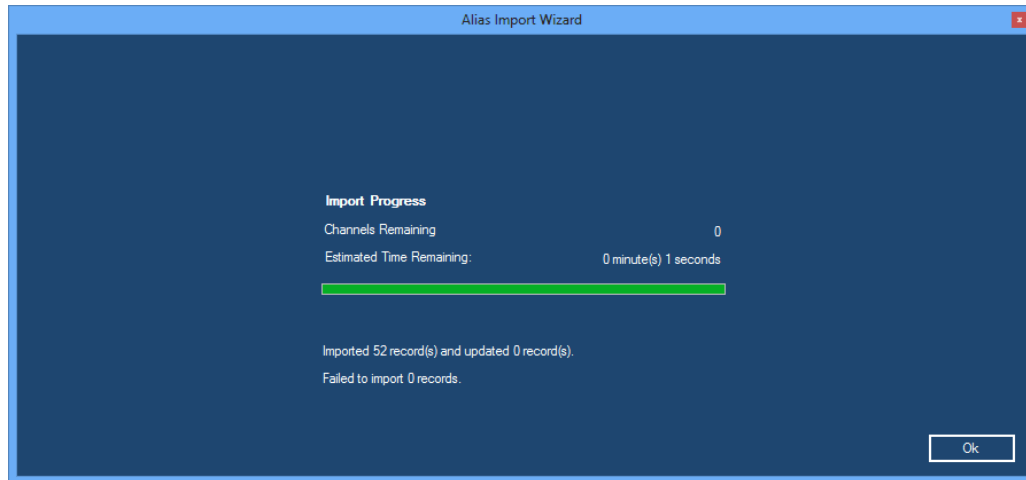
Figure 9.4b – Alias Import Wizard Success Mode

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 GW3-TRBO validation will show a row number. Failures that are reported to GW3-TRBO from SQL when the resource is added/updated show a "–" for row number. (Figure 9.4a).
- **Success Mode:** All rows imported successfully (Figure 9.4b).

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

Things to remember about importing

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

When importing radio ID and Group, only IDs and Groups within the valid ranges listed in Table 1.1 will successfully import.

The *Alias Import Wizard* will create the following resources if they are mentioned in the import but do not exist in the GW3-TRBO Alias database:

- Tags
- Locations
- Agencies
- Zones (only during a system-level channel or SNMP IP Plan import)
- Sites (only during a system-level channel or SNMP IP Plan import)
- Channels (only during a system-level SNMP IP Plan import)

The above resources added during import will have only default properties.

Resource Import Columns

The following tables contain the columns that GW3-TRBO considers for import and includes in its export.

ℹ 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

ℹ Systems are imported from your license.

Zone

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

Site

Name	Type	Description
AddChildChannels	Boolean	Add channels, used on this site, as they are mentioned in the data received?
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

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?
DataRevert	Boolean	Is this a data revert channel?
DataRevertSlot	Number (0-2)	If DataRevert is true, which slot is used for data revert? (0 = both slots)
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 (0-16,777,215)	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 voice-capable frequency?
ZoneID	Number (1-2,147,483,647)	ID of the zone which contains the channel's site

Satellite Receiver

Name	Type	Description
Alias	Text (255)	The Alias of the satellite receiver
ID	Required for import – Number (1-16,777,215)	ID of the satellite receiver
Latitude	Number (-90-90)	Latitudinal coordinate of the satellite receiver
Longitude	Number (-180-180)	Longitudinal coordinate of the satellite receiver
RxFrequency	Number (100,000,000-999,999,999)	Receive frequency in Hz

Radio ID

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) (applicable in future versions of MOTOTRBO). 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 Group table below.
DisplayID	Required for import – Text (8)	The numeric ID of the radio
Location	Text (200)	Geographic location of the Agency (Blank for none). You must also specify an Agency.
SerialNumber	Text (50)	Serial number of the radio (Blank for none)
Tag	Text (50)	Tag to associate with this radio ID (Blank for none)
Type	Type enumeration	The type of device on the system.

Multigroup/Talkgroup

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
CADIAlias	Text (12)	Alias used by CADI (blank for none) (applicable in future versions of MOTOTRBO). Values larger than the maximum will prevent that ID from being imported.
DisplayID	Required for Import – Text (8)	The numeric ID of the group
Location	Text (200)	Geographic location of the Agency (Blank for none). You must also specify an Agency.

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 Zone of the resource. Required for Zone, Site, and Channel resources.
Site	Number (1-16,777,215)	The Site of the resource. Required for Site and Channel resources.
ChannelKey	Number – Limits depend on ChannelKeyType Position: (0-128) 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 and Channel resources.
ResourceType	Required for import – System, Zone, Site, or Channel.	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.	Not supported in TRBO
2.	Not supported in TRBO
3.	Not supported in TRBO
4.	Not supported in TRBO
5.	900 MHz
6.	UHF
7.	VHF
8.	Not supported in TRBO
9.	Not supported in TRBO
10.	Not supported in TRBO
11.	Not supported in TRBO
12.	Not supported in TRBO
13.	Not supported in TRBO
14.	Not supported in TRBO
15.	Not supported in TRBO
16.	Not supported in TRBO
17.	800 MHz

Channel Key Type

0.	Unknown
1.	Frequency
2.	Position

System Band

1.	800 MHz
2.	900 MHz
3.	OBT
4.	Not supported in TRBO
5.	Not supported in TRBO

System Type

4.	Not supported in TRBO
5.	Not supported in TRBO
6.	TRBO
7.	Not supported in TRBO
8.	Not supported in TRBO

Radio ID Type
0.	Unknown
1.	Radio
2.	Data Gateway
3.	Wave Device
4.	Application
5.	Capacity Max Bridge Proxy Radio
6.	Virtual ID

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