



Radio-over-IP Gateway TRBOnet Swift Agent Aoo1

User Manual



World HQ

Neocom Software 8th Line 29, Vasilyevsky Ostrov St. Petersburg, 199004, Russia US Office Neocom Software 15200 Jog Road, Suite 202 Delray Beach, FL 33446, USA Internet

Email: info@trbonet.com WWW.TRBONET.COM Telephone EMEA: +44 203 608 0598 Americas: +1 872 222 8726 APAC: +61 28 6078325





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Contents

1.	Intro	duction		1		
	1.1.	About	This Document	1		
	1.2.	About	TRBOnet Swift	1		
	1.3.	Conta	cts	1		
2.	Abou	ıt Swift A	gent Aoo1	2		
	2.1.	Featur	res	2		
	2.2.	Functi	onality	2		
	2.3.	Restric	ctions	3		
	2.4.	Panels	5	4		
	2.5.	Interio	or Layout	5		
	2.6.	Delive	ry Kit	6		
	2.7.	Acrony	yms	7		
3.	Connection and Setup					
	3.1.	Digita	l Mode (MOTOTRBO Only)	8		
	3	3.1.1.	Installing the Option Board	9		
	3	3.1.2.	Configuring the Radio	10		
	3	3.1.3.	Installing and Connecting the Radio	12		
	3	3.1.4.	Installing and Connecting the Unit	14		
	3	3.1.5.	Configuring Swift Agent Aoo1	14		
	3.2.	Analog	g Mode	19		
	3	3.2.1.	Assembling the Service Cable	19		
	3	3.2.2.	Configuring the Radio	20		
	3	3.2.3.	Installing and Connecting the Radio	22		
		3.2.4.	Configuring Swift Agent Aoo1	22		



1. Introduction

1.1. About This Document

The information in this document is intended for engineers responsible for building MOTOTRBO radio networks and programming two-way radios for end users.

The document describes in details how to connect and set up the TRBOnet Swift Agent Aoo1 hardware radio-over-IP gateway.

1.2. About TRBOnet Swift

TRBOnet Swift is a family of hardware products designed by Neocom Software Solutions, Co. Ltd. for MOTOTRBO radio networks. The TRBOnet Swift family hardware is presented by radio-over-IP gateways, the SToo1 option board, the DT500 data transfer module, and the TR001 GSM tracker.

For more information on the TRBOnet Swift family products, refer to our website.

Region Phone		Email & Support		
EMEA	+44 203 608 0598	info@trbonet.com — general and commercial inquiries		
Americas	+1 872 22 28 726	<u>support@trbonet.com</u> — technical support		
APAC	+61 28 6078325	<u>http://kb.trbonet.com</u> — online knowledge base		

1.3. Contacts



2. About Swift Agent A001

TRBOnet Swift Agent Aoo1 is a hardware radio-over-IP gateway designed to interconnect a Motorola MOTOTRBO 3*** and 4*** series professional two-way radio with TRBOnet Server on an IP network. The radio can transfer voice and data to one or several connected TRBOnet Servers over IP.

2.1. Features

- Designed for MOTOTRBO 3***/4***series professional two-way radios
- Compatible with digital and analog radios by Motorola and other vendors
- Transfer of voice and data from/to a radio over IP
- Support for multiple (up to 8) connected TRBOnet Servers
- Control of a connected MOTOTRBO radio (power on/off, restart)
- Self-diagnostics and alarm notification over IP
- Designed for long-running unattended operation in hard-to-reach places
- Mountable to a 19-inch 2U rack
- Integrated 220VAC power supply
- Backup battery power system
- Forced air cooled with integrated fans
- Automatic temperature monitoring and control
- Five input contacts and six output contacts for external hardware (SCADA, sensors, and other)

2.2. Functionality

Radio-over-IP gateway

Connected to a two-way radio and to the LAN, Swift Agent Aoo1 acts as a radio-over-IP gateway, providing the following features:

- Transfer of voice and data from a wirelessly connected MOTOTRBO radio to TRBOnet and in the backward direction over IP.
- Transfer of voice only between a cable-connected radio and TRBOnet over IP.
- Automatic power-up or power-off of a MOTOTRBO radio when Swift Agent Aoo1 is on/off.
- Broadcasting outgoing IP traffic (voice, data, alarm notifications) to multiple connected TRBOnet Servers.

Temperature control system

Swift Agent Aoo1 is equipped with two fans and a controller to keep the hardware at its optimum operating temperatures. The cooling system enables the following:

- Performs continuous monitoring of the temperature inside the unit.
- Automatically starts and stop the fans to keep the appropriate temperature.



 Sends an alarm notification to all connected TRBOnet Servers if the threshold value is exceeded.

Battery backup power system

Swift Agent Aoo1 features a built-in power supply unit that operates from an AC input and provides the DC operating voltage for the IP controller, the temperature control system, and the connected radio. The power system can be enhanced with a user supplied external 12 V (nominal) battery to support the battery backup feature so that when the AC power fails, Swift Agent Aoo1 can be powered from a DC battery source.

The battery backup power system enables the following:

- Controls the power supply and switches to the backup battery automatically if the AC power fails.
- Sends an alarm notification to all connected TRBOnet Servers in case of power loss or when switching to the backup power supply.
- Charges the battery while operating from the AC power supply.

2.3. Restrictions

- Due to changes introduced by Motorola into recent MOTOTRBO firmware, we do not recommend that you use Swift IP Gateways Aoo1, Aoo2 and A2oo in the wireless (NRF) mode in conjunction with MOTOTRBO radios that have firmware version 2.6o and higher. The latest firmware that can be used in this mode is 2.05.6o. The A2oo Gateway can work with newer firmware in the wired (USB) mode. Please do not update your control radios beyond this version number if you have Aoo1 or Aoo2 in the wireless (NRF) mode.
- Swift IP Gateways Aoo1, Aoo2 and A2oo in the wireless (NRF) mode do not support revert channels and data repeaters. The A2oo Gateway in the wired (USB) mode must be used instead.
- 3. We do not recommend to install any Swift IP Gateways in the same subnet as trunked repeaters (applies to Capacity Plus and Linked Capacity Plus).



2.4. Panels

TRBOnet Swift Agent Aoo1 comes in a metal case mountable in a 19-inch 2U rack. The front panel features a slot for a two-way mobile radio (1) and two handles (2) for transportation and mounting.



Figure 1: The front panel of Swift Agent Aoo1

The rear panel of the unit has two built-in fans (3), several connectors, and a power switch (8).



Figure 2: The rear panel of Swift Agent Aoo1

The rear panel connectors and components are as follows (*Figure 2*):

- (1): External antenna socket
- (2): Earth ground socket
- (3) Two built-in fans
- (4) RS-232 port (not used)

• (5) LAN port

•

- (6) Battery (+)/(-) terminals
- (7) AC power socket
 - (8) Power switch



2.5. Interior Layout



Figure 3: Top view of the Swift Agent Aoo1 unit

The location of all functional components inside the unit is shown on Figure 3.

- (1): Front panel
- (2): Rear panel
- (3) Power supply unit
- (4) Built-in IP controller
- (5) Radio (user supplied)
- (6) Rack for the radio
- (7) Antenna (user supplied)

- (8) Two fans
- (9) Earth ground socket
- (10) AC power socket and switch
- (11) Battery terminals
- (12) Network adapter card
- (13) LAN and RS-232 ports



neocom software

2.6. Delivery Kit

The delivery package includes the hardware and accessories described in *Table 1*.

Table 1: TRBOnet Swift Agent Aoo1 delivery kit

#	ltem	Description	Quantity
1	TRBOnet Swift Agent Aoo1	The hardware unit with an integrated IP controller (TRBOnet Swift Agent Aoo2), power supply unit, and temperature control system.	1
2	TRBOnet	The option board for a MOTOTRBO radio.	1
	5wiit 51001	Not supplied for non-MOTOTRBO radios.	
3	Flex cable	The flex cable for the option board.	1
		Not supplied for non-MOTOTRBO radios.	
4	RF antenna	The antenna for the integrated IP controller.	1
		Not supplied for non-MOTOTRBO radios.	
5	Service cable	The cable to connect a radio to the integrated IP controller.	1
6	Power cable	The cable to connect the unit to 220V AC.	1
7	Ring terminal	The ring connector for the ground cable.	1
8	Screw kit	The screw kit for mounting the unit to a 19- inch 2U rack.	1
9	Rubber legs	The rubber legs for the unit.	4
10	Passport	Technical documentation for TRBOnet Swift Agent Aoo1/002.	1



2.7. Acronyms

Table 2: Acronyms

Acronym	Description
AC	Alternating current
CPS	Customer Programming Software
CSQ	Carrier Squelch
DC	Direct Current
GPIO	General-Purpose Input/Output
IP	Internet Protocol
ISM	Industrial, Scientific, and Medical (radio band)
LAN	Local Area Network
LNA	Low-Noise Amplifier
MAC	Media Access Control
Mbps	Megabits per second
NRF	Nordic RF
PTT	Push To Talk
RF	Radio Frequency
RX	Reception
ТСР	Transmission Control Protocol
USB	Universal Serial Bus
V	Volt



3. Connection and Setup

TRBOnet Swift Agent Aoo1 operates in the digital or analog mode. The choice of the operational mode depends on the type of the connected radio.

Table 3: Operational modes supported for different types of radios	
--	--

Radio	Agent mode	Connection with the radio
Motorola MOTOTRBO radio	Digital	Wireless (through the option board)
Other radio (digital or analog)	Analog	Wired

For a MOTOTRBO radio, use Swift Agent Aoo1 in the digital mode. In this mode, the radio and Swift Agent Aoo1 transfer voice and data wirelessly, which is possible due to the Swift SToo1 option board installed into the radio.

For any other radio by Motorola or by other vendor, use Swift Agent Aoo1 in the analog mode. In this mode, the radio and Swift Agent Aoo1 are interconnected using the service cable and transfer voice only. Wired communication does not require the Swift SToo1 option board installed in the radio.

3.1. Digital Mode (MOTOTRBO Only)

To prepare TRBOnet Swift Agent Aoo1 for operation with a MOTOTRBO professional two-way radio, perform the following steps:

No	Step	Notes			
1	Install the option board into the radio.	Refer to section 3.1.1. Installing the Option Board (page 9).			
2	Update the firmware of the option board and configure the option board and the radio.	Refer to section 3.1.2. Configuring the Radio (page 10).			
3	Install and connect the radio inside the unit.	Refer to section 3.1.3. Installing and Connecting the Radio (page 12).			

Table 4: High-level steps to prepare TRBOnet Swift Agent Aoo1 for operation in the digital mode



No	Step	Notes
4	Install the unit to a permanent location and do all external connections.	Refer to section 3.1.4. Installing and Connecting the Unit (page 14).
5	Update the firmware of Swift Agent Aoo1 and configure its network settings and NRF settings.	Refer to section 3.1.5. Configuring Swift Agent Aoo1 (page 14).

3.1.1. Installing the Option Board

The Swift Agent Aoo1 is supplied with the option board that you need to install into a MOTOTRBO radio.

To install the option board into a radio:

1. Insert the dismantling tool in the groove between the control head and the radio assembly.



Figure 4: Removing the control head

- 2. Press the dismantling tool under the control head to release the snap features. Pull the control head away from the radio assembly. Remove the control head seal.
- 3. Orient the flex cable (supplied in the delivery kit) so that its contacts face the option board. Secure the connector latch to the flex cable.



Figure 5: Connecting the flex cable to the option board

4. Connect the flex cable from the option board to the main board connector.





Figure 6: Connecting the option board to the main board of the radio

- 5. Align the option board to the mounting holes ensuring that the flex tabs are against the chassis alignment posts.
- 6. Using a T6 TORX[™] driver, tighten the three screws to 0.28 N-m (2.5 lbs-in) to secure the option board to the chassis.
- 7. Assemble the control head seal on the radio. Assemble the control head to the radio chassis by aligning one side of the control head assembly tabs to one side of the radio chassis tabs and then rotate the control head assembly until the other side engages.

Note: Verify that the control head seal is not pinched and not visible. If a pinch is found, disassemble the control head, reseat the seal and reassemble the control head.

3.1.2. Configuring the Radio

After you have installed the option board into the radio, update the firmware of the option board to the latest version. Then configure the NRF settings of the option board and program the radio for communication through the option board on all channels.

To perform these updates, you need the following:

• A programming cable for connecting the radio to a USB port of the computer.

Note: The programming cable is not included in the delivery kit. Use the cable recommended by the manufacturer of the radio.

- The MOTOTRBO CPS software installed on your computer.
- The TRBOnet Swift Manager software installed on your computer. To install the latest version of this software, download the distribution package from <u>www.trbonet.com</u>.

To configure the radio:

- 1. Connect the programming cable to the powered off radio and to a USB port of your computer. Power up the radio.
- 2. Launch the TRBOnet Swift Manager application.
- 3. To update the firmware of the option board, do the following:



a. On the menu bar, choose **USB**. Ensure that the **Allow selection of firmware** option on the **Tools** menu is not selected.



Figure 7: Choosing the required options for the firmware update

- b. Click **Update** on the **Device** menu. The latest firmware is loaded to the option board automatically.
- 4. To configure the option board, do the following:
 - a. Open the default configuration of the option board in TRBOnet Swift Manager by clicking **Read** on the **Device** menu:



Figure 8: Opening the configuration of the option board

b. In the left pane, click **ISM transceiver settings**.



Figure 9: Configuring the NRF (wireless) connection settings on the option board

In the right pane, specify the NRF connection settings:

- Air data rate: The data transfer rate for wireless communication. Values: 1 Mbps, 2 Mbps. Default: 1 Mbps.
- **RF channel**: The radio channel for wireless communication. Range: o to 125. Default: 120.
- **RF power**: The power of the ISM transceiver. Values: 20, 60, 250, 1000 μW. Default: 1000 μW.



- **Receiver LNA gain**: Sensitivity of the receiver. Values: Low, High. Default: Low.
- c. Write the configuration to the option board by clicking **Write** on the **Device** menu.
- 5. Close TRBOnet Swift Manager.
- 6. To configure the radio, launch MOTOTRBO CPS and do the following:
 - a. Click **Read** on the **Device** menu to open the configuration of the radio.
 - b. In the left pane, expand the **Channels** section.
 - c. In all zones where the radio needs to work though the option board, click the channels one after another. For each channel, select **Option Board** in the right pane.

MOTOTRBO	Customer Programming Software – 🗖 🗙
File Edit View Device Fea	tures <u>R</u> emote <u>W</u> indow <u>H</u> elp _ & ×
RM Open Save Reports Delete	K Image: Copy Paste Image: Copy Paste <td< th=""></td<>
General Settings	Channel1
E Buttons	TOD RX TX
Text Messages	Color Code 1 -
Telemetry	
Securty	Repeater/Time Slot 1
	Phone System None
H. RX Group Lists	ARS Disabled
Channels	Privacy
🚊 🖂 Zone1	
Channel1	Privacy Ailas Privacy Key1
Channel2	RAS Alias None 🗸
Channel Pool	
🕂 💼 Scan	

Figure 10: Enabling the use of the option board on the radio channels

- d. Click Write on the Device menu to save the updates to the radio.
- 7. Close MOTOTRBO CPS and disconnect the radio from the computer.

3.1.3. Installing and Connecting the Radio

After you have configured your MOTOTRBO radio, install it into the unit and connect it to all required components inside the unit.

To install and connect the radio:

- 1. Remove the screws and lift the top cover of the unit.
- 2. Insert the radio into the slot on the front panel of the unit, orienting the radio's back panel inside the unit. Use screws of a proper size to secure the radio to the unit.





Figure 11: Installing the radio into the unit

- 3. Do the following connections inside the unit:
 - a. Connect the RF antenna to the IP controller. The antenna is supplied in the delivery kit.



Figure 12: The antenna input and the CTRL2/DB9 connector of the IP controller

Note: The RF antenna improves stability of the NRF (wireless) connection with the option board installed in the radio.

 b. Connect the radio to the IP controller. The service cable is already plugged to the IP controller (CTRL2/DB9 connector) and to the RS-232 port inside the unit. Connect the remaining plug to the service jack of the MOTOTRBO radio.

Note: This connection powers up/off the radio automatically when Swift Agent Aoo1 is turned on/off and enables remote monitoring of the powered/ powered off state of the radio.

- c. Connect the radio to the extension cord that is secured to the antenna socket inside the unit.
- d. Connect the radio to the power supply. The black-and-red power cable is already connected to the integrated power supply unit.
- 4. Reinstall the top cover and secure it to the unit with the four screws.



3.1.4. Installing and Connecting the Unit

When the unit is assembled, install it to a permanent location and do all external connections. All connectors are located on the rear panel of the unit (*Figure 2, page 4*).

To install and connect the unit:

1. Mount the unit to the 19-inch rack. To secure the unit to the rack, use the screws supplied in the delivery kit.

Alternatively, you can install the unit on the even surface. Use the four rubber legs supplied in the delivery kit.

- 2. Connect the unit to the LAN.
- 3. Connect an external antenna to the antenna socket of the unit.
- 4. Connect the unit to the ground.

Note: The ground cable is not supplied. To create a ground cable, crimp a wire with the ring terminal available in the delivery kit.

- 5. (Optional) Connect an external battery to the (+) and (-) contacts of the unit.
- 6. Connect the power cable to the AC power inlet of the unit. Plug the unit to the source of 220V AC.

3.1.5. Configuring Swift Agent A001

When the unit is installed and all external connections are done, update the firmware of your Swift Agent Aoo1 to the latest version. Then configure it for operation in the specified IP network and for wireless communication with the radio.

To configure TRBOnet Swift Agent Aoo1, you need the following:

- A computer connected to the LAN.
- The TRBOnet Swift Manager software installed on the computer. To install the latest version of the software, download the distribution package from <u>www.trbonet.com</u>.

To configure TRBOnet Swift Agent Aoo1:

- Power up your Swift Agent Aoo1 using the power switch on the back panel of the unit.
- 2. Launch the TRBOnet Swift Manager software.
- 3. To update the firmware of Swift Agent Aoo1, do the following:
 - a. On the menu bar, choose LAN. Ensure that the Allow selection of firmware option on the **Tools** menu is not selected.
 - b. Click **Update** on the **Device** menu. The latest firmware is loaded to Swift Agent Aoo1 automatically.
- 4. To configure Swift Agent Aoo1, do the following:



a. Open the default configuration of Swift Agent Aoo1 be clicking **Read** on the **Device** menu.

÷				TRBOnet Swift Manager					
File	Dev	rice LAN	•	View	Tools	Window	Help		
: 🎽 🖌	1	Write		-	_			_	_
	5	Update							

Figure 13: Opening the configuration of TRBOnet Swift Agent

b. In the **Searching the devices...** popup window, point your TRBOnet Swift Agent Aoo1 in the list and click **OK**.

Searching the devices							
	Model	Network Name	IP Address	Password			
F	A001(A002) Digital Agent	AgentD	192.168.0.240				
	A001(A002) Digital Agent	AgentOutdoorAnt	10.10.110.190	✓			
	A001(A002) Analog Agent	S_CM140	10.10.110.60	✓			
Upd	ate IP address		Cancel	ОК			

Figure 14: Selecting the device to be configured

The configuration of your TRBOnet Swift Agent Aoo1 appears in the main window of the application.

Note: Your device may not appear in the list, or you may get the "Cannot read the codeplug" error message after you click **OK**. If this happens, modify the IP network settings of your computer to be in the same subnet with the device. Then try to open the configuration of your device once again. For more information, refer to section 3.1.3.1. Changing TCP/IP Settings (page 17).

c. In the left pane, click **Network settings** and update the IP network settings as required.



TRBOnet Swift Manage	r - [A001((A002)	Digital Ag	jent R0	1.02		×
🖳 File Device LAN	- View	Tools	Window	Help		-	8 ×
🖻 🖬 😻 🗼 🚳 👘							
 → A001(A002) Digital Agent → ISM transceiver settings → Network settings 	Network na Physical ac IP addres Subnet m Default g	ame: Idress: ss: nask: ateway:	Netw	vork so	AgentD210 1E306CA24 10.10.0.210 255.255.0.0 10.10.0.1	210	
							.::

Figure 15: Configuring the network settings

Note: If the specified IP network includes multiple instances of Swift Agent Aoo1/Aoo2, make sure to update the default MAC address in the **Physical address** field.

d. In the left pane, click **ISM transceiver settings** and update the NRF connection settings with values specified in the configuration of the option board (see *Figure 9, page 11*).

🥔 TRBOnet Swift Manage	r - [A001(A002) Digital A	Agent R01.02.07] 🛛 🗖	×
💀 File Device LAN	 View Tools Window 	Help -	. 8 ×
i 💕 🖬 i 😻 🍓 i 🎯			
- A001(A002) Digital Agent - ISM transceiver settings	ISM tr	ansceiver settings	
····· Network settings	Air data rate	1 Mbps	~
	RF channel	120	~
	RF power	1000 μW	~
	Receiver LNA gain	Low	~

Figure 16: Configuring the NRF connection with the radio

- e. (Optional) In the left pane, click **Aoo1(Aoo2) Digital Agent** and protect the configuration with the password. Enter your password in the **Codeplug password** field.
- f. On the **Device** menu, click **Write**.
- 5. Close the application.



3.1.5.1. Changing TCP/IP Settings

If TRBOnet Swift Manager cannot find your hardware in the LAN or read the hardware configuration, consider updating the TCP/IP network settings of your computer to be in the same subnetwork with the hardware.

If TRBOnet Swift Manager finds your hardware in the LAN, you can see the IP address of your hardware in the **Searching the devices...** window:

	Search	ning the devices	5	×
	Model	Network Name	IP Address	Password
	A001(A002) Digital Agent	Agent_K	10.10.100.237	✓
Þ	A001(A002) Analog Agent	AgentD210	10.10.0.210	✓
Upo	late IP address		Cancel	ОК

Figure 17: Getting the IP address of Swift Agent Aoo1

A brand new Swift Agent Aoo1 may not be found in the LAN. In this case, your hardware uses the default network settings:

- IP address: 192.168.0.240
- Subnet mask: 255.255.255.0
- Default gateway: 192.168.0.1

To change the TCP/IP settings of your computer:

- 1. Open the **Start** menu and click **Control Panel**.
- 2. In the search box, type "adapter". Under **Network and Sharing Center**, click **View network connections**.
- 3. Right-click the connection that you want to change. Choose **Properties** in the popup menu.
- In the Local Area Connection Properties window, go to the Networking tab.
 Under This connection uses the following items, click Internet Protocol Version
 4 (TCP/IPv4) and then click Properties.
- 5. In the popup window, click **Use the following IP address**. Update the **IP address** and **Subnet mask** settings to locate the computer in one local area subnetwork with your Swift Agent Aoo1.



For example, your Swift Agent Aoo1 uses the IP address **10.10.0.210** and the subnet mask **255.255.255.0**. To locate your computer in the same subnet, you can give it the IP address in the range **10.10.0**.*[o to 255]* and the subnet mask **255.255.255.0**.

Note: The IP address assigned to the computer must not be in use by any other device in the network. Contact your network administrator for help.

6. Click OK, again OK, and Close.



3.2. Analog Mode

To prepare TRBOnet Swift Agent Aoo1 for operation in the analog mode, perform the following steps:

Table 5: High-level steps to prepare 1	RBOnet Swift Agent Aoo1 f	or operation in tl	ne analog mode
i ante gri i gri i e e e e e e e e e e e e e e e e e e			

#	Step	Notes		
1	Assemble the service cable.	Refer to section 3.2.1. Assembling the Service Cable (page 19).		
2	Update the configuration of the radio.	Refer to section 3.2.2. Configuring the Radio (page 20).		
3	Install and connect the radio inside the unit.	Refer to section 3.2.3. Installing and Connecting the Radio (page 20).		
4	Install the unit to a permanent location and do all external connections.	Refer to section 3.1.4. Installing and Connecting the Unit (page 14).		
5	Power up and configure Swift Agent Aoo1.	Refer to section 3.2.5. Configuring Swift Agent Aoo1 (page 22).		

3.2.1. Assembling the Service Cable

In the analog mode, a radio and Swift Agent Aoo1 communicate through a wired connection. Swift Agent Aoo1 comes with the service cable already connected to the IP controller inside the unit. You need to finish the service cable by connecting the plug compatible with the accessory connector of your radio.

Note: The radio connector plug is not included in the delivery kit. Contact the manufacturer of your radio or your sales representative to get the plug compatible with the service jack of your radio.

To assemble the service cable:

- 1. Remove the screws and lift the top cover of the unit.
- 2. Disconnect the service cable from the IP controller and from the RS-232 port inside the unit.
- 3. Crimp the wires on the other end of the service cable.



4. Connect the crimped wires to the radio connector plug, ensuring that the functions of the coupled pins on the radio and on the CTRL1/DB26 connector of the IP controller complement each other.

Note: The five wires of the service cable link the following CTRL1/DB26 connector pins: 24 (Audio In), 23 (Audio Out), 21 (PTT Out), 22 (CSQ In), and 18 (Ground). To learn the color of the wire connected to each pin, remove the screws and open the DB26 plug.

To learn the pins numbers and functions of the radio service connector, refer to the documentation of your radio.

The following example shows how to assemble the service cable for a Motorola CM/GM series mobile radio:



Figure 18: Assembling the service cable for a Motorola CM/GM series radio

The colored lines indicate the wire links: Audio In (pin 24 on DB26) to RX Audio (on the radio), Audio Out (pin 23) to Ext Mic Audio, PTT Out (pin 21) to Ext Mic PTT, CSQ In (pin 22) to CSQ Detect, Ground (pin 18) to Ground.

3.2.2. Configuring the Radio

When the service cable is assembled, configure the radio to use the coupled GPIO pins accordingly. Use the programming toolkit provided by the manufacturer of your radio.

The following example describes how to configure a MOTOTRBO radio in the analog mode using the MOTOTRBO CPS software. Use these instructions as a model when configuring your radio.



To configure the radio connector pins in MOTOTRBO CPS:

- 1. Connect the programming cable to the service jack of the powered off radio and to a USB port of your computer.
- 2. Power up the radio.
- 3. Launch the MOTOTRBO CPS application.
- 4. In MOTOTRBO CPS, open the configuration of your radio by clicking **Read** on the **Device** menu.
- 5. In the navigation (left) pane, click Accessories.
- 6. In the right panel, click the **GPIO Physical Pins** link.
- 7. In the **GPIO Physical Pins** section, configure all GPIO pins linked by the service cable.

MOTOTRBO Customer Programming Software										
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Figure 19: Configuring the GPIO pins of the MOTOTRBO radio

- For each pin, choose the function (the **Feature** setting) that matches the function of the coupled DB₂6 connector pin.
- Specify the low active level for all pins.
- For **CSQ Detect**, specify the high level to match the default level of the coupled pin 22 (CSQ In) on the DB26 connector.

Note: To learn the numbers of the linked GPIO pins, refer to the documentation provided for your radio.

- 8. Save the updated settings to the radio by clicking Write on the Device menu.
- 9. Close the MOTOTRBO CPS application. Power off the radio and disconnect it from the computer.



3.2.3. Installing and Connecting the Radio

After you have configured your radio, install it into the unit and connect it to all required components inside the unit.

IMPORTANT: Before installing and connecting a radio to Swift Agent Aoo1, make sure that the radio is powered off and Swift Agent Aoo1 is disconnected from the power supply.

To install and connect the radio:

- Insert the radio into the slot on the front panel of the unit, orienting the radio's back panel inside the unit. Use screws of a proper size to secure the radio to the unit.
- 2. Do the following connections inside the unit:
 - a. Connect the radio to the IP controller. Plug the service cable connectors to the IP controller (CTRL1/DB26 connector), to the RS-232 port inside the unit, and to the service jack of the radio.



Figure 20: Figure 21: The CTRL1/DB26 connector of the IP controller

- b. Connect the radio to the extension cord that is secured to the antenna socket inside the unit.
- c. Connect the radio to the power supply. The black-and-red power cable is already connected to the integrated power supply unit.

Note: The power cable is designed for Motorola two-way radios. To connect a radio by a different vendor, replace the power plug by a different one that fits your radio.

3. Reinstall the top cover and secure it to the unit with four screws.

3.2.4. Configuring Swift Agent A001

To configure TRBOnet Swift Agent Aoo1, install the TRBOnet Swift Manager software on your computer. Find the distribution package with the latest version of the software at <u>www.trbonet.com</u>.

3.2.4.1. Updating the Firmware

A brand new TRBOnet Swift Agent Aoo1 operates in the digital mode. To activate the analog mode, update the firmware of your TRBOnet Swift Agent Aoo1.



To update the firmware:

- 1. Power up TRBOnet Swift Agent Aoo1 using the power switch on the rear panel of the unit.
- 2. Launch TRBOnet Swift Manager on a computer connected to the LAN.
- 3. On the menu bar, select LAN. Then click **Tools** and select the **Allow selection of Firmware** option.

Ø TR	TRBOnet Swift Manager					
File Device LAN 🔻 View	Tools Window Help					
i 📂 🖃 i 😻 🥼 i 🌀	Language •					
	 Allow selection of Firmware 					
	NRF only over IP address					
	Password to access Agents					

Figure 22: Enabling the firmware update

4. On the **Device** menu, click **Update**.

<i>\$</i>	TRBOnet Swift Manager
File Device LAN	▼ View Tools Window Help
Write	
🐞 Update	

Figure 23: Updating the firmware

5. In the **Searching for devices...** window, point your Swift Agent Aoo1 and click **OK**.

Searching the devices					
	Model	Network Name	IP Address	Password	
١.	A001(A002) Digital Agent	AgentD	192.168.0.240		
	A001(A002) Digital Agent	AgentOutdoorAnt	10.10.110.190	✓	
	A001(A002) Analog Agent	S_CM140	10.10.110.60	✓	
Upo	late IP address		Cancel	ОК	

Figure 24: Choosing the device for firmware update

A brand new Swift Agent Aoo1 appears in the window as **Aoo1(Aoo2) Digital Agent** with the IP address of 192.168.0.240.

Note: If you cannot find your Swift Agent Aoo1 in the list, make sure that your computer and the device are both located in the same local area subnetwork. If not,



consider changing the network settings of your computer as described in section *3.1.5.1. Changing TCP/IP Settings (page 17)*.

6. In the **Select Firmware** popup window, point the **Aoo1(Aoo2) Analog Agent** firmware and click **OK**.



Figure 25: Selecting the firmware

7. Click **OK** to close the "Downloading is complete" message box.

Note: If the firmware update fails with the "error of downloading" message, make sure that your computer and the device are both located in the same local area subnetwork. If not, consider changing the network settings of your computer as described section 3.1.5.1. Changing TCP/IP Settings (page 17).

3.2.4.2. Configuring the Network Settings

Configure your Swift Agent Aoo1 for operation in the required IP network.

To update the network settings of Swift Agent Aoo1:

- 1. Launch TRBOnet Swift Manager on a computer connected to the LAN.
- 2. On the **Device** menu, click **Read**.
- 3. In the Searching the devices... window, point your Swift Agent Aoo1. Click OK.
- 4. In the left pane, click **Network settings**.



TRBOnet Swift Manage	r - [A001(A002) Analog Agent	t R01.05.01] 🛛 🗖 🗙
🖳 File Device LAN 🔹	View Tools Window Help	_ & ×
📂 🛃 😻 🦂 🌀		
⊡ A001(A002) Analog Agent Metwork settings Channels Audio Settings Pin settings	Network Network Network Physical address: IP address: Subnet mask: Default gateway:	AgentD210 1E306CA24 10.10.0.210 255.255.0.0 10.10.0.1

Figure 26: Updating the network settings of Swift Agent Aoo1

5. In the right pane, type the required network settings of your Swift Agent Aoo1.

Note: If the specified IP network includes multiple instances of Swift Agent Aoo1, make sure to update the default MAC address in the **Physical address** field.

- 6. On the **Device** menu, click **Write**.
- 7. If you changed the network settings of your computer as described in section 3.1.5.1. *Changing TCP/IP Settings (page 17)*, roll back the changes.