A MITEL
PRODUCT
GUIDE

Unify OpenScape Alarm Response Professional

OScAR Mobile Client V5

User Guide
07/2024

P31003-S1750-U103-01-7619

Mitel

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1 Overview and Reference Documents

Overview

This chapter gives you an overview of the Manual. It also refers to other product documentations and manuals that can be of further assistance for you.

Content

This chapter covers the following sections:

1.1 Overview of chapters
1.2 Reference manuals

1.1 Overview of chapters

This document contains the following chapters:

Chapter 2, "Conventions and Operating Instructions"	This chapter specifies the conventions employed and provides advice on how to use this manual.
Chapter 3, "About DMC"	This chapter gives you an overview of the DMC product specification.
Chapter 4, "General Icons and Control Elements"	The below table covers the icons and control elements of the DMC app. Please note that some of these icons and control elements only become visible under specific conditions or when the user has the pertinent authorization.
Chapter 5, "The Configuration of DMC"	This chapter covers the configuration of DMC.
Chapter 6, "Important DMC Functions"	This chapter covers important functions to operate the OScAR Mobile Client.

Table 1-1 Overview of chapters

1.2 Reference manuals

The below-listed tetronik documents offer information that are of additional help when working with OScAR:

- OScAR-Mobile-Client Service Manual
- OScAR-TT User Manual
- OScARmed User Manual

2 Conventions and Operating Instructions

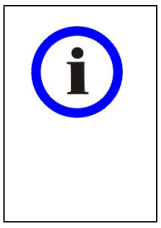
Overview

This chapter specifies the conventions employed and provides advice on how to use this manual.

Content

This chapter covers the following sections:

2.1 Notations and Symbols
2.2 Data Protection and Data Security



Note:
OScAR Mobile Client (hereinafter abbreviated: DMC) constitutes the tetronik designation of the product that is documented in this manual. When marketed and sold as a product through Unify GmbH und Co. KG (short: Unify), the product name reads: OScAR Mobile Client(OMC).
The terms and screenshots in this document generally refer to the product or product names of tetronik. The explanations and descriptions, however, equally apply to the Unify product.

2.1 Notations and Symbols

Notations

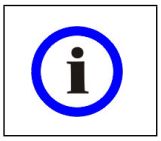
The following definitions are used in this document:

`text`	All texts copied from files that are described in this document and all entries that are added to these files are output in the monospace font Courier.
The password 123456...	Details and instructions in the continuous text that are of particular importance or must be heeded are output in bold print. Buttons are also in bold print.
The file `global.cfg`	`Files` and `directories` are output in the monospace font Courier.
"Name"	Field names, menu names and window descriptions are placed in "quotation marks".
<Placeholder>	Entries and outputs, both of which may vary dependent on the individual situation in which they appear, are placed in <angle brackets> and output in italics.

Table 2-1 Notations

Symbols

The following symbols are used in this User Manual:



Note:
The info "i" is used to indicate additional helpful information.

Caution!
Important information and warnings describe e.g. hazards that can damage or destroy the hardware or software, or lead to the loss of data.

2.2 Data Protection and Data Security

The system described in this document may draw on and process both personal and corporate data.

In Germany, the processing and application of use of this data is subject to various regulations, including the Federal Data Protection Act (Bundesdatenschutzgesetzes, BDSG). Please be careful to follow the laws and regulations for the protection of personal data that are in force in the country in which you work.

The purpose of data protection is to protect the individual against any infringement of his or her personal rights through the misuse of personal data.

In addition, the goal of the data Protection Regulations is the safeguard of the data from misuse during the different processing phases and consequently to counter any impairment caused to external or internal legitimate interests.

Please help ensure complete data protection and data security by being aware of these issues as you work:

- Always make sure that only authorized persons have access to personal data.
- Assign passwords whenever you can. Do not grant unauthorized persons access to your passwords, for example by writing them down.
- Always make sure that no unauthorized persons can process or utilize personal data in any way, for example by saving, communicating, blocking or deleting this information.
- Always make sure that no unauthorized persons have access to data storage media, for example to backup disks or printouts of logfiles or reports This applies both to service work provided directly at the customer and to the storage and transport of data carriers.
- Always make sure that every data storage medium that is no longer needed is properly and fully destroyed. Also be careful not to leave behind any papers that could become openly accessible to others.

We urge all readers to work together closely with the contact persons of your clients. This not only helps to build trust but will also help you reduce your own workload.

3 About DMC

Overview

This chapter gives you an overview of the DMC product specification.

For more detailed information on DMC please see the corresponding sections of this manual.

Content

This chapter covers the following sections:

3.1 Product description

3.1 Product description

DMCs offer the following functions:

- quick transmission of text-based messages and tasks to mobile users
- instant ACK (confirm, reject) and quick build-up of call connections to variable call destinations, per softkey via GSM/ UMTS/ LTE
- automatic generation of a history of DMC messages, DMC status changes and DMC activities
- Variable priority levels for message signals (low priority, medium priority, high priority, and emergency) and for status signals (connection lost, red alarm etc.), with individually configurable signaling functions.
- Selection of the connection path (route):
  - WLAN communication = home WLAN (with up to 10 configurable SSIDs, external WLAN, as well as domestic or foreign radio networks (Android/BlackBerry)
  - GSM/UMTS/LTE communication
- Trigger alarms from smartphones in he direction of the OScAR server and including, within the WLAN, on-campus positioning details based on the 'Visited Station' information
- Notification also during ongoing telephone calls
- Personal security provided through the monitoring of smartphones
- protected communication with OScAR via HTTPS, within WLAN and mobile radio networks, including "seamless handover" between both types of networks
- Authentification of every user by way of personal access data
- Support of redundant server configurations (e.g. second server in hot standby mode operation)
- Executable in the background (i.e. the app needs not be in the foreground to receive and signal messages and alarms)
- and many more.

4 General Icons and Control Elements

Overview

The below table covers the icons and control elements of the DMC app. Please note that some of these icons and control elements only become visible under specific conditions or when the user has the pertinent authorization.

Icon / Control element	Description
Display of the app in the Android status bar	
	This icon indicates that DMC is connected to OScAR.
	This icon indicates that DMC is not connected to OScAR.
Connection between DMC and DMC-Proxy	
	This icon is used to signal that there is no connection between DMC and DMC-Proxy, but a network is available for a connection.
	This icon is used to signal that there is a connection between DMC and DMC-Proxy.
Operating states	
	This icon is used to signal that no DMC user is currently logged in to DMC.
	This icon is used to signal that a user is currently logged in to DMC and registered at the OScAR server.
	This icon is used to signal that DMC is currently in the monitoring state or in an active Personal Security process. (Requires that a user is currently logged in to DMS and also properly registered at the OScAR server!)
	This icon is used to signal that an alarm was initiated by DMC and is currently active. (Requires that a user is currently logged in to DMS and also properly registered at the OScAR server!)
Unread messages	
	This icon signals that there are unread messages in the History. Note: For Android and BlackBerry smartphones, this icon can be used as a button. When this icon is clicked the user is immediately taken to the History.
	This icon is used to signal that there are active messages in the History that can still be answered.

Table 4-1 General icons and control elements

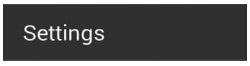
Icon / Control element	Description
Unread messages (iPhone)	
	For iPhones, the number of unread messages is indicated directly on the DMC icon.
Connected OScAR server	
	These icons are only shown when you are operating with a backup (redundancy) server. They are used to signal the current connection to the main OScAR server or redundancy OScAR server. When no connection is available, the system will signal this state with an exclamation mark (!). • 1: Main server • 2: Redundancy (backup) server • !: No connection In the event of connection problems, the pertinent number will be shown in red until a connection to the backup server is successfully established.
iPhone menu bar	
	This button opens the home window.
	This button opens the History.
	This button activates the "Settings" are where you can configure DMC. ➤ see Chapter 5, "The Configuration of DMC"
Menu bar of Android and BlackBerry smartphones	
	This menu item opens the "History".
	This menu item opens the "Settings".
General control elements	
1. 2. 	1. The button "Alarm" is used to raise an alarm. Depending on the settings, the button must be pressed up to five seconds. 2. If there is no connection between the DMC and the DMC-Proxy, or if an alarm is already active and ongoing, this button will be shown in a deactivated mode.

Table 4-1 General icons and control elements

Icon / Control element	Description
	This is the way in which the button "Alarm" is rendered when the menu item Test Alarm is activated under "Settings". This rendition will last for 30 seconds so that an alarm can be simulated. This enables you to verify if the alarm will be properly raised in a real emergency. If this button is not clicked within 30 seconds, it will automatically switch back to its original (normal) state.
Connect	Use this button to build up a connection between DMCand the OScAR server, manually.
Disconnect	Use this button to manually cut a connection between DMCand the OScAR server, i.e. by hand.
Monitoring	Use this button to switch DMC to the monitoring state. Note: In combination with OScAR-Pro, this control element is only shown when you enabled the feature "Personal security available" under "Settings".
Monitoring off	Use this button to deactivate (end) the monitoring state of the function Personal Security.
Cancel Alarm	Use this button to end an active alarm. To do so, you need to enter the "Alarm-Reset-PIN" that is administrated in the "Settings".
Start Signals	This button is used to re-activate signals that have been deactivated.
Stop Signals	Use this button to deactivate (silence) the signals of an active alarm.
00491716826682: Anruf 22.06.2017 15:40:22	For messages that start with a phone number in the DMC history, a handset is displayed that allows you to dial this number.
Potential control elements in an alarm	
	Use this button to close an open message.
Call	Use this button to set up a voice connection to the initiator of the alarm message (e.g. a calling patient who made a nurse call).
Neg	Use this button to send a negative confirmation for a received message (confirm negative).

Table 4-1 General icons and control elements

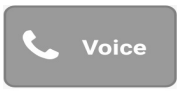
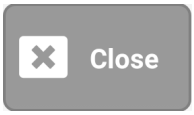
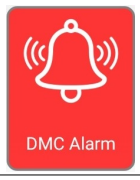
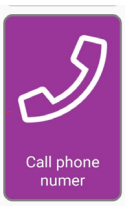
Icon / Control element	Description
	Use this button to send a positive confirmation for a received message (confirm positive).
	Use this button to report back that you are the wrong person to receive this message.
	Use this button to set up a voice connection to the OScAR server. This function makes it possible to carry out further dialogs voice-controlled, or to have the voice announcement that belongs to the indicated message played back to you.
	Use this button to confirm receipt of the message.
	Button to close the message.
Control elements of the tile view	
Note: The tile functions and their names and colors are configurable.	
	The tile function "Connect" is used to manually establish a connection between DMC and OScAR server.
	The tile function "Disconnect" is used to manually disconnect an existing connection between DMC and OScAR server.
	The page frame function "Start alarm" is used to trigger an alarm. Depending on the setting, the button must be pressed for up to five seconds.
	The tile function "Call" is used to dial a phone number.

Table 4-1 General icons and control elements

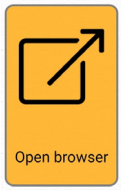
Icon / Control element	Description
	The tile function "Open URL in Browser" is used to open a URL in the browser.

Table 4-1 General icons and control elements

5 The Configuration of DMC

Overview

This chapter covers the configuration of DMC.

Content

This chapter covers the following sections:

5.1 Window area: "Authentification"
5.2 Window area: "Communication"
5.3 Window area: "Start Alarm"
5.3.1 Window area: "Signaling"
5.4 Window area: "Tones and signals"
5.4.1 Window area: "Messages" - iPhone
5.4.2 Window area: "Status updates" - iPhone
5.4.3 Window area: "Reminders" - iPhone
5.4.3.1 Window area "Send reminders every..." - iPhone
5.4.3.2 Window area: "Tone signaling" - iPhone
5.4.4 Window area: "Messages" - Android
5.4.5 Window area "Status updates" - Android
5.4.6 Window area: "Reminders" - Android
5.5 Window area: "General"
5.5.1 Window area: "Personal security"
5.6 Window area: "User interface/Desktop properties"
5.6.1 Window area: "Edit Tiles"

5.1 Window area: "Authentification"

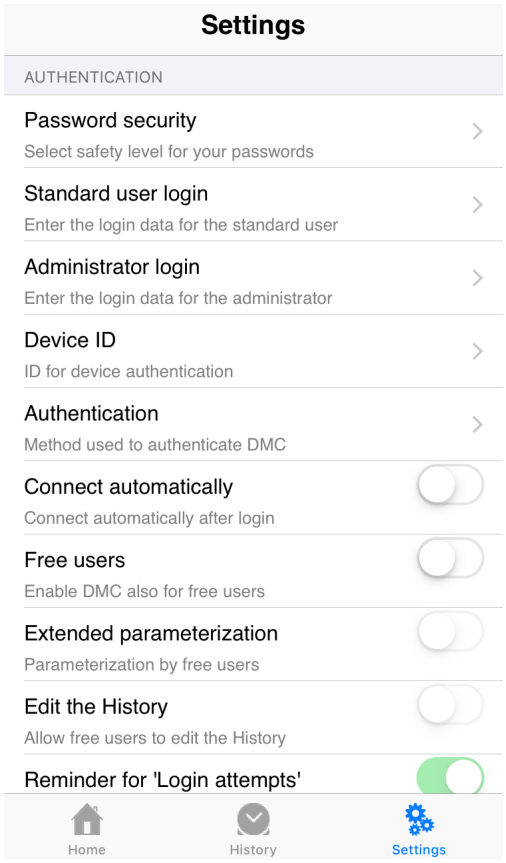
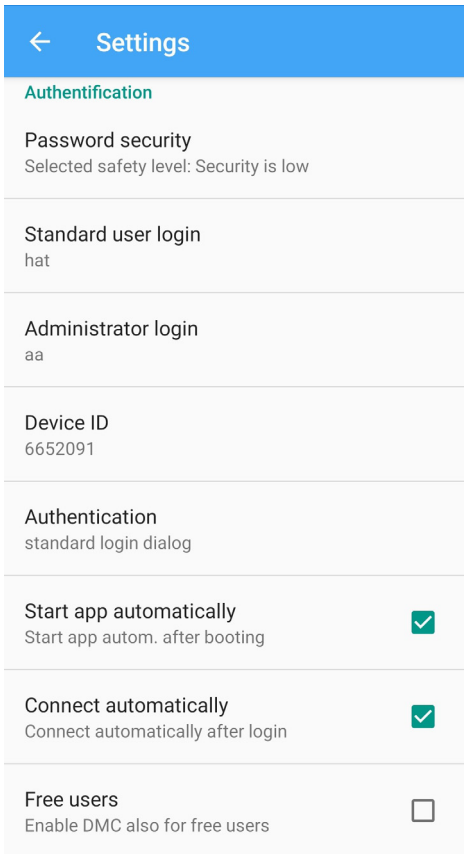
iPhone	Android
	

Table 5-1 Window area: Authentification

Parameters:

Parameters	Value range	Description
Window area: Authentification		
Password security	[Security is low], Security is medium, Security is high	This selection field determines the password security for the login data. • Security is low: Requires at least 2 characters • Security is medium: Requires at least 6 characters and must consist of digits and letters • Security is high: Requires at least 8 characters and must consist of digits, letters and special characters (!, $, %, &, /, ?, *, +, #, -, _) Note: This parameter can only be configured by the Administrator.
Standard user login • Name: • Password: • Repeat password:	1.. 20 characters [user] 1.. 20 characters [user-t] 1.. 20 characters [user-t]	These input fields determine the login data for the standard user. The password that is selected here must match the password security setting.
Administrator login • Name: • Password: • Repeat password:	1.. 20 characters [admin] 1.. 20 characters [admin-t] 1.. 20 characters [admin-t]	These input fields determine the login data for the administrator. The password that is selected here must match the password security setting. Note: This parameter can only be configured by the Administrator.
Device ID	1 ... 30 [ ]	The smartphone's telephone number is entered as the device ID. This number is used to send a message to the user via GSM call in an alarm, should DMC not have an active data connection to the DMC-Proxy of the (main-) and (redundancy-) OScAR server. In addition, the device ID is used by the OScAR server for the authentification of the DMC. Note: This parameter can only be configured by the Administrator.
Authentification	standard login dialog MAC IMEI	This selection field defines the method of authentification of the user.
Start app automatically	on, [off]	When this parameter is enabled DMC will start automatically after booting.
Connect automatically	on, [off]	When this parameter is enabled DMC will, after the first user login, automatically try to connect with OScAR.

Table 5-2 Parameters in "Authentification"

Parameters	Value range	Description
Free users	on, [off]	When this parameter is enabled, not only the standard user and the administrator can log in to DMC, but also free users, i.e. users who are only administrated in the OScAR server.
Extended parameterization	on, [off]	When this parameter is enabled, the aforementioned free users may edit the parameters. This parameters can only be enabled when the parameter "Free users" is activated.
Edit the history	on, [off]	When this parameter is enabled, the aforementioned free users may edit the history. This parameters can only be enabled when the parameter "Free users" is activated.
Reminder for 'Login attempts'	[on], off	When this parameter is enabled, a cyclically repeated message is sent to indicate failed login attempts.

Table 5-2 Parameters in "Authentification"

5.2 Window area: "Communication"

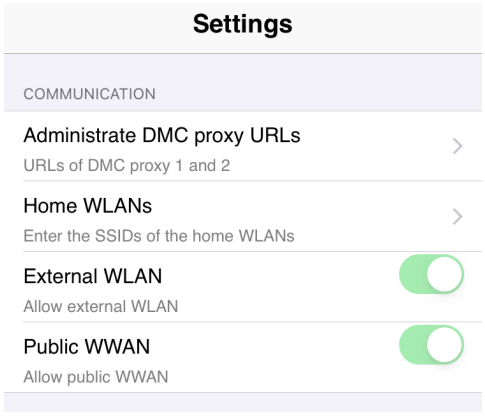
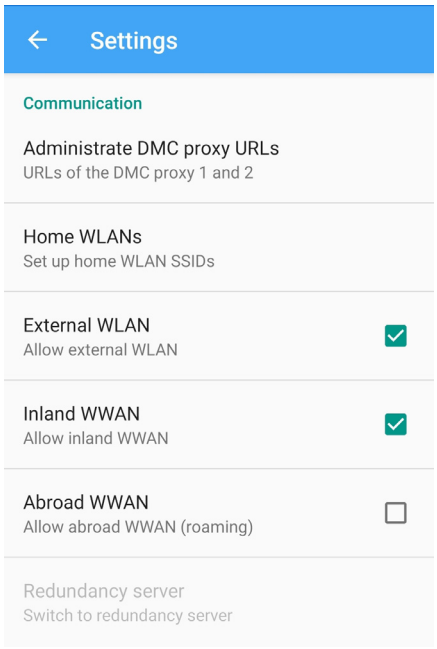
iPhone	Android
	

Table 5-3 Window area: "Communication"

Parameters:

Parameters	Value range	Description
Administrate DMC-Proxy URLs • DMC-Proxy 1 • DMC-Proxy 2	1... 100 characters (in acc. w. URL) [_]	Use this edit field to enter the URLs of the DMC-Proxies of the (main-) and (redundancy-) OScAR server. Note: These parameters can only be configured by the Administrator.
Home WLANs	1 ... 50 characters [_]	This list defines up to 10 home network SSIDs that may be used for the build-up of the connection to the OScAR server. Note: This parameter can only be configured by the Administrator.
External WLANs	[on], off	When this parameters is enabled, the restrictions of the "Home WLANs" are ignored, i.e. a connection to the OScAR server may also be established through WLAN networks whose SSID is not listed in the "Home WLANs". Note: This parameter can only be configured by the Administrator.
Public WWAN (iPhone)	[on], off	When this parameter is enabled, DMC may also communicate with the OScAR server via an LTE/UMTS/EDGE/GPRS wireless radio connection. Note: The iOS operating system does not indicate to DMC whether the domestic or the foreign network is used. Note: This parameter can only be configured by the Administrator.
Inland WWAN (Android)	[on], off	When this parameter is enabled, DMC may also communicate with the OScAR server via an LTE/UMTS/EDGE/GPRS wireless radio connection. Note: This parameter can only be configured by the Administrator.
Abroad WWAN (Android)	on, [off]	When this parameter is enabled, DMC may also communicate server abroad with the OScAR via an LTE/UMTS/EDGE/GPRS wireless radio connection. Note: This parameter can only be configured by the Administrator.

Table 5-4 Parameters in "Communication"

Parameters	Value range	Description
Redundancy server		With this parameter DMC changes the connection to the inactive OScAR server. If DMC is connected to the main server, DMC switches the connection to the redundancy server and vice versa. Note: This parameter only becomes visible when a redundancy system is installed. This parameter is only visible for Administrators. This parameter is not visible for "Free users" and the "Standard user" (iPhone), or it is deactivated (Android).

Table 5-4 Parameters in "Communication"

5.3 Window area: "Start Alarm"

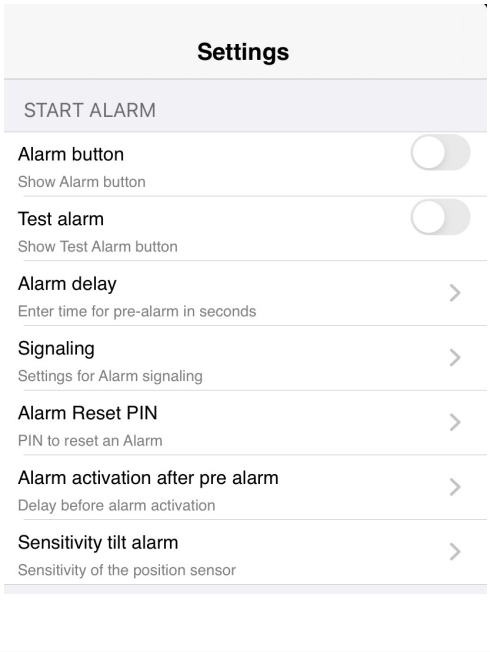
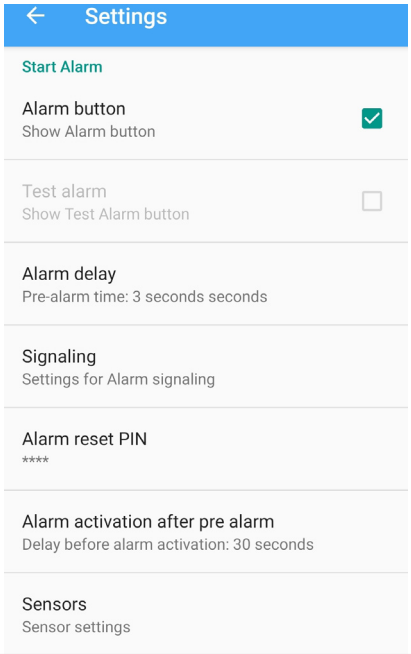
iPhone	Android
	

Table 5-5 Window area "Start alarm"

Parameters:

Parameters	Value range	Description
Alarm button	[on], off	When this parameter is enabled, the Alarm button is shown on the main window; otherwise the button is hidden.
Test alarm	on, [off]	When this parameter is enabled, a Test alarm can be raised from the Alarm button within the next 30 seconds.
Alarm delay	1 ... 5 s, [3 s]	The alarm delay specifies the length of time that the Alarm button must be pressed before an alarm is raised.
Signaling	The signal settings in case of an alarm are administered in this area (see "Window area Signaling")	
Alarm Reset PIN	4 digits [0000]	Use this edit field to determine the PIN that must be entered to end an active alarm.
Alarm activation after pre-alarm	0... 60 s [30 s]	This input field determines the duration of the pre-alarm. The alarm is then started.
Sensors	High [Medium] Low	This parameter determines the sensitivity of the tilt alarm.

Table 5-6 Parameters in "Start alarm"

5.3.1 Window area: "Signaling"

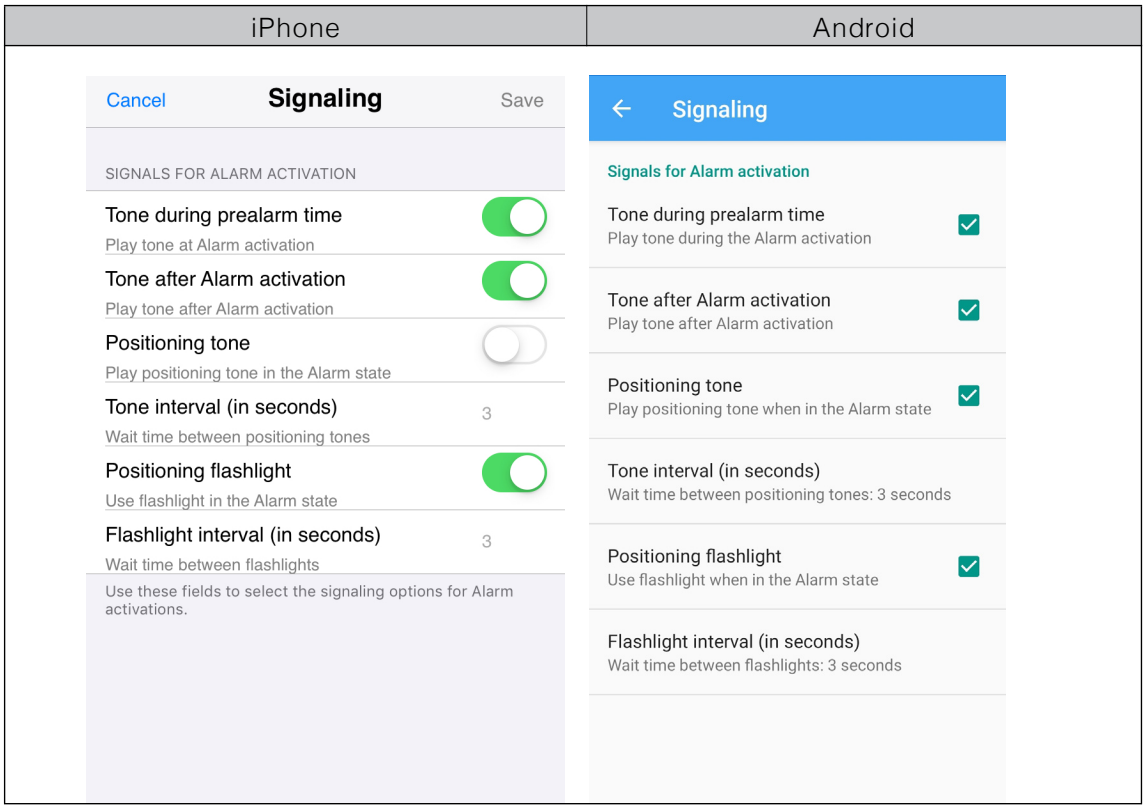


Tabelle 5-7 Window area „Signaling“

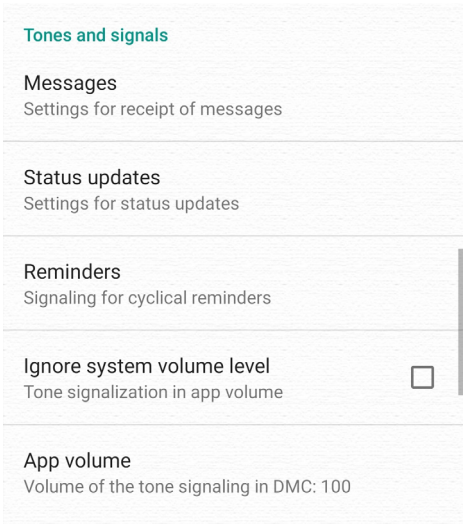
Parameter:

Parameter	Wertebereich	Beschreibung
Tone during pre-alarm time	[on], off	When this parameter is enabled, an acoustic signal is played during the prealarm time.
Tone after Alarm activation	[on], off	When this parameter is enabled, an acoustic signal is played at the activation of the alarm.
Positioning tone	[on], off	When this parameter is enabled, an acoustic signal is repeated during the alarm state.
Tone interval (in seconds)	1 ... 60 s [3 s]	Use this edit field to define the period of time between the individual iterations of the tone signals.
Positioning flash-light	on, [off]	When this parameter is enabled, the smart-phone's optical flashing light is automatically activated after the alarm activation.
Flashlight interval (in seconds)	1 ... 60 s [3 s]	Use this edit field to determine the period of time between the individual flashlight iterations.

Tabelle 5-8 Parameters in "Signaling"

5.4 Window area: "Tones and Signals"

Note:
In the section below, the window areas "Messages", "Status updates" and "Reminders" are covered separately for iPhone and Android devices.

iPhone	Android
	

Parameters:

Parameters	Value range	Description
Window area: Tones and Signals		
Messages		This area is used for the administration of the settings regarding the receipt of messages. ➤ see Chapter 5, "Window area: "Messages" - iPhone" ➤ see Chapter 5, "Window area: "Messages" - Android"
Status updates		This area is used for the administration of the settings regarding the system behavior when status updates occur. ➤ see Chapter 5, "Window area: "Status updates" - iPhone" ➤ see Chapter 5, "Window area "Status updates" - Android"
Reminders		This area is used for the administration of the settings regarding reminders that are sent to indicate unread messages. ➤ see Chapter 5, "Window area: "Reminders" - iPhone" ➤ see Chapter 5, "Window area: "Reminders" - Android"

Table 5-9 Parameters in "Tones and Signals"

Ignore system volume level	on, [off]	• on: When is parameter is enabled, the system volume that is set in the DMC app is applied and the mute button is ignored. Caution! Irrespective of whether the iPhone is currently connected via speakerphone (hands-free speaking) or headphone, the DMC acoustic signal tones will resound at the iPhone's loudspeaker. • off: When this parameter is disabled, the system volume and the mute button will be applied. If the device is currently playing music, the DMC acoustic signal tones are played with the same volume. Caution! Please bear in mind that if the iPhone is currently connected with a docking station and not configured as audio source, the DMC acoustic signal tones cannot be rendered!
App volume	0..100%.	The volume of DMC can be adjusted individually through the volume control.

Table 5-9 Parameters in "Tones and Signals"

5.4.1 Window area: "Messages" - iPhone

iPhone

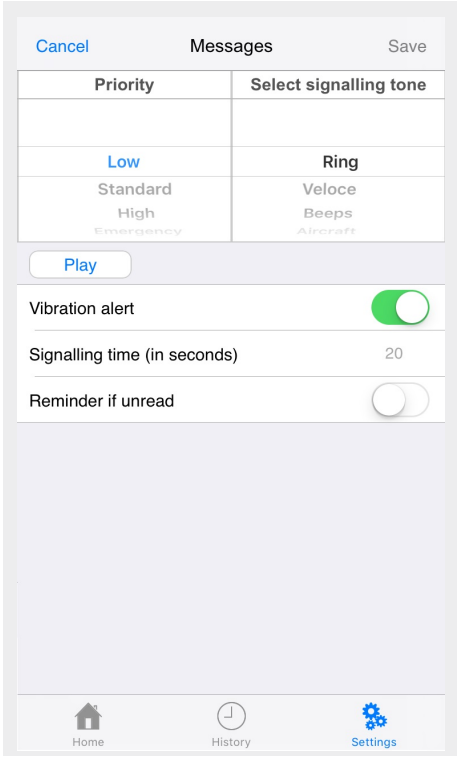


Table 5-10 Window area: Messages - iPhone

Parameters:

Parameters	Value range	Description
Priority	[Low] Standard, High, Emergency	For every message priority level you can administrate the following parameters: • Signaling tone • Vibration alert • Signaling time (in seconds) • Reminder if unread The settings for a priority are accepted with "Save".
Select signaling tone	Ring (1), AlarmClock (2), CarAlarm (3), Beeps (4), Aircraft (5), Veloce (6), Alien (7), Whistle (8), AlarmConcert (9), Keiner (0) Gnat, TwoTones, Yelp, Firealarm, Horn	This field determines the acoustic signal tone that is played when a message with the selected priority is received. Hint: The number value in brackets is used in the DCPX protocol (from OScARpro)
Play		Click this button to have the selected signal tone played back to you.
Vibration alert	on, [off]	When this parameter is enabled, the vibration alert is also automatically activated when a message with the selected priority is received.
Signaling time (in seconds)	1 ... 80 s [20 s]	Use this edit field to determine the length of lime that a message with the selected priority is acoustically signalled.
Reminder if unread	[on], off	When this parameter is enabled, a cyclical message will appear to indicate that a message with the selected priority has not yet been read. Note: To edit the repeat cycle, use the parameter "Send reminders every...", located in the window area "Reminders".

Table 5-11 Parameters in "Messages - iPhone"

5.4.2 Window area: "Status updates" - iPhone

Caution!
No status updates are signaled while the DMC-Client is in the alarm state!

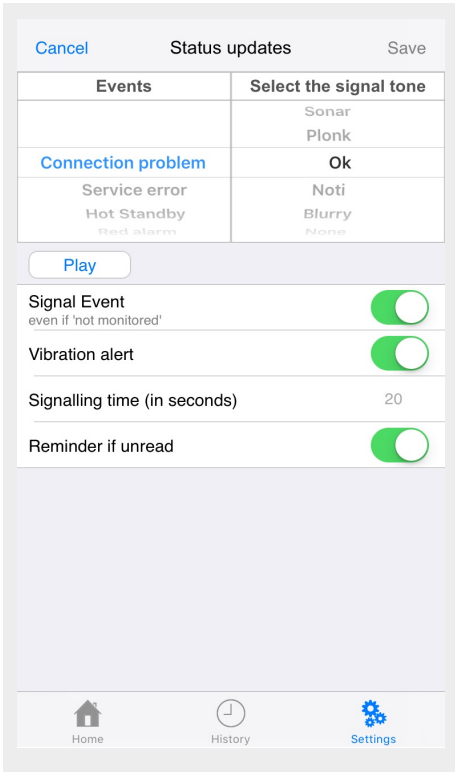
iPhone


Table 5-12 Window area: Status updates - iPhone

Parameters:

Parameters	Value range	Description
Window area "Status updates"		
Event	[Connection problem], Service error, Hot Standby, Red Alarm, Server change Timeout, Pre alarm	For every one of these events you can administrate the following parameters: • Signaling tone • Vibration alert • Signaling time (in seconds) • Reminder if unread The settings for a priority are accepted with "Save".

Table 5-13 Parameters in "Status updates - iPhone"

Signaling tone	3beeps, Chirp, DoorBell, Glass, Gnat, Horn, Sonar, Plonk, OK, Noti, Blurry, None	This selection field determines the acoustic signal that will resound when the selected status update occurs.
Play		Use this button have the selected signal tone played to you.
Signal Event	[on], off	When this parameter is enabled, alarm acoustic signals will resound for the selected event.
Vibration alert	[on], off	When this parameter is enabled, the vibration alarm is also automatically activated when the selected event occurs.
Signaling time (in seconds)	1 ... 80s [20s]	Use this edit field to determine the length of time, i.e. how long the selected status update is acoustically signalled.
Reminder if unread	[on], off	When this parameter is enabled, a cyclical message will appear to indicate that a message with the selected status update has not yet been read. Note: To edit the repeat cycle, use the parameter "Send reminders every...", located in the window area "Reminders".

Table 5-13 Parameters in "Status updates - iPhone"

5.4.3 Window area: "Reminders" - iPhone

iPhone

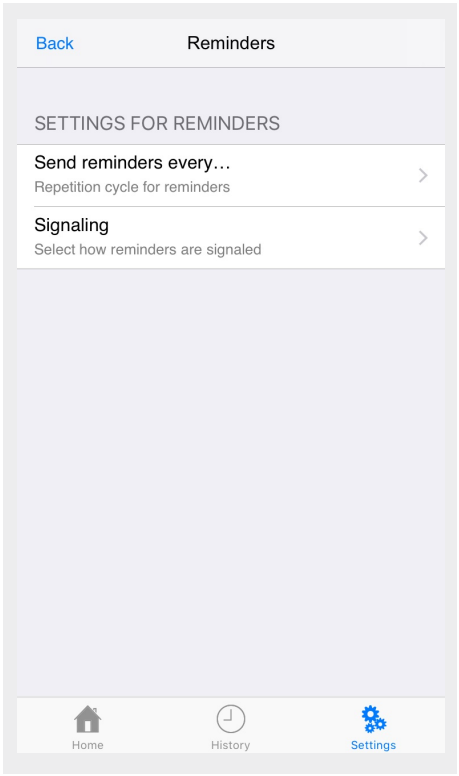


Table 5-14 Window area: Reminders - iPhone

Parameters:

Parameters	Description
Window area: Reminders	
Send reminders every....	Use this area to determine the repeat cycle for reminders that indicate unread messages, status updates etc.
Tone signaling	This area is used to set the tone signal that is used for reminders.

Table 5-15 Parameters in "Reminders - iPhone"

5.4.3.1 Window area "Send reminders every..." - iPhone

iPhone

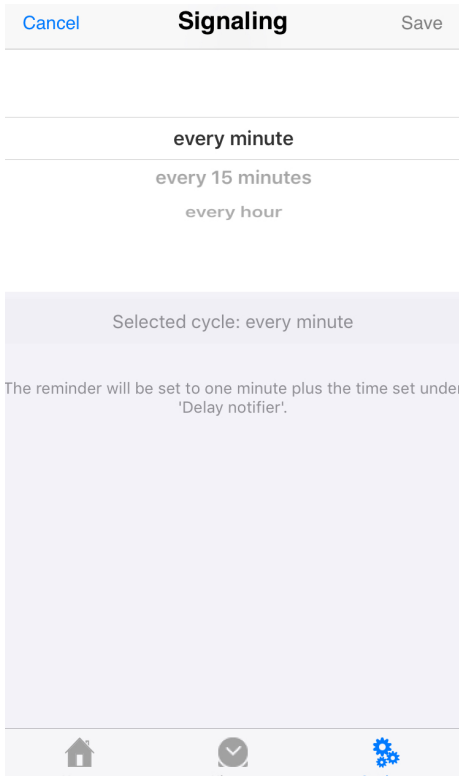


Table 5-16 Window area: Send reminders every... - iPhone

Parameters:

Parameters	Value range	Description
Window area Send reminders every....		
Cycle	[every minute], every 15 minutes, every hour	Use this selection area to determine the repeat cycle for reminders that indicate unread messages, status updates etc.

Table 5-17 Parameters "Send reminders every.... - iPhone"

5.4.3.2 Window area: "Tone signaling" - iPhone

iPhone

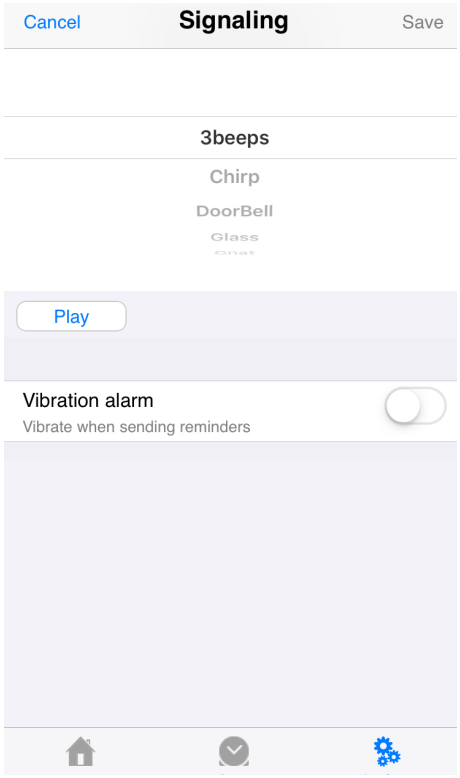


Table 5-18 Window area: Tone signaling - iPhone

Parameters:

Parameters	Value range	Description
Select acoustic signal	3beeps, Chirp, DoorBell, Glass, Gnat, Horn, Sonar, Plonk, OK, Noti, Blurry, None	This selection determines the acoustic signal that will resound for a reminder.
Play		Use this button have the selected signal tone played to you.
Vibration alarm	on, [off]	When this parameter is enabled, the system will additionally use the vibration alert when sending a reminder.

Table 5-19 Parameters in "Tone signaling - iPhone"

5.4.4 Window area: "Messages" - Android

Android

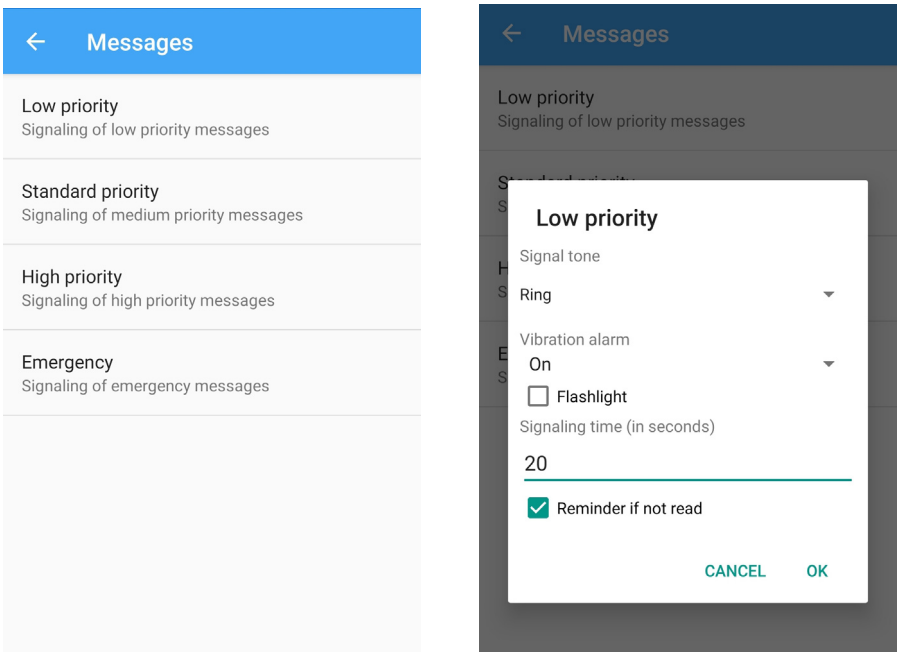


Table 5-20 Window area: Messages - Android

Parameters:

Parameters	Value range	Description
Messages	Low priority Standard priority High priority Emergency	This area is used for the administration of the settings regarding the receipt of messages, per priority level. First, select the priority level.
Ringtone list	None, [DMC tones]	This selection field determines if a ringtone is played as acoustic signal tone, and which signal tone is used. • None No acoustic signal tone is used when a message is received. • DMC tones: Use this button to select a ringtone.
Vibration alarm	Off, On, On/Off alternating (1 s), SOS pattern, random	This selection determines the vibration pattern that is used to signal that a message has been received.
Flashlight	on, [off]	If this parameter is set, the flash of the smartphone is activated after alarm activation.
Signaling time	1 ... 80 s [20 s]	Use this edit field to determine the length of lime that a message is acoustically signalled.

Table 5-21 Parameters in "Messages - Android"

Reminder if not read	[on], off	When this parameter is enabled, a cyclical message will appear to indicate that a message has not yet been read. Note: To edit the repeat cycle, use the parameter "Send reminders every...", located in the window area "Reminders".

Table 5-21 Parameters in "Messages - Android"

5.4.5 Window area "Status updates" - Android

Android

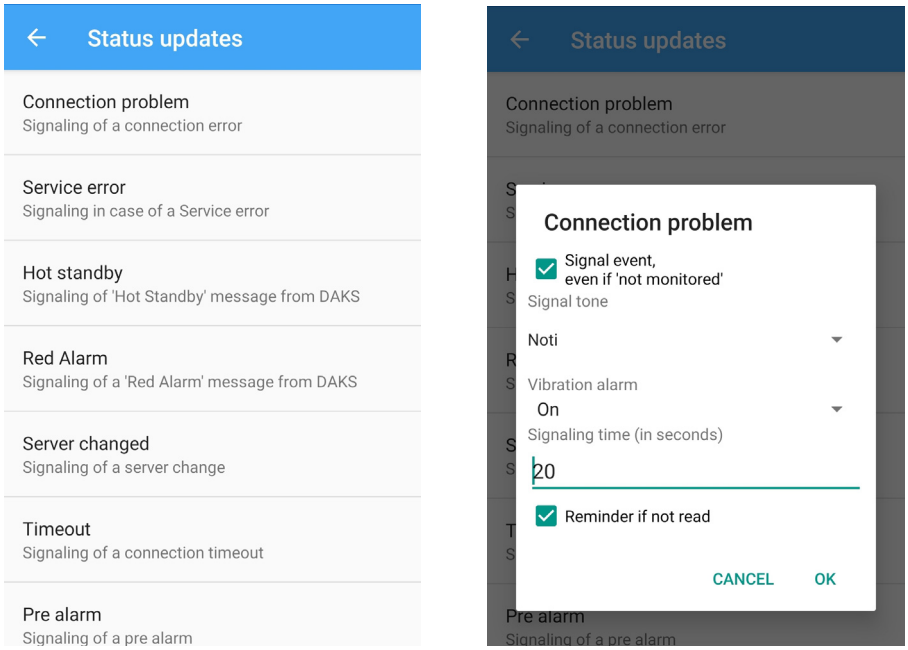


Table 5-22 Window area: Status updates - Android

Parameters:

Parameters	Value range	Description
Status changes	Connection problem, Service error, Hot Standby, Red Alarm, Server changed, Timeout, Pre alarm	This area is used for the administration of the settings regarding status updates. Start by selecting the wanted event.
Signal event, even if 'not mentioned'	[on], off	If this parameter is set, alarm signals are signaled at the selected event.
Ringtone list	none, Succeed, 3 Beeps, Horn, Door bell, Chirp, Glass, Sonar, Plonk, Ok, [Noti], Blurry, Gnat, Bong	This selection field determines if a ringtone is played as acoustic signal tone, and which signal tone is used.

Table 5-23 Parameters:in "Status updates - Android"

Vibration alarm	Off, [On], On/Off alternating (1 s), SOS style, random	Use this drop-down combobox to define the vibration style that is applied for a specific event.
Signaling time (in seconds)	1... 80 s [20 s]	Use this edit field to determine the length of lime that an event is signaled.
Reminder if not read	[on], off	When this parameter is enabled, a cyclical message will appear to indicate that an event has not yet been read. Note: To edit the repeat cycle, use the parameter "Send reminders every...", located in the window area "Reminders".

Table 5-23 Parameters:in "Status updates - Android"

5.4.6 Window area: "Reminders" - Android

Android

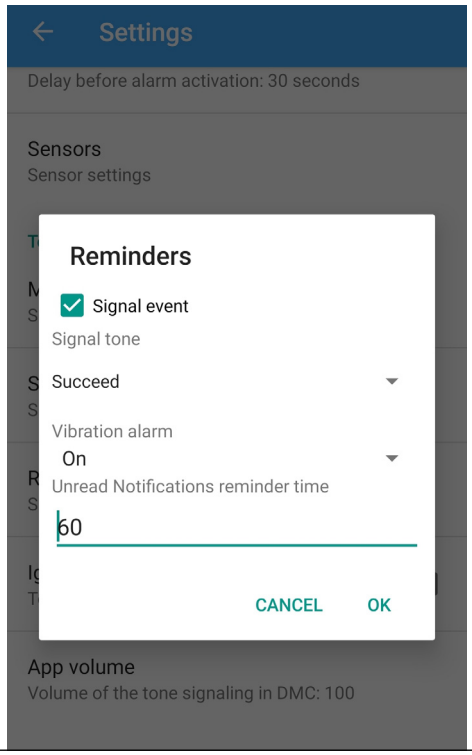


Table 5-24 Window area: Reminders - Android

Parameters:

Parameters	Value range	Description
Signal event	[on], off	If this parameter is set, alarm signals are signaled at the selected event.
Ringtone list	None, [Succeed], 3 Beeps, Horn, Door bell, Chirp, Glass, Sonar, Plonk, Ok, [Noti], Blurry, Gnat, Bong	This selection field determines if a ringtone is played as acoustic signal tone, or which tone is used as acoustic signal tone.
Vibration alarm	[Off On, On/Off alternating (1 s), SOS style, Random	This selection determines the vibration pattern that is used to signal that a reminder has been received.

Table 5-25 Parameters in "Reminders - Android"

Unread Notifications reminder time	1... 80 s [20 s]	Use this selection area to determine the repeat cycle for reminders that indicate unread messages, status updates etc.

Table 5-25 Parameters in "Reminders - Android"

5.5 Window area: "General"

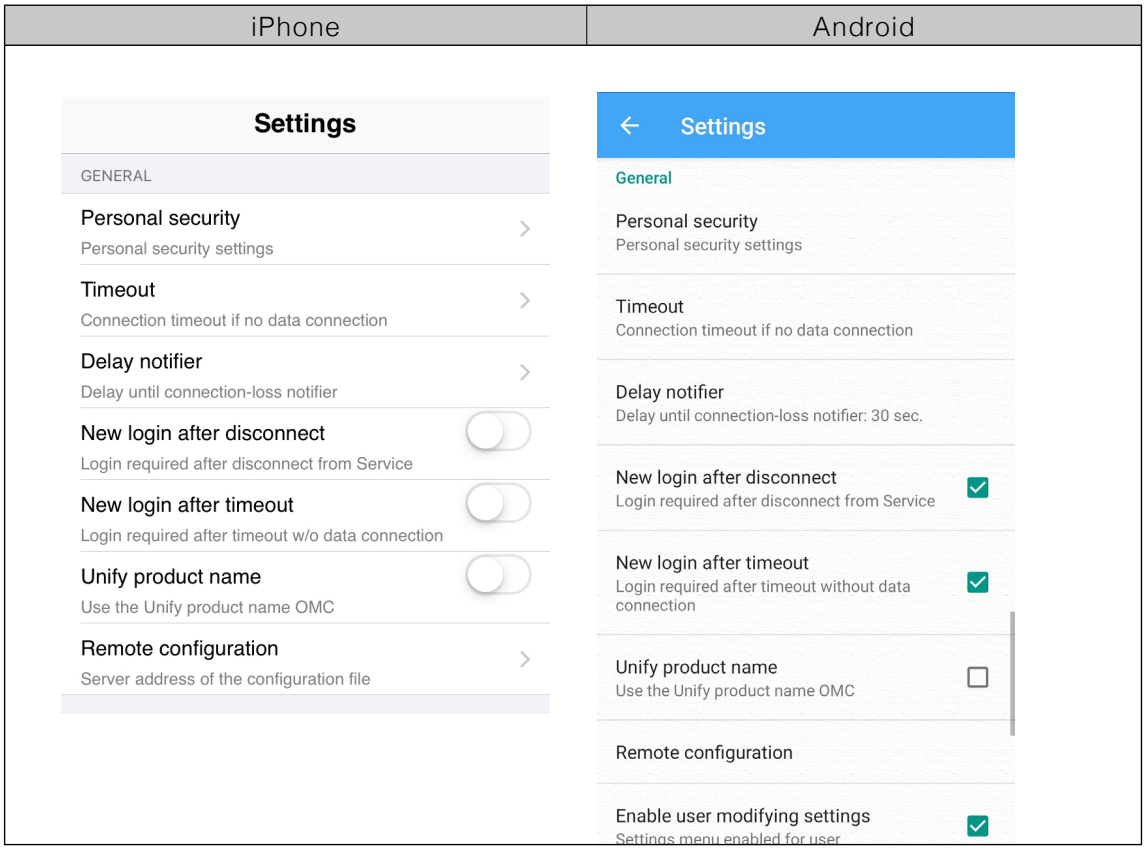


Table 5-26 Window area "General features"

Parameters:

Parameters	Value range	Description
Personal Security	Use this area for the administration of the settings regarding Personal security measures	
Timeout	1 ... 10,000 min [5 min]	Use this edit field to determine the length of time for a connection to be interrupted before the connection to the OScAR server/ DMC-Proxy is considered ended.
Delay notifier	1 ... 10,000 s [30 s]	Use this edit field to determine the length of time that a message indication a connection problem will be delayed. If the connection is reestablished during this time, no message will be sent.
New login after disconnect	[on], off	This parameter determines the a message indicating a connection loss is also sent if DMC is not in an active monitoring process (Personal security).
New login after timeout	[on], off	This parameter determines if the login dialog is shown after a loss of the connection.

Table 5-27 Parameters in "General"

Unify product name	on, [off]	When this parameter is enabled, the Unify product name will be shown, namely "OScAR-Mobile-Client (OMC)", and not the tetronik product name "OScAR-Mobile-Client (DMC)".
Remote configuration	The settings for remote configuration are administered in this area.	
Enable user modifying settings	on, [off]	When this parameter is enabled, the settings menu is enabled for user
Add rights	Activation button	Add all required app permissions, such as "Location", "Phone" etc.

Table 5-27 Parameters in "General"

5.5.1 Window area: "Personal security"

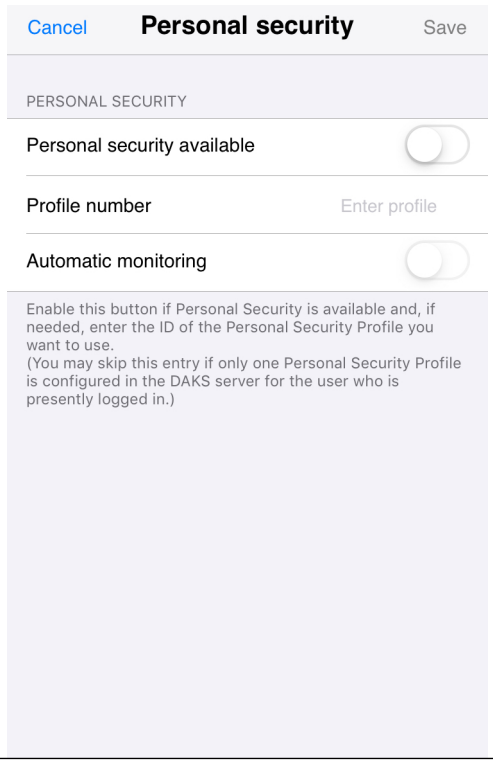
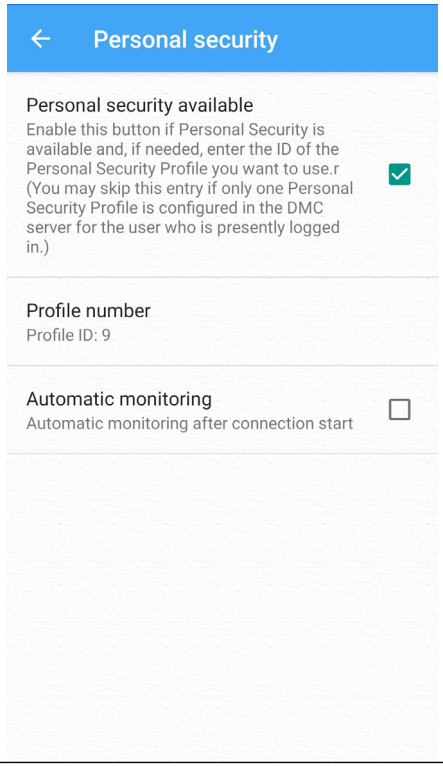
iPhone	Android
	

Table 5-28 Window area "Personal Security"

Parameter:

Parameter	Wertebereich	Beschreibung
Personal security available	[on], off	This parameter determines whether the "Monitoring" button is displayed on the main page. If this parameter is not set, the button will be hidden.

Tabelle 5-29 Parameters „Personal security“

Profile ID	0..9 [ ]	Use this edit field to enter the Personal Security Profile that shall be used by default.
Automatic monitoring	[on], off	This parameter determines whether the device switches to automatic monitoring after a successful connection has been established.

Tabelle 5-29 Parameters „Personal security“

5.5.2 Window area: "Remote configuration"

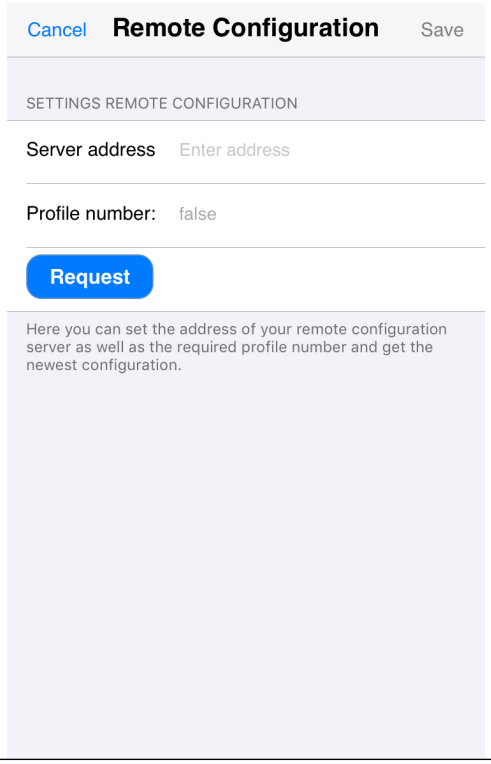
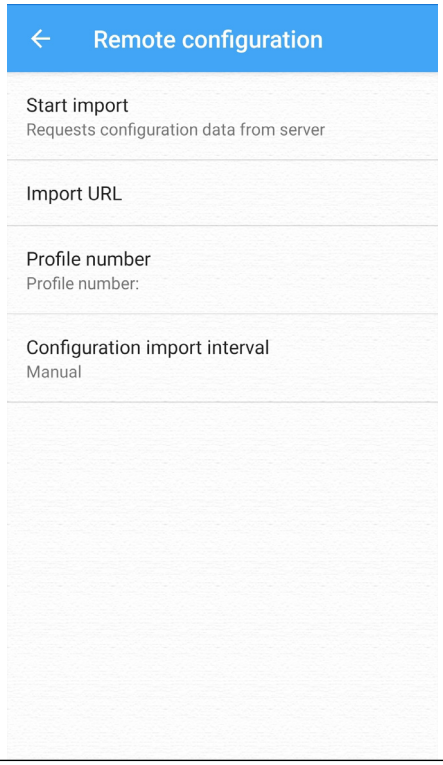
iPhone	Android
	

Table 5-30 Window area "Remote configuration"

Parameter:

Parameter	Wertebereich	Beschreibung
Start import	Activation button	This parameter retrieves a configuration from the remote-configuration-server.
Import URL	0..255 [ ]	This parameter imports the specified URL of the remote-configuratio-server.
Profile number	0..9 [ ]	This parameter has to correspond to the number of the configuration profile set up in the Remote Configuration Tool.
Configuration import interval	[Manual], App start	The configuration can either be loaded at every "Application start" or "Manually" by the user.

Tabelle 5-31 Parameters „Remote configuration“

5.6 Window area: "User interface/Desktop properties"

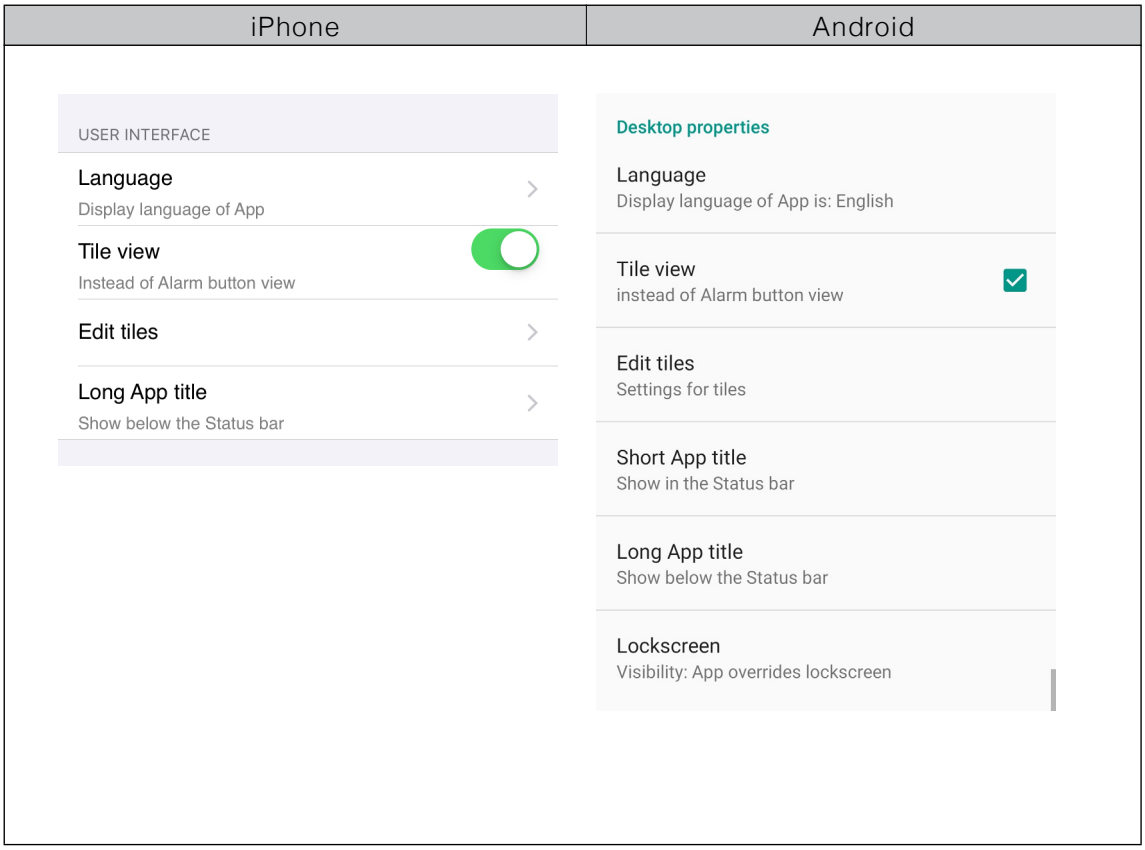


Table 5-32 Window area: User interface/Desktop properties

Parameters:

Parameters	Value range	Description
Language	German, English, [System language]	Use this edit field to determine language for the application. Note: DMC must be closed before a change is transferred to DMC. In addition, the DMC must be purged from the memory before the change can be applied. With the next login to DMC, the new language selected here will be applied.
Tile view	[on], off	If this parameter is set, the Tile View is used in the main window instead of the Alarm button view.
Edit tiles	In this area the settings for editing tiles are administered.	
Short App title	0..5 characters [ ]	This entry field determines the name of the App titles in short form.
Long App title	0..30 characters [ ]	This entry field determines the name of the App titles in long form.
About DMC		Use this entry for general information on DMC.

Table 5-33 Parameters in "User interface/Desktop properties"

Lockscreen	[App overrites lock-screen] Lockscreen is active	This parameter can be used to set whether a DMC message can be processed despite an active lock-screen or whether the lockscreen must first be un-locked (e.g. by entering a PIN).
Logoff Note: In Android/Black-Berry devices, this entry can be found in the menu bar.		Use this entry to log the DMC user off, and to close the DMC app.

Table 5-33 Parameters in "User interface/Desktop properties"

5.6.1 Window area: "Edit Tiles"

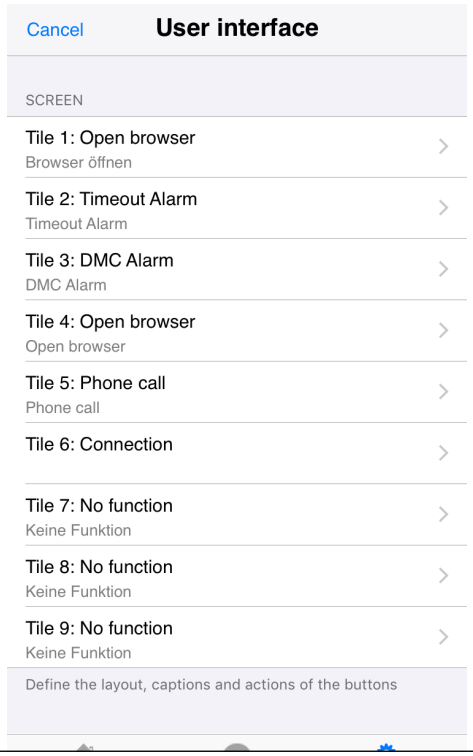
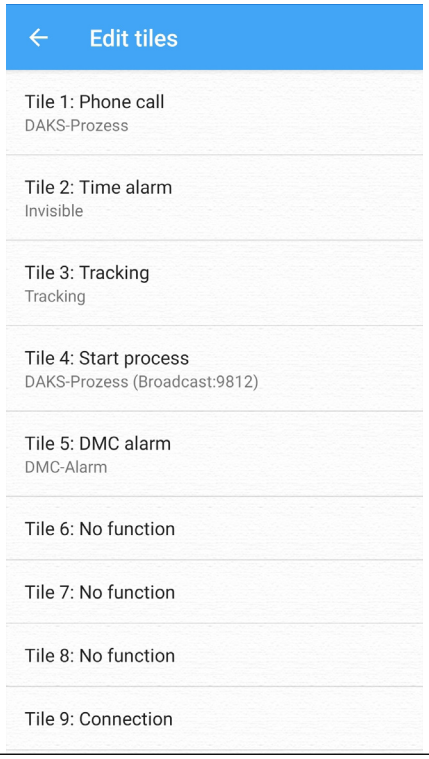
iPhone	Android
	

Table 5-34 Window area: Edit Tiles

Parameters:

Parameters	Value range	Description
Tile 1..9	Up to 9 tiles can be individually administered here. These can be used in the main window to operate the DMC app.	

Table 5-35 Parameters in "Edit Tiles"

5.6.2 Window area: "Settings for Tiles 1..9"

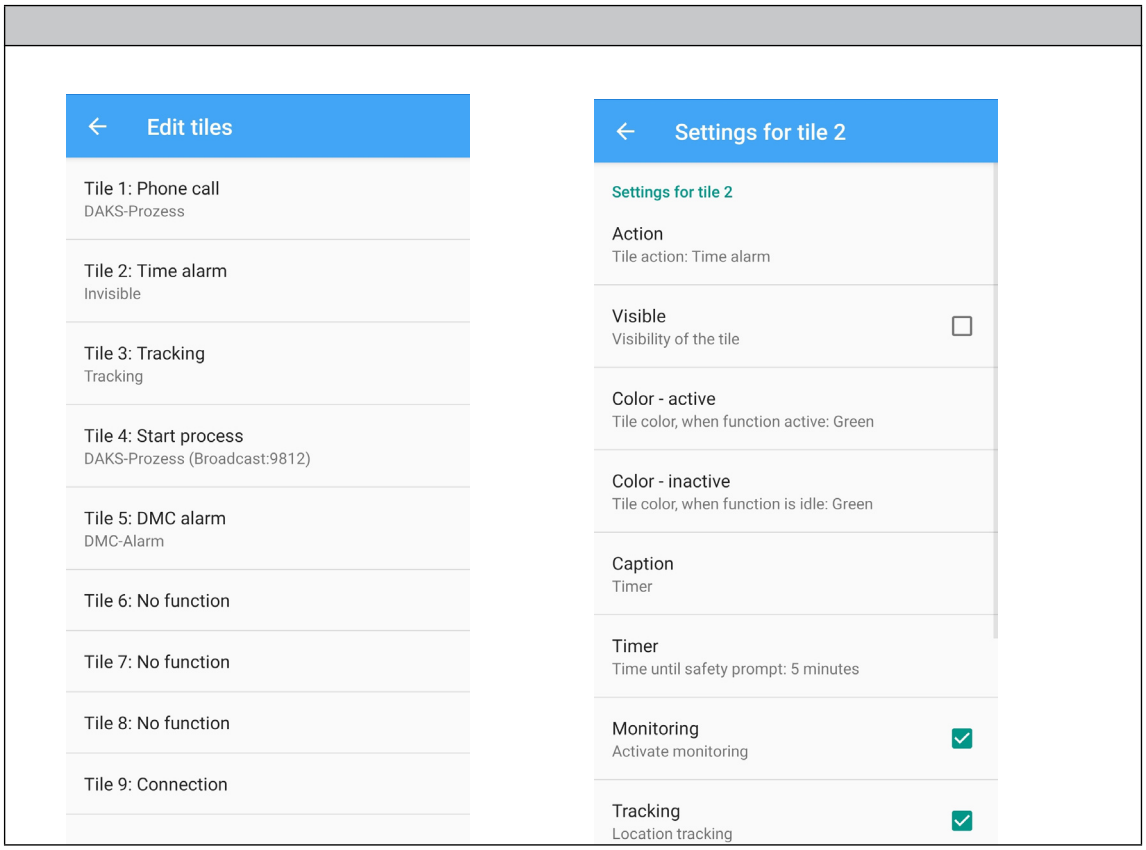


Table 5-36 Window area: Settings for Tiles 1..9

Parameters:

Parameters	Value range	Description

Table 5-37 Parameters in "Settings for Tiles 1..9"

Action	[No function], Phone call, Open browser, DMC alarm, Monitoring, Connection Time alarm Sensors, Tracking, Start process	This selection field determines the function of the tile. • Phone call: the phone number stored under “Target“ is called. • Open Browser: the URL stored under “Target“ is opened in the browser. • DMC alarm: Alarm activation (transition to DMC alarm state) of the broadcast group defined in OScAR (this function can be assigned to one tile only). • Monitoring: Activation of personal monitoring. (This function can only be assigned to one tile) • Connect/Disconnect Connect or disconnect connection from DMC to OScAR (This function can only be assigned to one tile). • Time alarm activates a monitoring process that requires a cyclic input from the user. • Sensors activates a monitoring process that starts an alarm if there is no movement or a horizontal position. • Tracking: activates the transmission of the current location information. • Start process starts a broadcast call or a conference.
Visible	[on], off	If this parameter is set, the tile is displayed in the main window.
Color - active	[White], Yellow, Green, Blue, Orange, Red, Purple, Gray, Black	This selection field determines the background color of the tile when it is active.
Color - inactive	[White], Yellow, Green, Blue, Orange, Red, Purple, Gray, Black	This selection field determines the background color of the tile in idle mode.
Caption	0..40 Characters [...]	This input field determines the caption of the tile.

Table 5-37 Parameters in "Settings for Tiles 1..9"

Target	0..250 Characters [...]	"Target" has two meanings depending on the function of the tile: • Function: “Open browser“ URL that is called when the tile is selected. • Function: “Phone call“ Phone number that is dialed when the tile is selected.
Process-Type	[Broadcast] Conference	This selection field determines whether a broadcast process or a conference process should be started.
Start ID	0..9999 [0000]	This selection field determines whether a broadcast process or a conference process should be started.
Timer	1...99 min [1 min]	Time (in minutes) after which the confirmation prompt is displayed cyclically.
Monitoring	[on], off	If this parameter is set, the monitoring of the connection between OScAR and terminal device is activated when the tile is selected.
Tracking	[on], off	If this parameter is set, tracking is activated as soon as the tile is selected. The DMC cyclically transmits its position data to the OScAR server.
PIN	[on], off	If this parameter is set, a PIN for the reset of the alarm is required.
Sensor type	[Don‘t use sensors], Man down, No movement	Dieses Auswahlfeld bestimmt • Don‘t use sensors The sensor system is not activated. • Man down An alarm is triggered when the device is almost horizontal. • No movement An alarm is triggered when the device is motionless.
Pre alarm delay	0..3600 [60]	This input field determines the time (in seconds) until the pre-alarm is triggered after the sensor has detected the man down alarm or the no movement alarm.
Silent alarm	[on], off	If this parameter is set, no locating tone is played in case of an alarm.

Table 5-37 Parameters in "Settings for Tiles 1..9"

6 Important DMC Functions

Overview

This chapter covers important functions to operate the OScAR Mobile Client.

Content

This chapter covers the following sections:

6.1 Raise a test alarm
6.2 Start alarms via smartphone with DMC
6.3 Accept and confirm Broadcast messages
6.4 The DMC History
6.4.1 Areas of the DMC History
6.4.2 Edit entries in the History

6.1 Raise a test alarm

How to raise a test alarm with DMC, step by step:

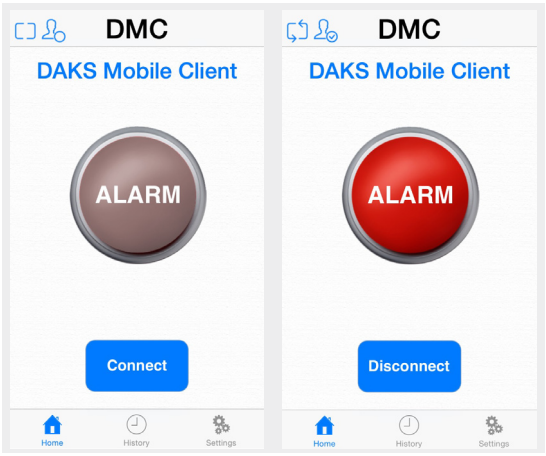
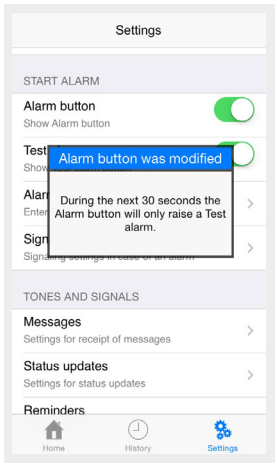
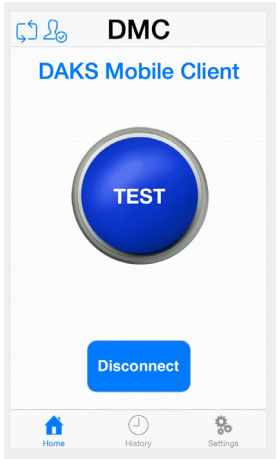
No.	Step	Display text
1.	To raise a test alarm, proceed as follows: Login to DMC and set up a connection to the OScAR server with the button Connect. Note: If you activated the parameter "Connect automatically" in the "Settings", the connection to the OScAR server is automatically established every time you login.	
2.	Go to the menu item: Settings ➤ Start Alarm an enable the parameter Test alarm. The following output will appear. Note: Without a connection to the OScAR server, the parameter "Test alarm" cannot be activated.	
3.	Switch back to the DMC Home screen within 30 seconds and press the Test button.	

Table 6-1 Raise a test alarm

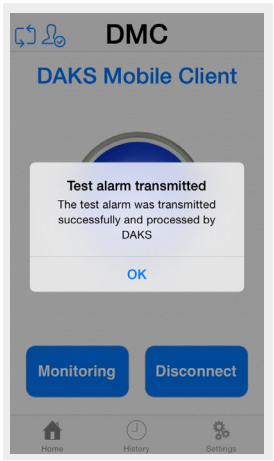
No.	Step	Display text
4.	A reply from the OScAR servers indicates, if the test alarm was transmitted successfully. Note: 30 seconds after the activation of the parameter "Test alarm" in the "Settings", the test alarm button will disappear from the DMC Home screen and the "Alarm" button will be available again.	

Table 6-1 Raise a test alarm

6.2 Start alarms via smartphone with DMC

How to start an alarm via smartphone with DMC, step by step:

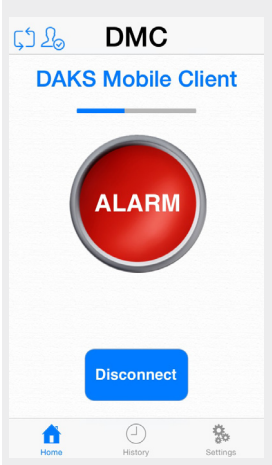
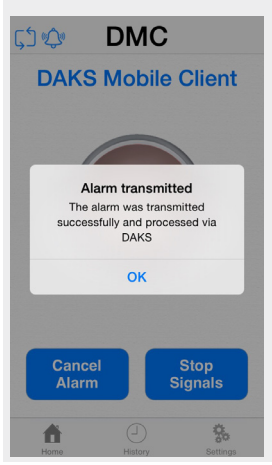
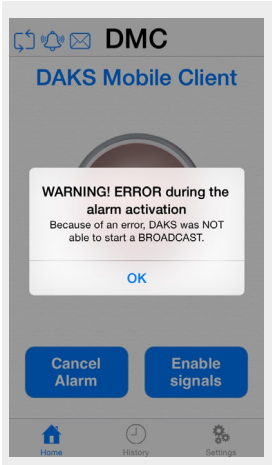
No.	Step	Display text
1.	Depending on the configuration, you need to press and keep pressed the Alarm button on the DMC home screen for up to 5 seconds to raise an alarm. The progress bar shows you how long you still need to keep the button pressed to set off the alarm. To administrate the alarm delay, go to Settings ➤ Start Alarm, and move to the parameter Alarm delay.	
2a.	When the alarm is raised, the system will play the acoustic signal tone as administrated. As soon as OScAR has received the alarm and no error has occurred, this message will appear. Confirm with Ok and continue with Step 3.	
2b.	When the OScAR server has received the alarm but an error has occurred (e.g. not sufficient resources available, no broadcast configured etc.), a configured acoustic error signal will resound and this error message will appear.	

Table 6-2 Start alarms via smartphone

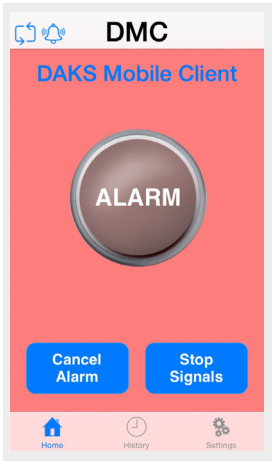
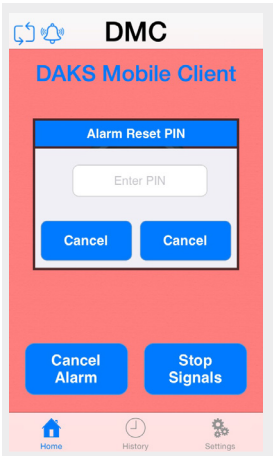
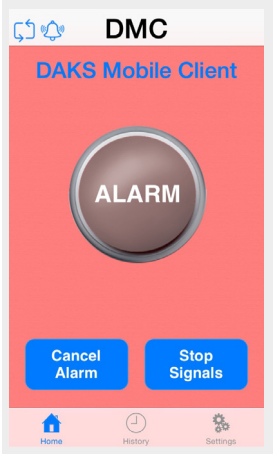
No.	Step	Display text
3.	This system will play the acoustic positioning signal tone. Click Cancel Alarm to reset the alerting process (see Step 4). Click Stop signals to deactivate the acoustic positioning signal tone (see Step 5). Note: To configure the acoustic positioning signal that is played by the system, go to the "Settings".	
4.	The window "Alarm Reset PIN" will now pop up. Enter the "Alarm Reset PIN" as administrated in the "Settings" to reset the alarm. Confirm your entry with Stop to reset the alarm, or close the window with Cancel.	
5.	To deactivate acoustic positioning signal tone, click "Stop signals". Irrespective of this, DMC will remain in the alarm state.	

Table 6-2 Start alarms via smartphone

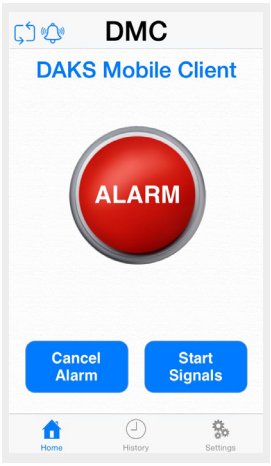
No.	Step	Display text
6.	To reactivate the acoustic positioning signal again, click "Start signals".	

Table 6-2 Start alarms via smartphone

6.3 Accept and confirm Broadcast messages

This section shows you step by step how to accept a Broadcast message and the confirmation options that are available to you:

- OK
- Positive confirmation
- Negative confirmation
- Voice

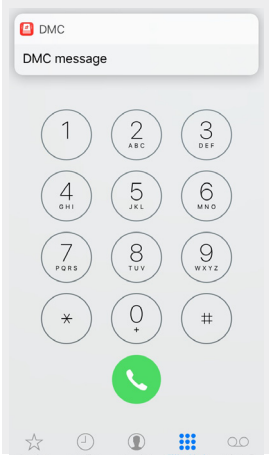
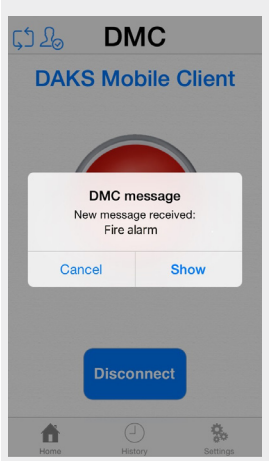
No.	Step	Display text
1.	Whenever a (DMC) Broadcast is started in the OScAR server and the DMC app is not in the foreground, the user will receive this message requesting him/her to bring the DMC app to the front.	
	When the DMC app already is in the foreground, the user gets this DMC message. To edit this message, go to Show. ➤ Continue with Step 3. When you select Cancel, the message will, for as long as it is active, be stored in the History for later editing, and there under "Active messages". ➤ see Section 6.4 "The DMC History"	

Table 6-3 Confirm a Broadcast message

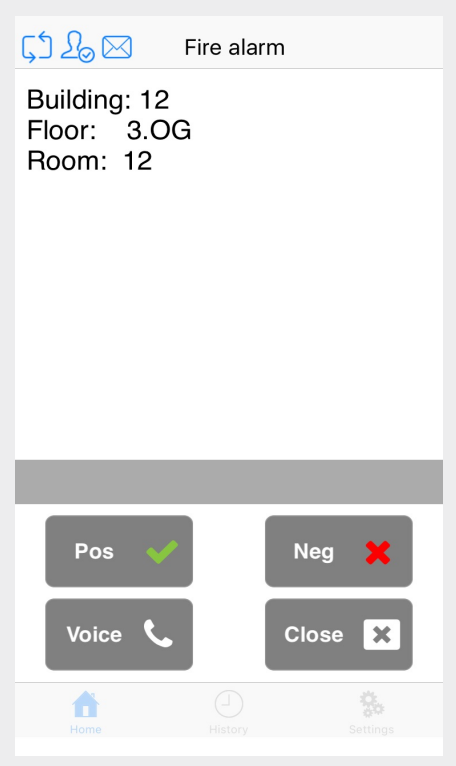
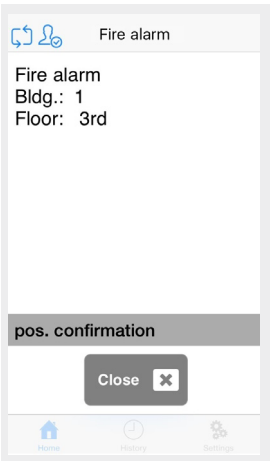
No.	Step	Display text
2.	The message dialog is opened. Depending on the Broadcast and subscriber settings, different confirmation options will now be offered, including where applicable also the "Voice" button for callback calls. For this example, the Broadcast setting "Also negative confirmation possible" is applied as well as the subscriber setting "Confirmation via numeric key by subscriber": ➤ see "OScAR-Pro Release 8 User Manual" Note: If you are operating with PIN authentification or with neutral announcements, the only buttons that will be available here are the buttons "Voice" and "Close". In this case the following options are available to you: • Click Pos to confirm a message positive ➤ Continue with Step 3. • Click Neg to confirm a message negative ➤ Continue with Step 4. • Use the Voice button for a telephone connection to the server and, where needed, to enter the PIN and by doing so to confirm. ➤ Continue with Step 5. • When you click Close the message is ended and saved in the History under "Completed messages".	
3.	When you confirmed a message positive, you will get a response that you can close with Close to jump back to the main view. The message is automatically stored in the History.	

Table 6-3 Confirm a Broadcast message

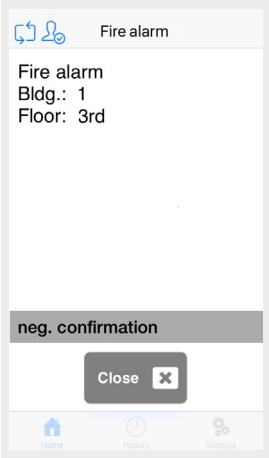
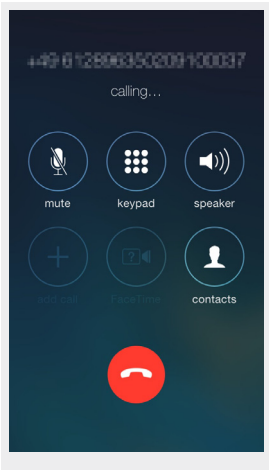
No.	Step	Display text
4.	When you confirmed a message negative, you will get a response that you can close with Close to jump back to the main view. The message is automatically stored in the History.	
5.	As soon as you click the Voice button, a voice connection to the OScAR server is automatically established. Via the OScAR server, you can now to carry out further dialogs voice-controlled, or have the voice announcement that belongs to the indicated message played back to you. Note: If you are momentarily in a call and press the "Voice" button, your call will be put on hold and you will be connected to the OScAR server. Once the Broadcast has ended, you will automatically be re-connected with your previous caller.	

Table 6-3 Confirm a Broadcast message

Caution!
As soon as a new DMC message is received while a previous DMC message has not yet been fully processed, messages with the priority or lower priority are retained under "Active messages".
If, however, a message with a higher priority is received, a message box will pop up that will allow you to choose if you want to switch to that message or have the new message also retained under "Active messages".

6.4 The DMC History

DMC automatically creates a History in which all DMC messages, DMC status changes and DMC activities are stored and administrated. The History is divided into the areas "Active messages", "Completed messages", "Own activities" and "Status changes", the entries of which can be sorted, edited and reread by the user at any time (provided the user has the matching authorizations).

In the area "Active messages", rejected messages can be read and confirmed as long for as they are still active. When the areas "Completed messages", "Own activities" and "Status changes" have unread messages, they take on the color red. When active messages are available, the entry "Active messages" is shown in green. All areas that have no messages are grayed out.

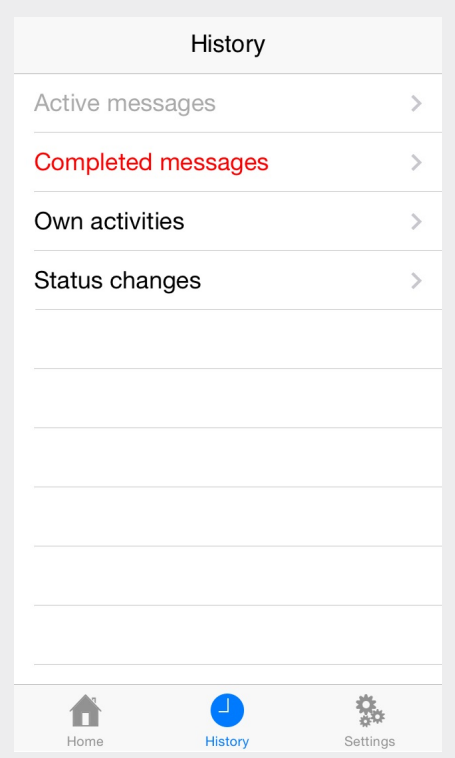


Image 6-1 The window: History

Note:
Active messages only have a certain life during which they are shown. After expiry of this time they are automatically deleted.
The areas "Completed messages", "Own activities" and "Status changes" can hold up to 100 entries each.
As a rule, it is always the oldest entries that are deleted.

6.4.1 Areas of the DMC History

This section covers the different areas of the DMC History.

Area

No.	Area	Description
1.	Active messages	This area lists all messages that are still active and unanswered.
2.	Completed messages	This area is reserved for all history of your completed messages. These messages are grouped as follows: • Missed messaged • All messages • Emergency messages • High priority messages • Medium priority messages • Low priority messages These entries can be edited (deleted, marked as read) and sorted in keeping with their properties. Messages that have not yet been read are shown in red font.
3.	Own activities	This area shows the history of the activities: • Login attempts (failed login attempts are shown in red font) • Alarm and test alarms • Monitoring on/off • Changes of parameter settings These entries can be edited (deleted, marked as read) and sorted according to the properties "Date", "Not read" and "Activity".
4.	Status changes	This area is reserved to the history of the status changes: • Connection problem on/off • Server change (with details on the server to which you are currently connected) • Server status change hot standby on/off • Server status change red alert on/off These entries can be edited (deleted, marked as read) and sorted in keeping with their properties. If this area has messages that have not been read, these entries will be shown in red font.

Table 6-4 Parameters in "DMC History"

6.4.2 Edit entries in the History

The following options are available to edit individual entries:

- Delete entries
  Use this option to either delete all entries or to select individual entries for deletion.
- Mark as 'Read':
  Use this option to either mark all unread entries as 'Read' or to select individual entries and mark these as 'Read'.
- Sort:
  Depending on the entry you can sort according to "Date", "Not read" "Activity", "Result" and "Failed".

Note:
If you are working with DMC for Android, you can press and keep pressed a specific entry to edit it individually.
The entry can be deleted or, depending on its present state, be marked as read or unread.

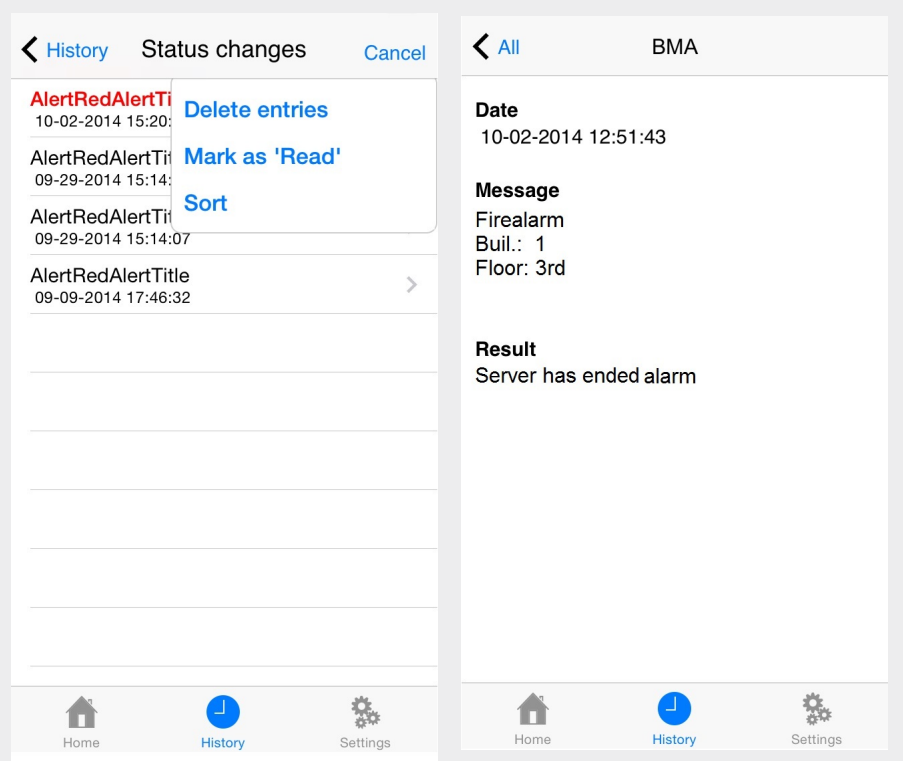


Image 6-2 History entries and an opened entry

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