

BENEFON Commander NT



Congratulations on your purchase of the Benefon Commander, a high quality mobile navigation instrument.

This phone is designed for use on the GSM (Global System for Mobile Communications) 900, 1800 and 900/1800 MHz Dual Band networks. The phone can be used in all countries where the GSM network operators have a roaming contract with your network operator and network frequencies apply.

The phone features a powerful 12-channel GPS navigator that works even outside GSM coverage. With unique combination of GPS and GSM, maps and mobile monitor menu, the phone is especially suitable for easy on-field fleet management: tracking people and valuables.

The Commander is the main unit, acting as a group leader's portable service center in mobile operations.

With the Commander you can monitor and control up to 30 entities through a single menu entry, accessible with a press of one button! Entities are shown on a map with details.

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Hereby, Benefon Oyj declares that this mobile phone, type TGP77EU, is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

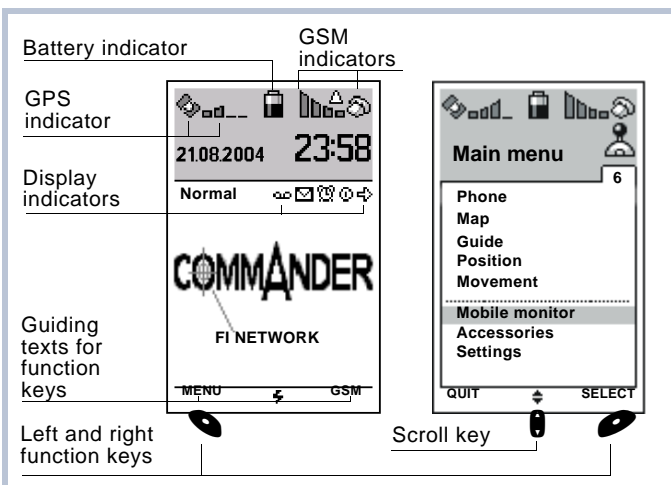
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Some of the features described in this guide may be optional and intended to be purchased separately. For details, please contact your dealer. For more information, details and descriptions, including phone configuration and assortment of chargers and accessories, see the Benefon Esc! Owner's Manual, Benefon Esc! Quick Guide, or visit the web site: www.benefon.com.

BENEFON warrants its products to be free of defects in material or workmanship when leaving the factory. A warranty certificate with the date of purchase is enclosed in the delivery. For details, see the warranty certificate.

MOBILE MONITOR MENU

INTRODUCTION



ENTERING MOBILE MONITOR MENU

Press **MENU**. Scroll downwards with **↓** to highlight **Mobile monitor**. Press **SELECT**.

SHORTCUT

In stand-by mode, press **MENU** and hold it down for a few seconds.

MOBILE MONITOR FUNCTIONS

In the **Mobile monitor** menu you can add new entities, make calls to them, or lock the keypad.

By highlighting and selecting an entity, you will access basic processing, tracking and controlling functions concerning the entity or the main unit (i.e. the Commander). See "Processing entities" on the next page.

MAKING CALLS

You can make a call to a number or name shown on the **Mobile monitor** entity list. Highlight the entity with **↓** and press **CALL**.

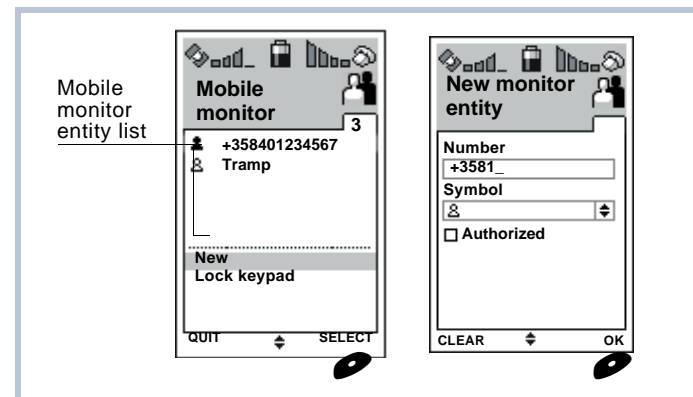
SETTING KEYPAD LOCK

To lock the keypad in the **Mobile monitor** menu, find **Lock keypad** with **↓** and press **OK**. To unlock the keypad, press **UNLOCK** and **OK** in sequence.

QUITTING

To return to the previous menu level, press **QUIT**. To return to stand-by mode, press **END**.

ADDING NEW ENTITIES FOR MONITORING



- In the **Mobile monitor** menu, press **↓** to highlight **New** and press **SELECT**.
- Key in the phone number of an entity, you want to monitor. Confirm the number by pressing **OK**. Tip: If the number is stored in the **Phone book**, you can recall it by pressing **SEARCH**, and **READ**. If the number is stored with a name, the Commander automatically displays the name in the **Mobile monitor** menu.
- You can categorize the entity to be e.g. a car, a pet, or a friend. Press **↓** to highlight **Symbol** and press **CHANGE**. Press the numeric key, which corresponds the desired character.
- Authorized numbers are permitted to send and receive protocol messages between the service center and themselves without further notice. To change authorization, highlight **Authorized**, and press **CHANGE**. When the box is checked, the entity is authorized, and the symbol is turned black - when the box is left blank, the entity is unauthorized, and the symbol is turned white. See also "Responding to position and tracking requests" on the next page.
- Finally save the new entity by pressing **DONE** and **OK**.

EDITING OR DELETING EXISTING ENTITIES

All entities are listed in the **Mobile monitor** menu. To edit or delete an entity, highlight it and press **SELECT**. Scroll with **↓** and select **Manage**.

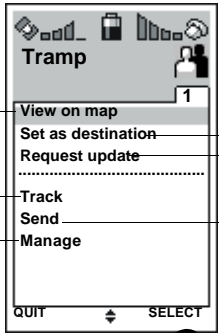
- Scroll and select **Delete**. Confirm deletion by pressing **OK**.
- Scroll and select **Edit**. When a data field is highlighted, press **CHANGE**. When you are finished, press **DONE**.

PROCESSING ENTITIES

In the **Mobile monitor** menu, highlight and select an entity which you want to process and then specify what you want to do with it. The desired function is selected by highlighting it with **↑** and pressing the right function key **OK**.

If you want to switch to another entity, go backwards to previous level, by pressing the left function key **←** until you return to the entity list.

BASIC FUNCTIONS FOR TRACKING AND CONTROLLING ENTITIES



View the entity's last known position on a map, incl. time stamp, coordinates, movement, moving direction/distance from the Commander and previous status information

Track/area track the entity or cancel ongoing tracking function

Save the entity's position as a way-point for further use, or **edit** or **delete** the entity etc.

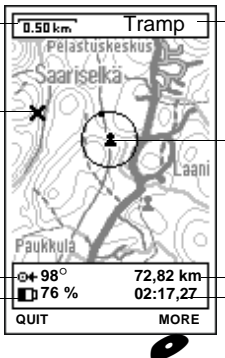
Set the entity's position to be your destination and let the Commander guide you there

Ask for the entity's last known position

Let the entity know your position and track you, cancel this tracking, **send an sms and/or coordinates** to the entity, adjust entity's GPS mode etc.

Menu options: View on map, Set as destination, Request update, Track, Send, Manage, QUIT, SELECT

VIEWING ENTITIES ON A MAP



Map scale

Current position of the Commander (shown if it is close enough)

Compass direction from the Commander to the entity's last known position

Battery status of the entity

Entity's identification: Name or number of the entity

The entity is shown in a circle (blinking, if there are other entities close by)

Distance between the Commander and the entity's last known position

Time difference/ time stamp of the last known position of the entity

Map details: 0.50 km, Tramp, Pelastuskeskus, Saariselkä, Laani, Paukkula, 98°, 72.82 km, 76%, 02:17,27, QUIT, MORE

By pressing **OK**, you will see more information regarding this entity, e.g. previous status information, last known position as coordinates, time, movement and moving direction in degrees.

DETAILS ON STATUS PAGE

- **Time:** The time stamp shown here refers to a protocol message last received from this entity. Note that information on this page refers to the previous correspondence of this entity, being a part of history log.
 - The time stamp is shown as age: **hh:mm:ss**, when the age of the position is less than 24 hours
 - The time stamp is shown as date in currently selected **Date and time format**, e.g. **dd.mm.yyyy**, when the age of the position is more than 24 hours.
- **Code:** Status code of the latest protocol message.
- **Message:** If the protocol message is a status message, it may contain a separate text message.

DETAILS ON POSITION AND MOVEMENT PAGE

- **Last known coordinates of the entity:** E.g. latitude and longitude.
- **Direction of the entity:** Last known direction of movement in degrees.
- **Speed:** Last known speed in currently used units (e.g. km/h).

RECEIVING UNEXPECTED PROTOCOL MESSAGES WITH POSITION INFORMATION

The Commander may receive protocol messages, which it has not requested. The messages can be, e.g. emergency messages, assistance call messages, position updates or status messages.

When such message (including position) is received, the Commander automatically stores the sender's phone number as an entity in the **Mobile monitor**. If the same number is found in the **Phone book** with a name, the **Mobile monitor** menu will display the entity with the name, instead of the number.

The protocol message will be displayed on status page when selecting and viewing this entity. See above.

SEVERAL ENTITIES SHOWN ON THE SAME MAP

When viewing an entity on a map, you may see several other entities on the same map. This is possible if their positions are stored in the Commander and they are close by the entity, which is currently being monitored.

The **blinking entity** is the one that you are currently monitoring. Also, the name or the number of this entity is shown on the top right corner.

The other entities are displayed with their names or numbers, right beside their symbols.

RESPONDING TO POSITION/TRACKING REQUESTS

This is how an entity (when it is Esc! phone) responds to position and tracking requests, which are sent by the Commander or any other number:

- **Automatic responds for authorized numbers:** The entity will send position updates to the Commander automatically, if the Commander is shown as an authorized number (black symbol) on the entity's own friend list.
- **Responds only if the request is manually confirmed each time:** The entity will NOT send position updates to the Commander automatically, if the Commander is shown as an unauthorized number (white symbol) on the entity's friend list. Instead, the entity displays **Position request received** notification on its own incoming traffic list and prompts for an answer to the request. The user of the entity must then select the message and answer to the request **Send position update?** either **NO** or **OK**. See "Incoming traffic list" below.
- **Authorization can be changed.** on the entity's friend list as follows: Press **MENU**, scroll **↑** and select **Friend Find**, scroll and select the phone number, scroll and select **Authorized**.
- **When entities are other Benefon phone or device models:** For some models authorization and authorized numbers must be determined in the telematic settings in advance, after which the device always works the same way: Distincts senders and approves or discards requests of according to configuration until further notice. Depending on model, new configuration may be possible through phone's own menu, Benewin Configurator software or Benefon In Charge software, or MPTP commands over the air.

REQUESTING POSITION UPDATE

Select **Request update** and press **OK**. This is a one-time position request.

NOTE: If an entity is constantly moving and you want to be posted with its location at any time, you should activate tracking. By tracking the entity, you will receive several positions in sequence at intervals of your choice.

REQUESTING TRACKING

By selecting this option you can start tracking the selected entity. However, note that tracking an entity requires authorization from this entity: An entity cannot be tracked without its permission.

1. Select **Track** and press **OK**.
2. Select **Request tracking**.
3. Key in the desired **Interval** for receiving tracking updates. Press **OK** when you are finished.
4. Specify the number of **Updates** that will be sent. Key it in with the numeric keys and press **OK**.

CANCELLING TRACKING REQUEST

You can request an entity to stop sending you tracking updates at any time. Select **Cancel request** and press **OK**.

REQUESTING AREA TRACKING

NOTE: This feature is unavailable in case the entity being monitored is Benefon Esc!.

Area is determined by the distance between the center point and radius. Since the last known position of the entity is used as a center point, make sure to check the availability and age of the position of the entity before sending the **Area tracking request**. If the last known position is deemed to be too old, you can refresh the entity's position by using **Request update** feature.

1. Select **Track** and press **SELECT**.
2. Scroll and select **Request area tracking**.
3. Scroll and change **Radius**. Area tracking function is triggered only in case the entity crosses the borderline, i.e. overexceeds radius. Select distance from the center point (i.e. current position). Press **SELECT**.
4. Scroll and change **Reports**. You can determine at which point you want to be reported of entity's movements. The entity may send you the report e.g. when an entity exits or enters an area, stays outside or inside of an area, or whenever the entity crosses the borderline, despite of the moving direction. Press **OK**.
5. Complete the function by scrolling upwards and selecting **Send**. Press **OK**.

CANCELLING AREA TRACKING REQUEST

You can request entity to stop sending you tracking updates at any time.

Select **Cancel area tracking** and press **SELECT**.

SETTING ENTITY AS YOUR POSITION

You can trick the Commander to believe that entity's position is your own position.

This might be wise if you want to use the map while conserving the battery by not having the GPS on.

Or, if your own last known position is far away from your current location, you can select an entity which is currently close by and set its position as your position. This way you can speed up the initial position calculation of the GPS, i.e. update your position as fast as possible.

1. Scroll and select **Manage**.
2. Select **Set as position** and press **OK**.

SETTING ENTITY AS YOUR DESTINATION

You can set any entity to be used as destination. The phone will then give you directions to navigate to that point.

1. Select **Set as destination** and press **OK**.
2. If the position of the entity is unknown, the text **Position of monitor entity not known** will be shown and destination will not be changed. In this case you should first refresh the entity's position by using **Request update** feature.

Please note that entity's position may change while you are using it as destination. In this case, navigating will be automatically continued towards the new, updated position.

SAVING ENTITY AS WAYPOINT

You can save entity's position as a waypoint to be used later on.

1. Scroll and select **Manage**.
2. Scroll and select **Save as waypoint**.
3. You may edit the waypoint as you like. Highlight and select the desired option with **↑** and **↓**.
4. Finally press **DONE**. Confirm changes by pressing **OK**.

When the waypoint is saved, you will find it in the **Waypoints** menu.

ADJUSTING ENTITY'S GPS MODE

You can adjust GPS mode of selected entity.

NOTE: This feature is unavailable in case the entity being monitored is Benefon Esc!.

1. Scroll and select **Send**.
2. Scroll and select **Set GPS mode**.
3. Select the desired option from these:
 - **Economy**, enables to use GPS with a minimum power consumption.
 - **Off**, turns the GPS totally off
 - **Full power**, increases power consumption, but may be essential while the entity is being in a poor GPS coverage.
4. Press **SEND**.

TRACKING THE COMMANDER

SENDING POSITION UPDATE

You can let an entity know your position.

1. Scroll and select **Send**.
2. Highlight **Send update** and press **OK**.

SENDING TRACKING

You can let an entity track you.

1. Scroll and select **Send**.
2. Scroll downwards to highlight **Send tracking**. Press **SELECT**.
3. Interval is the frequency of sent positions. Key in the interval and press **NEXT**.
4. Key in the amount of updates and press **OK**.

CANCELLING TRACKING

You can cancel ongoing tracking at any time. By selecting this option, the Commander stops being tracked at once.

1. Scroll and select **Send**.
2. Scroll downwards to highlight **Cancel sending**. Press **SELECT**.

TRACKING INFO

You can check the entity, which is currently tracking you. You can let only one entity to track you at once.

1. Scroll and select **Send**.
2. Scroll downwards to highlight **Tracking info**. Press **SELECT**.
3. Tracking info page displays details, such as
 - the name or the number of the entity which is tracking you,
 - the interval of updates i.e. how often the Commander is sending its position to this entity
 - the amount of position updates, which the Commander has already sent and how many updates it is due to send.

If you want to continue being tracked, you can exit the menu by pressing the left function key **QUIT**.

You can stop being tracked at any time. To stop tracking, press the right function key **CANCEL**.

MESSAGES AND REPORTS

WRITING MESSAGES

1. Scroll and select **Send**.
2. Scroll and select **Write message**. Press **SELECT**.
3. Text tools:
 - Maximum amount of characters available for a short message is 160. The number tab on the top right corner shows the characters left.
 - Write the message on the text buffer. Press an alphanumeric key as many times as needed until the desired character is displayed.
 - If you misspell, you can erase digits one by one by pressing the left function key **CLEAR**. To clear the whole display, press **and hold it down** for a couple of seconds.
 - To switch between upper and lower case letters and numbers, press **until desired symbol is highlighted**.
 - You can make a space by pressing **.**
 - You can move backwards and forwards in the text by pressing **.**
 - To access special characters, press **and hold it down** for a couple of seconds until character map is displayed. First select the correct row with **,** then press the numeric key, which corresponds the desired character.
4. When the text is ready, press **SELECT**.
5. Highlight the desired saving/sending option with **and press SELECT**.
6. Key in the destination number or recall it from the **Phone book** by pressing **SEARCH**, and **READ**, scroll to find the desired recipient and press **OK**.
7. Finally press **SEND**.

SENDING SHORT MESSAGE WITH ENTITY'S COORDINATES

With this function you can forward entity's position to someone else and even write a short message to go along with it.

First select an entity, which coordinates you want to pick up. The coordinates sent this way are always in WGS84 format.

1. Scroll and select **Send**.
2. Scroll and select **SMS with coords**. Press **SELECT**.
3. Write the message after the coordinates. You can send the plain coordinates, without the message text, as well. Press **SELECT**.
4. Select the desired saving/sending option. Press **SELECT**.
5. Key in the desired destination number or search it from the Phone book. Press **SEND** to complete the function.




SENDING SHORT MESSAGE WITH YOUR OWN COORDINATES

With this function you can forward your own position to someone else and even write a short message to go along with it. The coordinates sent this way are always in WGS84 format.

1. In stand-by mode, press **MENU**.
2. Scroll and select **Position** or any other navigator page. Press **GPS**.
3. Scroll and select **SMS with coords**. Press **SELECT**.
4. The Commander shows the age of your position. To confirm the sending, press **OK**. To refresh the position before sending it, press **NO**. In the **GPS menu**, scroll downwards and select **Update position** by pressing **OK**.
5. Write the message after the coordinates. You can send the plain coordinates, without the message text, as well.
6. Press **SELECT** and select the desired saving/sending option.
7. Press **to complete the function**.

DELIVERY REPORTS

WHEN DELIVERY REPORTS ARE ACTIVATED, ONE OF THE FOLLOWING SYMBOLS WILL BE DISPLAYED AFTER SENDING THE MESSAGE:

-  Message delivered
-  Message undelivered
-  Message pending

YOU CAN TURN DELIVERY REPORTS ON OR OFF AS FOLLOWS:

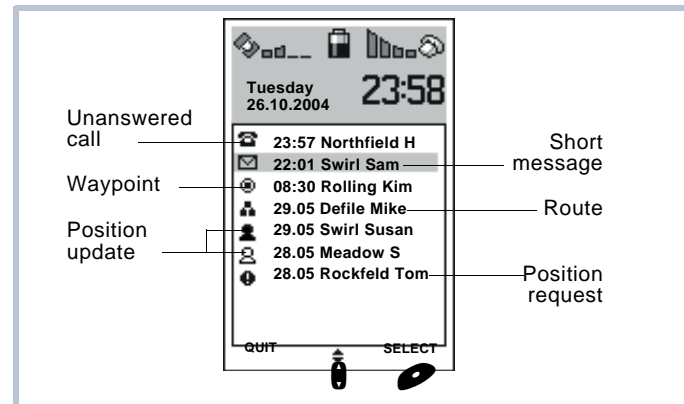
Press **MENU**, scroll downwards and select **Settings**. Scroll and select **GSM**, select **Message setup**. Scroll downwards to **Delivery reports** and press **CHANGE**.

By selecting

- **Off**, delivery reports are not used at all
- **Short msgs**, delivery reports are used only for normal short messages
- **Telem. msgs**, delivery reports are used only for telematics messages (with some exceptions, e.g. when the command is sent in several parts, the delivery report only comes after the last part)
- **All messages**, delivery reports are used for all messages.

-> Highlight the desired option and press **OK**.

INCOMING TRAFFIC LIST



Any traffic that you do not handle at once will be shown on the incoming traffic list. Besides incoming calls, you may also receive normal short messages and special, navigation-related messages.

- Use **and** to select an item from the list.
- Press **QUIT** to exit to stand-by mode. The list is cleared as soon as you exit it.

UNANSWERED CALLS (☎)

- To call the phone number of the unanswered call, press **.**
- To save the phone number in the **Phone book**, press **SAVE**.

SHORT MESSAGES (✉)

1. To read the message, press **SELECT**.
2. By scrolling with **,** you are able to read the whole message.
3. To process the message, press **SELECT**.
4. Select the desired option with **and press SELECT**.
5. Press **QUIT** when you are finished.

WAYPOINTS (📍)

You may receive a waypoint from another Benefon ESC! phone.

To view the waypoint on map, press **SELECT**.

1. You will see a map with the waypoint in its center.
2. Use **and** to zoom in and out.
3. Use **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, **9** to scroll the map.
4. To process the waypoint, press **SELECT**.
5. Select the desired option with **and press OK**.
6. Press **QUIT** when you are finished.

ROUTES (📍)

You may receive a route and its waypoints from another Benefon ESC! phone. Route can be divided into several messages.

To view the route on map, press **SELECT**.

1. You will see a map with the first waypoint of the route in its center.
2. Use **☰** and **☲** to zoom in and out.
3. Use **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, and **9** to scroll the map.
4. Use **0** to trace the route one waypoint at a time.
5. To process the route, press **SELECT**.
6. Select the desired option with **0** and press **OK**.
7. Press **QUIT** when you are finished.

POSITION OR TRACKING UPDATES (📍)

You may receive refreshed position from an entity. Position update can be one of a kind or a part of tracking. Only the latest update of an entity is shown on the Incoming traffic list.

To view the updated position, press **SELECT**.

1. You will see a map with the updated position in its center.
2. Use **☰** and **☲** to zoom in and out.
3. Use **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, and **9** to scroll the map.
4. To process the position, press **SELECT**.
5. Select the desired option with **0** and press **OK**.
6. Press **QUIT** when you are finished.

POSITION REQUESTS (📍)

You may receive a position or tracking request. It means, the sender (an entity) wants to know your position or asks permission to track you to see where you are heading.

Only the latest request from an entity is shown on the Incoming traffic list.

To respond to the request, press **SELECT**.

1. To let the entity know your position or track you, press **OK**, to decline the request, press **NO**.
2. If the request is a tracking request, you will also be asked to confirm an interval for sending the updates, and the amount of updates to send.
 - Interval can be edited with numeric keys. When ready, press **NEXT**.
 - Amount of tracking updates can be changed with numeric keys. When ready, press **OK**.

FINDING STORED MESSAGES

Requests, notifications, reports and many other messages are never stored anywhere: Once they disappear from the display they are gone for good. However, some messages and waypoints can or will be stored in the phone. You will find them afterwards as follows:

POSTPONED OR SAVED NORMAL SHORT MESSAGES AND SHORT MESSAGES WITH COORDINATES

Press **☰** to return to stand-by mode. Press **GSM**, select **Messages**, select **Write message** (for postponed msgs), or **Outbox** (for saved msgs).

SAVED WAYPOINTS

Press **☰** to return to stand-by mode. Press **MENU** and select one of the navigator pages (**Guide/Movement/Position/Map**) on the upper part of the display - alternatively you can press either one of the lower side keys. Press **GPS**. Select **Waypoints**.

LATEST PROTOCOL MESSAGE RECEIVED FROM AN ENTITY

Press **MENU**, select **Mobile monitor**, select an entity, select **View**, press **MORE** to open **Status** page.