



TERION

***Journeyman-II mmc
Mobile Messenger / Mobile Workstation
User Manual***

UM10-100124A

© March 5, 2001

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FM0014QS Rev. E

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1 – Introduction

The Journeyman-II mmc succeeds the Journeyman-I, but the basic keyboard, screens and functions for driver and dispatcher communication remain the same.

The Journeyman-II mmc is the driver terminal that operates the Mobile Messenger and Mobile Workstation driver messaging systems. Use the Journeyman-II mmc to receive, read, create and send messages to and from your dispatcher. This manual will guide you through use of the Journeyman-II mmc Mobile Messenger and Mobile Workstation application.

Mobile Messenger and Mobile Workstation will make your job easier.

- You can communicate with your dispatcher without having to find and wait for a pay phone, then wait on hold for your dispatcher.
- You can tell your dispatcher where you are. Loading and unloading appointments are made with more precision so that you can spend less time waiting for loads and more time driving.
- Breakdowns and other on-the-road problems are less difficult. You can send a message to your dispatcher identifying the problem. By knowing your exact location, help can be quickly dispatched with less confusion.

With Mobile Workstation, you can send commonly-used information in a form format to your dispatcher.

Scope

This book covers the Journeyman-II mmc driver terminal system, including features and procedures for how to use the driver terminal.

Content

The Journeyman-II mmc Mobile Messenger/Mobile Workstation User Manual is intended to be a guide to using and understanding the Journeyman-II mmc driver terminal and all of its features. The following is a description of how the manual is organized.

There are nine major sections:

- **Section 1 – Introduction.** Provides the scope, contents, related publications, web available manuals, and conventions.
- **Section 2 – Before You Begin.** Describes proper care and safety when using the Journeyman-II mmc Driver Terminal.
- **Section 3 – The Journeyman-II mmc Driver Terminal.** Describes some of the basic features of the Journeyman-II mmc Driver Terminal.
- **Section 4 – Inbox Display.** Discusses procedures for using the Inbox Display.
- **Section 5 – Edit Text Message Display.** Discusses procedures for using the Edit Text Message Display.

- **Section 6 – Outbox Display.** Discusses procedures for using the Outbox Display.
- **Section 7 – Savebox Display.** Discusses procedures for using the Savebox Display.
- **Section 8 – Calculator.** Discusses procedures for using the Calculator.
- **Section 9 – Additional Operational Information.** Discusses additional addressing features and procedures.

Related Publications

The following publications provide additional information which may assist the reader in gaining a better understanding of the Terion Journeyman-II mmc Driver Terminal System:

- *Mobile Messaging System Overview, UM10-100113*
- *Webdownload Site User Manual, UM20-100112*




Web Available Manuals

This manual and others are available to Terion’s customers on the Terion web site. Log on to www.terion.com/webdownload. Click on **Documentation**.

Conventions

Terion documentation employs a system of standard conventions, such as the usage of bold or underlined text, to convey certain information, and to assist you in actively responding to prompts and dialog screens. The table below outlines the conventions.

Convention	Usage
Click	Point the mouse pointer at a button on a toolbar and press the left or primary mouse button once.
Double-click	Point the mouse pointer at a screen object and quickly press the left or primary mouse button twice.
Right-click	Point the mouse pointer at a screen object and press the right or secondary mouse button once. A context-sensitive pop-up menu appears.
Drag	Point the mouse pointer at a screen object, then press and hold the left mouse button. While holding the mouse button down, move the mouse pointer to the object's new location, then release the mouse button.
Select	Point the mouse pointer at an icon or menu choice, then press the left or primary mouse button once. When an icon is selected it will appear as highlighted. When a menu choice is selected the command that the menu choice represents is executed.

Convention	Usage
SIMULTANEOUS + KEYS	Often one key must be held down while another key is pressed. In such cases the keys are shown side-by-side like this: ALT + A . In this example, the ALT key is pressed first and held down while the A key is pressed.
 WARNING	A Warning indicates the potential for bodily harm and tells you how to avoid the problem.
 CAUTION!	<i>A Caution indicates potential damage to the system, and tells you how to avoid the problem.</i>
 NOTE	A Note indicates important information that helps you better understand a function, feature, or instruction.

2 – Before You Begin

As with any piece of communications equipment, there are certain precautions that all users must observe in order to ensure the proper operation and care of the equipment, as well as your safety.

Safety Instructions

Proper use of the Journeyman-II mmc is essential for the safety of you the driver, the public, and your truck, as well as for the correct functioning of the unit.

Throughout this document there may be blocks of text printed in bold or in italic type. These blocks are warnings, cautions, and notes. They are used as follows:



WARNING! – A Warning indicates the potential for bodily harm and tells you how to avoid the problem.



CAUTION! – A Caution indicates potential damage to either the system or tractor, and tells you how to avoid the problem.



NOTE – A Note indicates important information that helps you better understand a function, feature or instruction.

Care of Your Journeyman-II mmc

The Journeyman-II mmc driver terminal is designed and built specially to withstand the most rugged daily usage by personnel in the trucking industry. However, there are certain precautions that you should take to ensure that your Journeyman-II mmc works properly for you throughout the years.

- Do not let it come into contact with liquids for a long period of time. If it should come into contact with a liquid, wipe it dry as soon as possible.
- Do not leave in direct sunlight, such as on the dashboard. Damage may result to the screen and other sensitive components.
- Do not drop it. Keep the Journeyman-II mmc in a clean, dry and secure place, where it isn't likely to slide or fall.
- Do not place it where it might interfere with the use of your arms and legs, hands and feet while driving.
- When you leave your vehicle, store the Journeyman-II mmc in a place where it is not easily visible and possibly stolen.

3 – The Journeyman-II mmc Driver Terminal

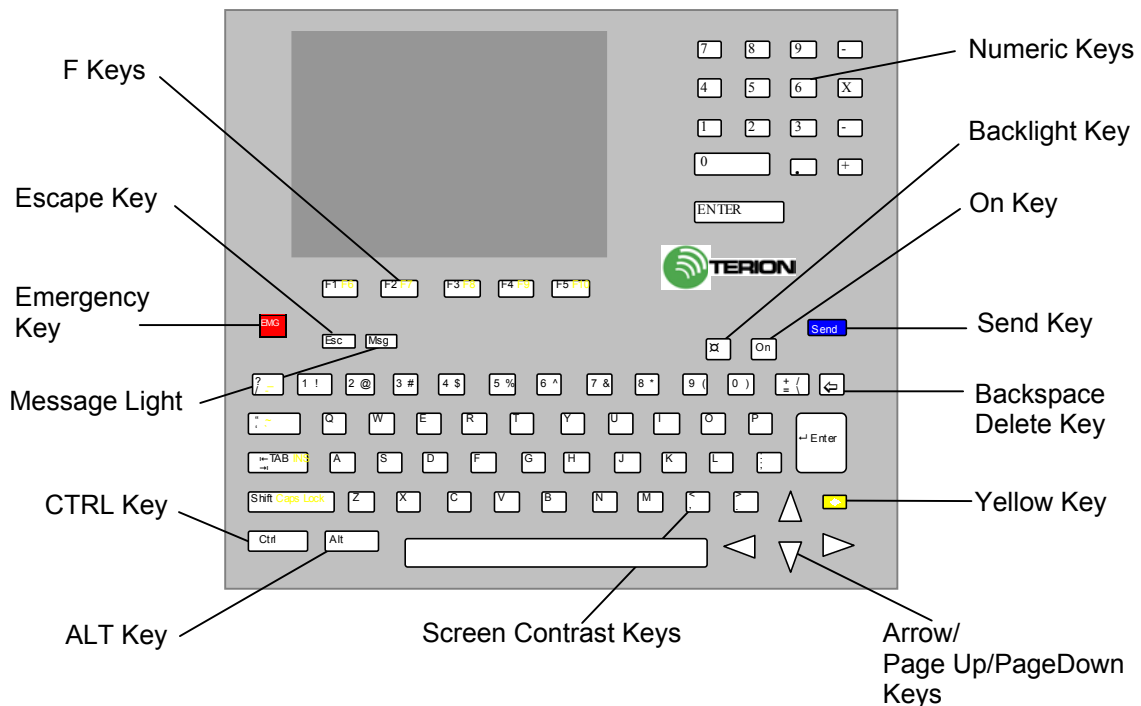
The Journeyman-II mmc driver terminal is a rugged terminal designed for use in the trucking environment.



➔ NOTE – In cold temperatures (below 32 degrees Fahrenheit) the Journeyman-II mmc may run slower.

The Journeyman-II mmc Keyboard

The Journeyman-II mmc keyboard uses a standard layout used by most computers. There are some additional multi-function keys. There are also special purpose keys not found on a standard computer keyboard, which have yellow characters on the key face.





CAUTION! – For your safety and the safety of your vehicle, DO NOT operate the Journeyman-II mmc while vehicle is in motion.



NOTE – If the Journeyman-II mmc is idle for a long period of time the Terion Mobile Messenger or Mobile Workstation page will appear in order to save power. To make the Journeyman-II mmc active again, press any key.

Message Light – Indicates there is an unread message(s) in the Inbox.

Escape Key – Cancels menu boxes.

Emergency Key – If pressed, a message is sent indicating to the recipient that the **EMG** key has been pressed as well as the location and time. (No text is sent.)

Function keys F1 through F5 – Used to go to the desired display. Each function key display name is listed across the bottom of the screen.

Numeric Keypad – Number and arithmetic keys for doing calculator and other numeric functions.

Send Key – Transmits a message.

Backlight Key – Turns the backlight on and off.

On Key – Turns the Journeyman-II mmc on (not used).

Backspace/Delete Key – While in the Create/Edit message box, moves the insertion point one space to the left and deletes the left character. By using the **YELLOW KEY** and the **BACKSPACE DELETE** key, deletes the character to the right of the insertion point. In the other screens the **BACKSPACE** key deletes the highlighted message.

Yellow Key – A combination key used to operate the multi-function keys (those with additional yellow key symbols). White key symbols represent normal key functions, while yellow key symbols represent functions that work only by pressing the **YELLOW KEY** and the desired key simultaneously.

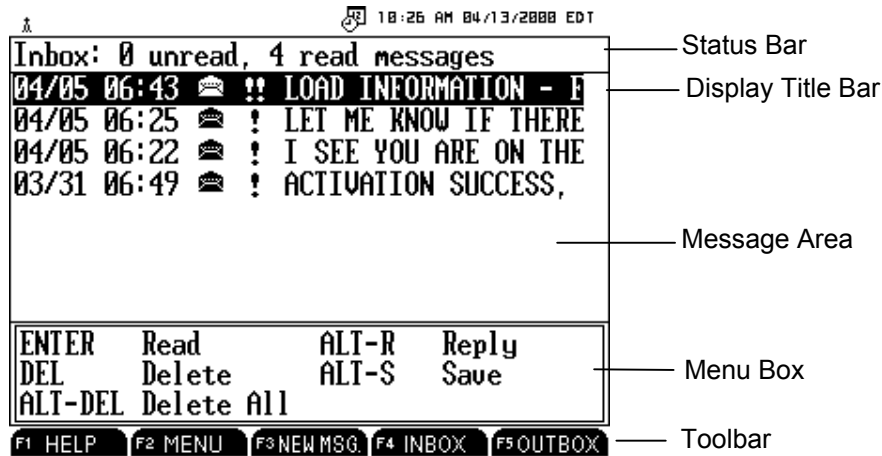
Arrow Keys – Used to move to the desired menu selection, or to move the insertion point without deleting.

Screen Contrast Keys – Used to adjust the screen contrast. The left contrast key lightens the screen and the right contrast key darkens the screen. These are multifunction keys. To change the screen contrast, press the **YELLOW KEY** + [a screen contrast key].

ALT and CTRL Keys – Combination keys that you hold while pressing another key in order to give a program command.

Display Elements

Messages can be received, read, created and sent from different displays on the screen. To increase the ease of operation each display has common elements. This page describes the common display elements.



Status Bar – Shows the status of coverage, time, date and time zone. (Displays latitude/longitude if Display Lat/Long is set to **ON** on Installer Controls Page.)

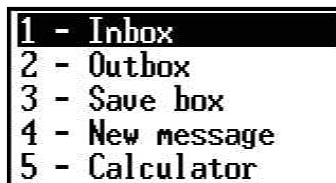
Display Title Bar – Shows the name and status of the current display.

Message Area – Displays the message information.

Menu Box – Lists keyboard commands to choose from.

Toolbar – Shows F1 thru F5 keys for accessing other displays.

- **F1** activates the Help display for each display type. To leave the Help display at any time, press the **ESC** key.
- **F2** activates the menu shown below. To select one of the displays listed, use the up/down arrow keys and press the **ENTER** key; or press the number indicated to the left and press the **ENTER** key. To deactivate the menu at any time, press the **ESC** key.



- **F3** activates the Edit Text Message display for creating a new message. To deactivate the Edit Text Message display at any time, press the **ESC** key.
- **F4** activates the Inbox display. To leave the Inbox, press one of the **F1**, **F2**, **F3** or **F5** buttons.
- **F5** activates the Outbox display. To leave the Outbox, press one of the **F1 – F4** buttons.

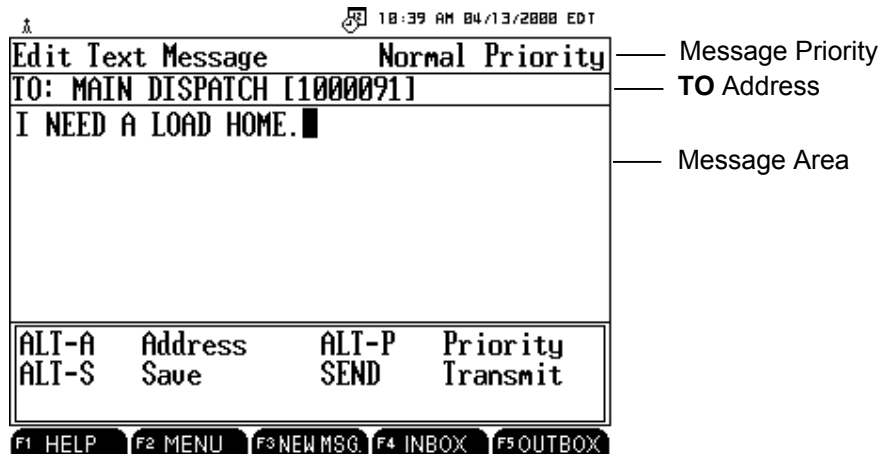
Message Priorities

Both inbound and outbound messages may have a priority associated with them. Message priority means the order in which new unread messages are displayed on the Journeyman-II mmc driver terminal. The three message priorities are:

- **Normal** – Messages are displayed in the order they are received
- **Important** – Messages are displayed before Normal messages
- **Emergency** – Messages are displayed before Important messages

Whether you are creating or replying to a message, pressing **ALT + P** assigns a priority to that message.

The priority of the message is displayed in the display title bar, and changes each time you press **ALT + P**.




4 – Inbox Display

When both Mobile Messenger and Mobile Workstation are activated, the first display to appear is the Inbox display. Any new messages are listed on this display.

From the Inbox display, you can read a message, reply to a message, save a message, delete a message, or delete all messages.

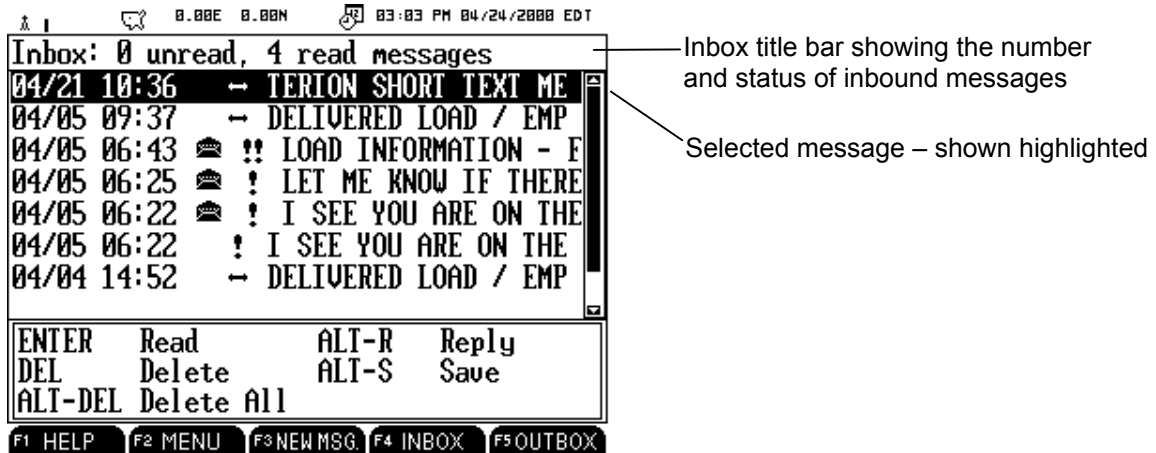
To access this display from any other display, press the **F4** key.

 **NOTE** – The Message Light blinks indicating the priority of a message or messages, and that you have unread messages, until you read all unread messages. (How to read a message is described later in this section.)

When a new message is received the Journeyman-II mmc Message light turns on and may beep, depending on the priority of the message. The three message priorities are:

- **Normal** – The message light blinks.
- **Important** – The message light blinks and the Journeyman-II mmc beeps once only.
- **Emergency** – The message light blinks rapidly, and the Journeyman-II mmc beeps with a shrill tone, repeating once every minute.

The Inbox Message Line



Date – The date the message was received.

Time – The time the message was received.

Status – Two symbols showing the status of the message received:


- 📧 The message has not been opened.
- 📧 The message has been opened.

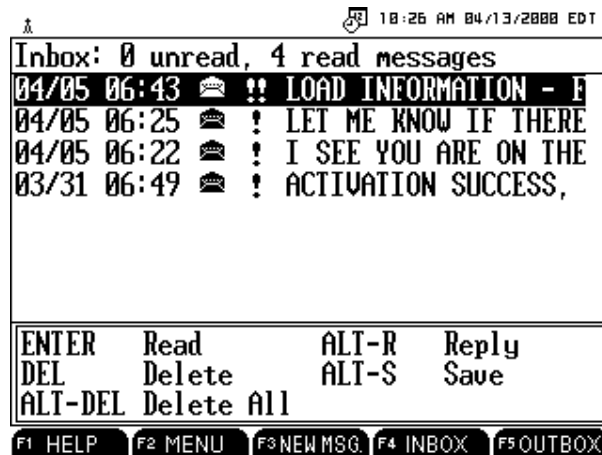
Priority – Three symbols showing the priority of the message received:

- ↔ Normal priority
- ! Important priority
- !! Emergency priority

Message Preview – With both Mobile Messenger and Mobile Workstation, the first few characters of a text message are shown. With Mobile Workstation, if it is a form the name (or number) of the form is shown.

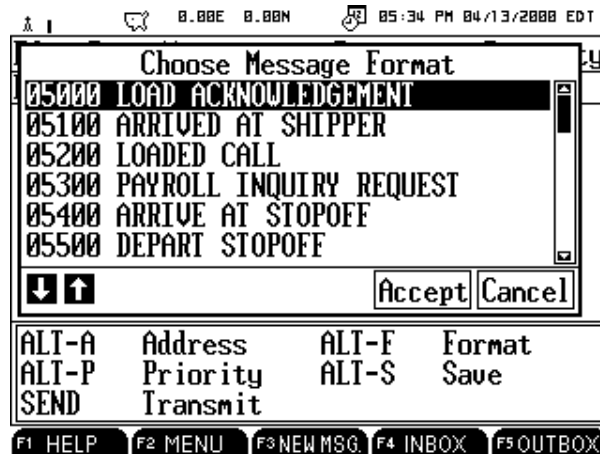
To Read a Message

1. Using the up/down arrow keys, select the message you want to read. (An unread message shows a closed envelope icon.)
2. Press the **ENTER** key. In both Mobile Messenger and Mobile Workstation the full text message appears if it is a text message. In Mobile Workstation, if it is a form, the full form appears.
 **NOTE** – If, while reading a form, the form is displayed as a free text message, the error message “Error Number X – Template Unavailable” may appear. This means that your DT does not have the same form that was sent to you, and is in the process of calling up the form. When the form becomes available on your DT, the form message will display in the proper form format instead of free text.
3. When you are finished reading the message, press the **ESC** key, and the message disappears. (In the Inbox, the message status icon changes to an open envelope.)



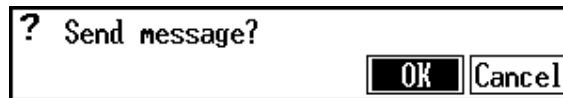
To Reply to a Message

1. Using the up/down arrow keys, select the message you want to reply to.
2. Press **ALT + R**.
The Edit Text Message box opens with the original sender’s name in the **To** field.
3. Press **ALT + P** to assign or change the priority, if necessary.
4. Type your reply in the message area. With Mobile Workstation only, if you wish to reply with a form, do steps a – c. Otherwise, proceed to step 5.
 - a. Using the up/down arrow keys, select the desired form, or type the form number.



- b. Press the **TAB** key once for Accept, twice for Cancel. Then press **ENTER**.
 - c. Type in any information needed on the form. Underlined areas on a form indicate required information. Use the **TAB** key to go to the next field, or the up/down arrows to move between fields.
5. Press the **SEND** key.

The Send confirmation box appears.



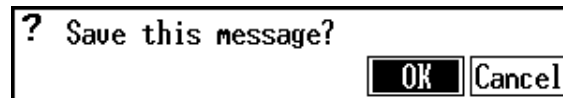
6. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**. (If any information is missing or incorrectly entered on a form message, the form reappears highlighting the first field that needs correction.)

(You can verify that your reply was sent and check its status by looking in the Outbox display.)

To Save a Message

1. Using the up/down arrow keys, select the message you want to save.
2. Press **ALT + S**.

The Save confirmation box appears.



3. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.

(You can verify that your message was saved by looking in the Savebox display.)

To Delete a Message

1. Using the up/down arrow keys, select the message you want to delete.
2. Press the **DEL** key.

The Delete confirmation box appears.



3. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.

To Delete All Messages

1. Press **ALT + DEL** keys.

The Delete All confirmation box appears.



2. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.

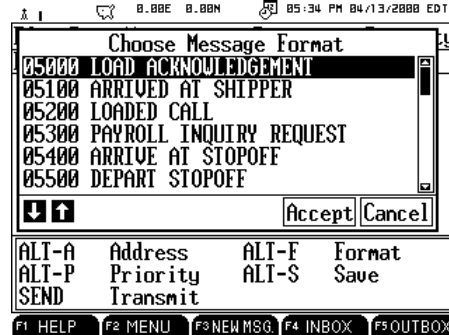
5 – Edit Text Message Display

From the Edit Text Message display, you can create and send messages, as well as associate a priority with a message.

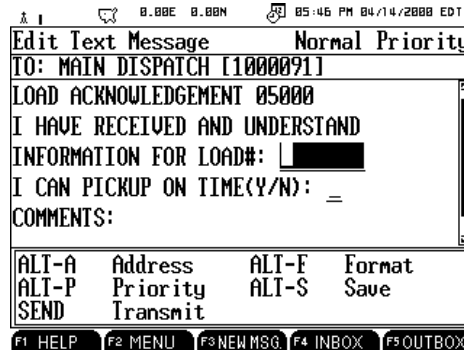
To access this display from any other display, press the **F3** key.

To Create and Send a Message

1. Press the **F3** key. In Mobile Messenger mode, the Edit Text Message display appears. In Mobile Workstation mode, the Choose Message Format appears first.
2. Type your message in the message area. With Mobile Workstation only, do steps a – c. Otherwise, proceed to step 3.
 - a. Using the up/down arrow keys, select the desired form, or type the form number. (One of the “forms” is a selection for free text.)



- b. Press the **TAB** key once for Accept, twice for Cancel. Then press **ENTER**.
- c. Type in any information needed on the form. Underlined areas on a form indicate required information. Use the **TAB** key to go to the next field, or the up/down arrows to move between fields.



3. Next, ensure that the address on the top of the display is correct. (This is the address that your message will be sent to.) If the address is correct, continue to step 4. If not, do steps a and b.
 - a. Press **ALT + A**.

The *Choose Address* dialog box appears.

Choose Address	
MAIN DISPATCH	
TERION NOC	
↓ ↑	Accept Cancel

- b. Using the up/down arrow keys, choose the desired address, and press the **ENTER** key.
The Edit Text Message display returns with the new address on the To line.

Edit Text Message		Normal Priority	
TO: MAIN DISPATCH [1000091]			
TYPE YOUR MESSAGE HERE. █			
ALT-A	Address	ALT-P	Priority
ALT-S	Save	SEND	Transmit
F1 HELP	F2 MENU	F3 NEW MSG	F4 INBOX
F5 OUTBOX			

- Assign or change the priority of the message, if necessary, by pressing **ALT + P**.
- When you are finished, press the **SEND** key.

The Send confirmation box appears.

? Send message?	OK	Cancel
-----------------	----	--------

(If any information is missing or incorrectly entered on a Mobile Workstation form message, the form reappears highlighting the first field that needs correction.)

- If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.

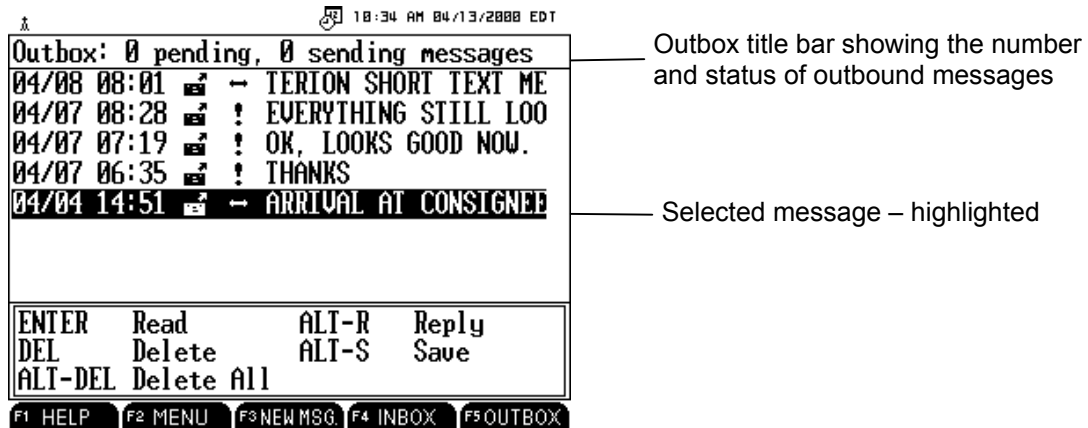
The Outbox display appears, showing the status of the message you sent.

- ➔ **NOTE** – If at any time you want to leave the Edit Text Message display, press the **ESC** key, or press another function key such as **F2** and the Cancel Edit confirmation box appears with the **OK** button highlighted.

6 – Outbox Display

Each time you send a message, the Journeyman-II mmc automatically displays the Outbox display, listing all of the sent messages and the status of the messages. From this display, you can check the status of your message(s), delete message(s), or save message(s).

To access this display from any other display, press the **F5** key.







The Outbox Message Line

Date – The date the message was sent (and sent to the Outbox)

Time – The time the message was sent (and sent to the Outbox)

Status – Four symbols showing the status of the message sent:

-  The message is pending and has not been transmitted
-  The message is sending
-  The message has been read
-  The message has been delivered

Priority – Three symbols showing the priority of the message sent:

- ↔ Normal priority
- ! Important priority
- !! Emergency priority

Message Preview – Displays the first few characters of a message. In Mobile Workstation mode the name (or number) of the form is shown. To view the whole message press the up/down arrow keys to select the message, then press the **ENTER** key.

To Delete a Message

1. Using the up/down arrow keys, select the message you want to delete.
2. Press the **DEL** key.

The Delete confirmation box appears.



3. If you want to continue, press **ENTER**. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.

To Delete All Messages

1. Press **ALT + DEL** keys.

The Delete All confirmation box appears.



2. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.

7 – Savebox Display

Many routine messages are the same. To avoid retyping the same message over and over routine messages can be saved in the Savebox. Messages in the Savebox can be sent whenever needed without having to recreate a new message.

To access the Savebox display from any other display, press the **F2** key, then select Savebox (3) from the menu.

Messages can be placed in the Savebox List in three ways:

- Messages can be saved from the Inbox
- Messages can be saved from the Outbox, or
- Messages can be created and saved directly from the Edit Text Message display.



To Save a Message from the Inbox

1. Press the **F4** key.
The Inbox display appears.
2. Using the up/down arrow keys, select the message you want to save.
3. Press **ALT + S**.
The Message Save confirmation box appears.
4. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.
The message is saved in the Savebox. (You can verify that your message was saved by looking in the Savebox display.)

To Save a Message from the Outbox

1. Press the **F5** key.
2. The Outbox display appears.
3. Using the up/down arrow keys, select the message you want to save.
4. Press **ALT + S**.
The Message Save confirmation box appears.
5. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.
The message is saved in the Savebox.
(You can verify that your message was saved by looking in the Savebox display.)


To Save a Message from the Edit Text Message Display

1. Press the **F3** key.
The Edit Text Message display appears.
2. Prepare the message you are sending, using the procedures in the section, *To Create and Send a Message*.
3. Press **ALT + S**.
The Message Save confirmation box appears.
4. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.
The message is saved in the Savebox.
5. Continue with sending your message, using the procedures in the section, *To Create and Send a Message*.
(You can verify that your message was saved by looking in the Savebox display.)

To Send a Message from the Savebox

1. Press the **F2** key, then select Savebox (3) from the menu.
The Savebox appears.
2. Using the up/down arrow keys, select the saved message you want to send.
Press the **ENTER** key. The full message appears.
3. Press the **SEND** key.
The Send confirmation dialog box appears.
4. If you want to continue, press the **ENTER** key. Otherwise, use the right arrow key to select **CANCEL** then press **ENTER**.

The message is sent, and is displayed in the Outbox. (You can verify that your message was sent by looking in the Outbox.)

 **NOTE:** When you send a saved message from the Savebox, the original saved message remains in the Savebox so that it may be sent as many times as desired.

8 – Calculator

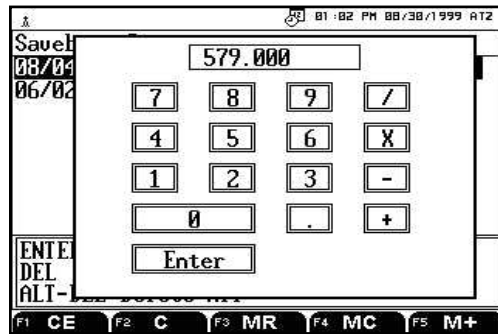
The calculator is a simple ten-digit four-function calculator. The four functions are add, subtract, multiply and divide.

To access this display from any other display, press the **F2** key, then select Calculator (**5**) from the menu.

To Use the Calculator

1. Press the **F2** key, and select Calculator (**5**) from the menu.

The calculator appears on top of the current screen.



2. Use the calculator much like any simple calculator, as follows:
 - a. To make a calculation press a number(s) key (using either the keypad to the right of the Journeyman-II mmc screen, or the number keys on the Journeyman-II mmc keyboard), then an arithmetic operator followed by another number.
 - b. Press the **ENTER** key and the result displays in the number box.
 - c. To continue the calculation, press the next arithmetic operator, then the next number. To start a new calculation, press the **C** key and start over again.

When using the calculator, the Journeyman-II mmc function keys **F1** through **F5** also have the following functions in the Calculator display:

- **F1 – Clear Entry** clears the numbers in the number box but keeps the current function.
- **F2 – Clear Calculator** clears the current function.
- **F3 – Memory Recall** displays the number in memory.
- **F4 – Memory Clear** clears the memory.
- **F5 – Memory Plus** adds the number in the number box to memory. If there is already a number in memory the number in the display is added to the number in memory.

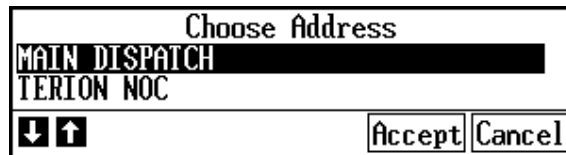
9 – Additional Operational Information

This section contains information that only trained, qualified, and authorized personnel should use, as the potential impact to the mobile messaging system and all users is great.

To Change the Default Address

1. Press the **F3** key. The Edit Text Message display appears.
2. Press **ALT + A**.

The *Choose Address* dialog box appears.



Choose Address	
MAIN DISPATCH	
TERION NOC	
↓ ↑	Accept Cancel

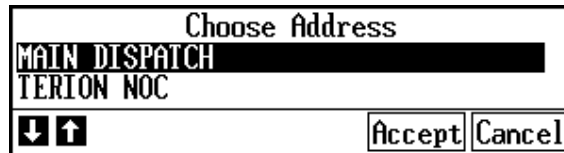
3. Using the up/down arrow keys, choose the address you wish to make the default.
4. Press the **YELLOW KEY + PAGE UP KEY**.

Your selection is now the default; it is the top line, highlighted.

To Send a Message to a User not on Address List

1. Press the **F3** key. The Edit Text Message display.
2. Press **ALT + A**.

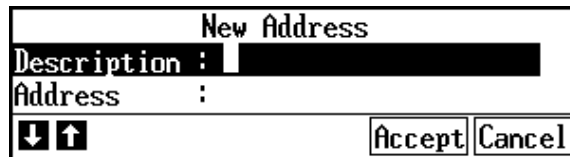
The *Choose Address* dialog box appears.



Choose Address	
MAIN DISPATCH	
TERION NOC	
↓ ↑	Accept Cancel

3. Press **ALT + N**.

The *New Address* dialog box appears.



New Address	
Description :	
Address :	
↓ ↑	Accept Cancel

4. Type the address name on the Description line. (This name will appear in the Address list in the Create/Edit Message screen and Address Select pop-up menu.)
5. Press the **TAB** key, then type the address number on the Address line. (This is the address the Terion Network uses to find the message recipient – call Terion Customer Service at 877-283-7466 in the U.S., and at 877-483-8466 in Canada to get this number.)

6. Type your message or send a form as normal. (For detailed instructions, see the section, *To Create and Send a Message*.)

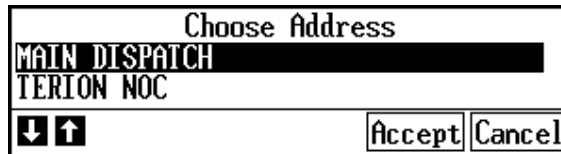
➡ NOTE: You must type in the description and address exactly; otherwise your system may be impacted by undeliverable or unrecognizable message files.

➡ NOTE: Driver to driver messaging is not functional at this time.

To Delete an Address in the Address List

1. Press the **F3** key. The Edit Text Message display appears.
2. Press **ALT + A**.

The *Choose Address* dialog box appears.



3. Using the up/down arrow keys, select the address you wish to delete.
4. Press the **DEL** key.

The selected address is deleted, and removed from the Address List.

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