



Connecting radios all over the world

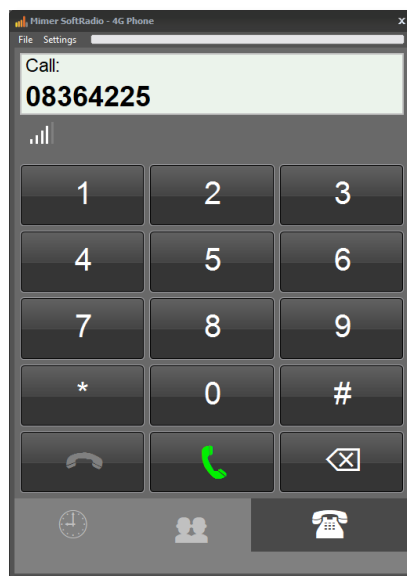
How to set-up and use

Mimer Cell Phone Module

Network Interface 3009/77

4G-Modem 3566

Cable kit 3544



Release date April 13, 2026

This guide will help with the setup and use of your **Mimer Cell Phone module**.

Please also refer to the web page www.lse.se.

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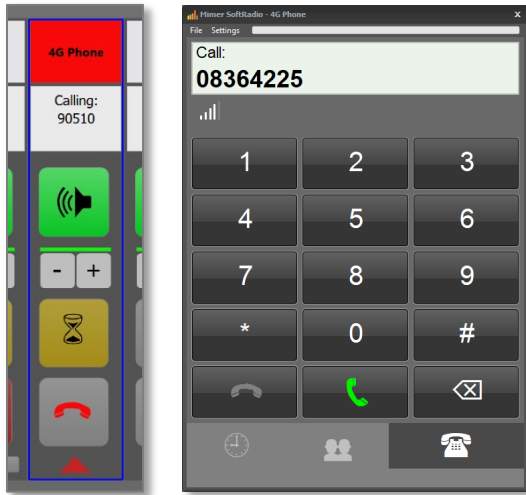
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2 General

Mimer SoftRadio is a dispatch system that handles radios, intercoms and phones from a common PC GUI.

2.1 Mimer Cell Phone Connect

With the Cell Phone Module and the Network Interface 3009/77 it is possible to add a cell phone connection to the SoftRadio operator GUI and use it as easy as one of the connected radios.



Example of SoftRadio device panel window with ongoing call, and number entry panel.

2.2 Needed equipment

You need to add a network interface, the 4G phone module and a cable kit to your SoftRadio installation. This is done in the same way as you add another radio to the system.

- Network Interface, 3009/77
- 4G Phone Module, 3566
- Cable kit, 3544

2.3 Other phone systems

There is also an alternative to connect through a SIP PABX, see web page and separate manual.

3 Cell Phone installation

3.1 Recommended hardware and software

The PC that will connect to the Cell Phone Module will need to have the basic software “Mimer SoftRadio” installed, version 4.9.0.0 or later. No extra options are needed in SoftRadio.

3.2 Installation

Set up the network interface and the phone module with its antenna. See that you have good coverage for the cellular system.

Insert a SIM card from your service provider.



Phone module together with network interface

4 Configuration

Before use, you need to do some settings.

4.1 Cell Phone setup

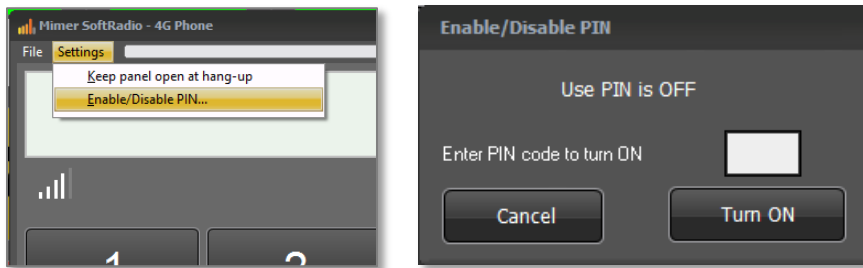
You setup the network interface in SoftRadio in the same way as you do with network interfaces that are connected to radios, using the software Connections Setup. See the standard SoftRadio setup guide.

The interface will become a shared resource for all operators.

You can of course setup more than one cell phone module and each operator can use one or more of them.

4.2 Cell Phone settings

After installation of the SIM-card you need to enter the PIN-code for the SIM. After entering it, you can turn off the use of a PIN or keep it active.



Menu for entering PIN

On the number panel you can also see a graphic display of the signal strength. Use this to adjust the antennas position, if needed.

4.2.1 Using “Tabs”

Note that if you have the “Tabs” function active in SoftRadio XL, you need to select on which tab(s) you would like the Cell phone(s) to be visible. This is done under “Select Devices” on the “Settings” menu in SoftRadio.

4.2.2 Check the connection

Make calls to and from the Cell phone, to see that the call function works and that your audio works as expected.

4.2.3 Extra settings

Under Settings in the number panel, you can select if the number panel shall stay open after a call is made, or if it should close until next time you need to dial.

5 Basic functionality

The functions in your Cell Phone Module are standard call and receive phone calls, just as any other mobile phone. There are no SMS text functions available.

You can add numbers to a quick dial list, and you can check earlier made and received calls. You can also call back a number from the history list.

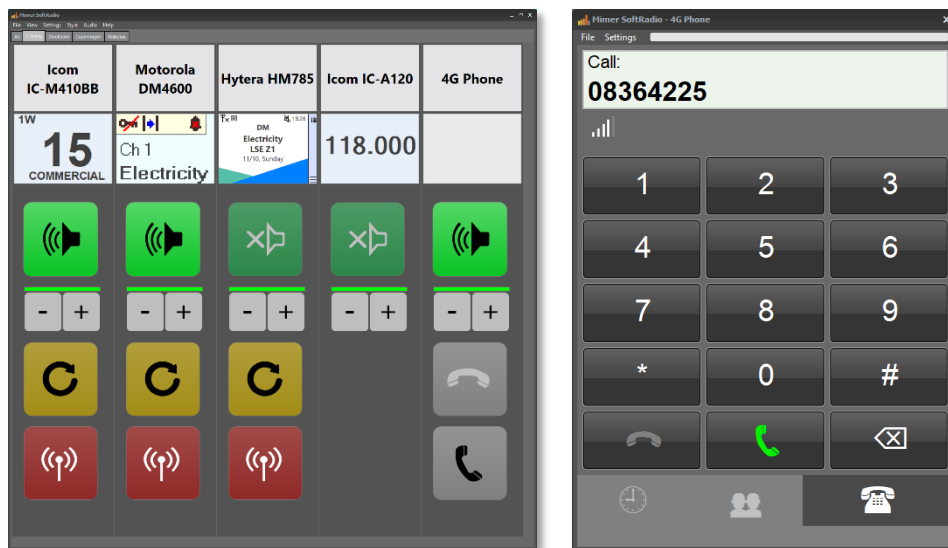
The Cell Phone is normally a shared resource among all operators, depending on how you prefer to set up your system. This means that all operators share the same phone number, and anyone can answer an incoming call.

6 Using the Cell Phone Module

After installation and the settings are done, the client is ready for use. You should now see an extra device panel named “Cell Phone”, or another name if you have changed the name in Interface Setup. This device panel will show gray/red/green handset symbols instead of the Resend button and the PTT button.

Pushing the name list will open/close the number panel in the same way as you open a radios virtual control head.

The green handset key will light up to show that the panel is active. The green and red handset keys on the panel are parallel to the keys on the device panel in the SoftRadio GUI.



SoftRadio with four radios and a 4G phone - Number entry menu

6.1 Receiving a phone call

An incoming call generates a ring tone and blinking green on the name bar in SoftRadio. Answer the call by pushing the key with the green handset symbol.

If you do not want to take the call, you can reject it by pushing the key with the red handset button.

After the conversation is finished, end the call by pushing the key with the red handset.

You do not need to open the Cell Phone panel to answer or reject a call.

6.2 Making a phone call

Open the number panel if it is not already open.

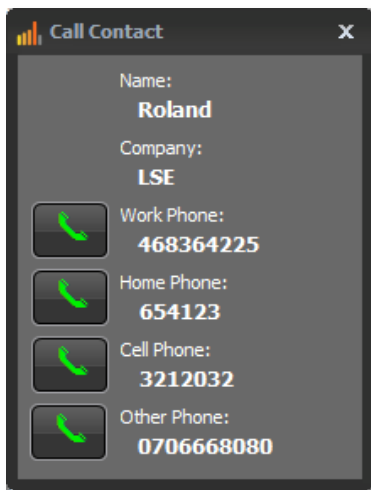
There are then different ways you can make a call:

6.2.1 Phone tab.

- Manually enter a number by pressing the number buttons on the panel or entering the numbers from your PC keyboard. When the correct number is entered, press the button with the green handset, or press the enter key on your keyboard.
- You can also use the green handset on the SoftRadio device panel.

6.2.2 Contacts Tab.

- Double-click an entry in your contacts list to call the contact using the defined default number. The default number is set for each contact in the contacts list.
- Press the ⓘ symbol at an entry in your contacts list to open the Contact Card of the entry. Then press the green handset button next to the preferred number.



Contact Card

6.2.3 History Tab.

- Double-click an entry in the call log (history) list.

6.3 Sharing the phone panel

When one operator is using the cell phone, the other operators will see an occupied signal on their panels. Similar to occupied on a radio, the name will be in orange background.



Phone occupied, marked with orange colour

6.4 Placing a call on hold

While in a call you might need to pause the call or need to hand it over to another person. By pressing the “Hourglass” button your call is put on hold. This is shown with light blue colour and the hourglass key is lit up.

You can then make a transfer of the call as described below.

This will also mute your microphone, if you need to talk to someone without the voice going out on the phone.

To cancel the hold state, press the “Hourglass” button again.



Call on hold, marked with light blue colour

6.5 Answering a radio call, when you are using the phone

You don't need to put the call on hold or mute the microphone, to quickly answer a radio call.

When you push PTT on a radio device panel, your microphone audio will move from the phone call, to the radio. When releasing the PTT, it moves back to the phone call.

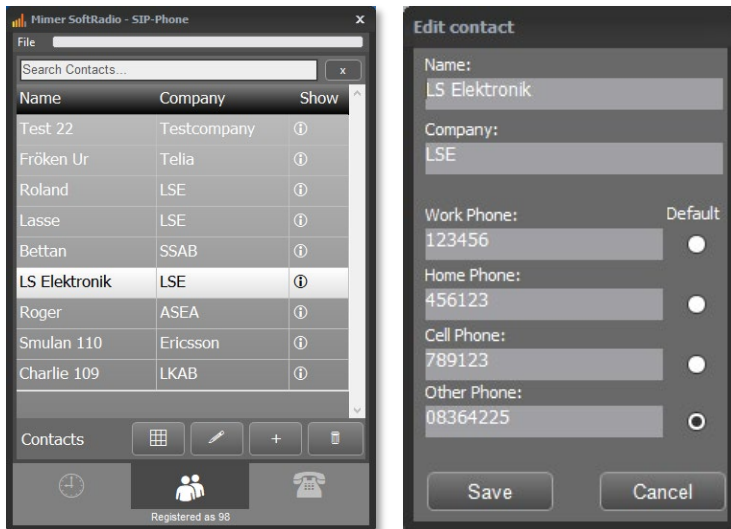
6.6 Transferring a call

You can transfer a call like this:

1. First put the current call on hold by pressing the hourglass symbol.
2. Call the operator you would like to transfer the call to, locally or via intercom.
3. The other operator pushes the hourglass on his panel, and he has the call.

7 The Contact list

Each entry in the contacts list holds information about name and company for the contact and it can hold several phone numbers. One of the numbers is marked as a default (favourite) number. That number will be used when making a call by double-clicking on the entry in the contacts list.

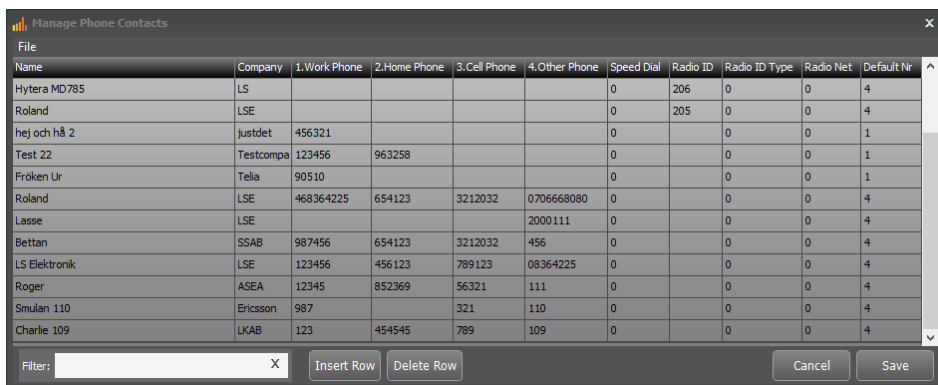


Contact menu and edit contact menu

- To add a contact, simply press the plus sign button.
- To update a contact, select the contact and then press the pen button.
- To delete a contact, select the contact and then press the trash can button.

7.1.1 Manage all contacts

You may also edit your whole contact list. It is brought forward by clicking the key with the “squares” on.



Here you can easily insert and delete rows and update the information.

Don't forget the column to the right “Default Nr”, this sets which of the phone numbers that are to be used when double clicking a contact.

Under “File” there are options to import and export the list. This will be done in Excel-format, so that you can make updates easier in Excel or maybe export a list to another operator PC.

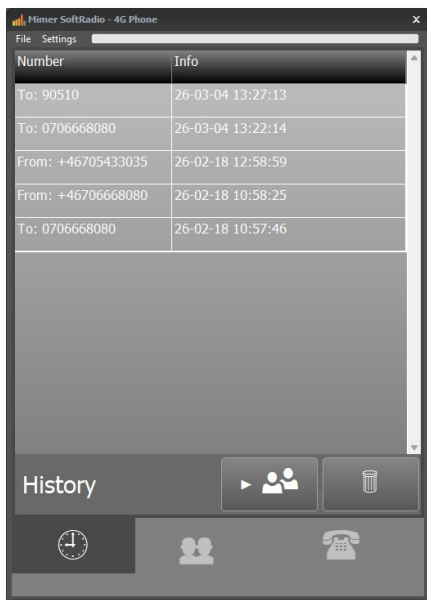
The list is shared with the option for RadioCalls, so there are also columns for RadioID etc.

7.1.2 Default number

The number marked as default will be the number called when double clicking on a contact in the list.

8 The History list

The history list will show both incoming and outgoing phone calls from your dispatcher. It will hold up to 100 entries.



Phone History window

You can redial by double-clicking on an entry in the call log.

To make a new contact in the contacts list based on an entry in the history list, select the entry and then press the button with an arrow pointing on a list. Then add the name and company info in the contact’s dialogue.

To delete an entry in the history list, select the entry and then press the trash can button.

9 Optional functions

9.1 Cross-Patching of calls

With the option **Mimer CrossPatch** installed, phone calls can be manually patched together with radio calls.

Note that the patch will be disconnected when the phone call is ended.

9.2 Recording of calls

With the server **Mimer VoiceLog** installed in your Mimer SoftRadio system, all audio is recorded for both radio calls and phone calls. All recordings are marked with a date and time stamp.



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