

PrioCom Push-to-Talk Command & Control Centre application

A professional Command & Control centre (C&C) application solution considerably improves your organisation's productivity and includes extra options for increasing employee safety. The PrioCom C&C system is not just comprehensive, but also a cost-effective solution with many options to keep control of the Push-to-Talk environment. An ideal addition to any organisation with its own control room.

1 Groups and users

Shows all groups and users in the network. Right mouse click on the group or user to display the available functions. The groupcall is made with the Push-to-Talk button at the bottom of the screen or using a table microphone.

2 Main menu and plug-in interface

The main menu shows available functions (including messages, dynamic groups, emergency call map, map tools). All functions can be managed using the menu interface.

3 Plug-in options

The plug-in options offer the user specific interfaces in relation to the functions in the main menu. Multiple interfaces can be used at the same time. Communication in the group is always possible using an open/active interface.

Main functions:

- ✓ Control tool for all users, groups, emergency calls and dynamic groups in the Push-to-Talk fleet
- ✓ Listening to multiple communication groups at the same time
- ✓ Receiving and sending messages to users and groups with data and photos
- ✓ Emergency calls with location on alarm map and open-listening connection
- ✓ Creating dynamic talk-groups from the dispatcher
- ✓ Broadcasting calls and map tools
- ✓ Override less important Push-to-Talk calls
- ✓ Real-time GPS location tracking and geofencing

Do you want a demonstration?

If you would like a demonstration of the PrioCom Push-to-Talk C&C application, then please contact us. You can call us on: +31 (0)88 250 04 88 or send an email to: info@prio-com.nl.

PrioCom Command & Control Centre hardware:

- ✓ Intel NUC i7
- ✓ Microsoft Windows 10 Pro
- ✓ Imtradex table microphone USB type TM3
- ✓ Keyboard with mouse

