



**XRTG-EX2**



**XIC-6.0  
Interface  
cable kit**



**XCA adaptor**

Red wire - Battery  
White wire - Remote. PTT input



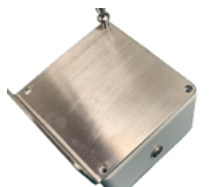
Plug XIC cable  
in securely



Make sure cable  
is not strained



Check case and cable  
exit cover are flush



Attach Mounting  
bracket



Attach antenna and  
check it is seated  
correctly



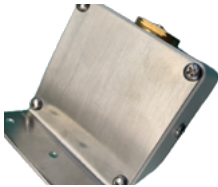
Carefully align cable  
with gasket



Carefully attach  
cable exit cover



Attach face cover  
and check sealing



Check attachment is  
secure



**Recommended Handset - XRTG Plus Gateway Automatic Pairing**

X10DR Elite Plus gateways, now incorporate a simplified pairing procedure to allow easier pairing of a replacement handset. This procedure negates the need to use of XRPB Pairing button. For best operation we recommend you first master reset the gateway (see below).

- 1/ Put handset\* into pairing mode - simultaneously press both blue buttons for about 5 seconds until you hear pairing tones.
- 2/ Unplug the XIC series interface cable from the XCA series radio cable adaptor.
- 3/ Turn off the connected host radio.
- 4/ Now plug the XIC cable back in.

**Automatic pairing will be enabled in the gateway for the next 30 secs.**

Simply hold the desired "beeping" handset near the gateway and wait until confirmation tones sound. Where desired, turn Off the paired handset and pair another handset in the same 1/2/3/4 manner. When completed, power On the host mobile radio and power On all handsets. Wait until they connect and operate as desired.

*\*Note: factory unpaired or pairing erased handsets will power up in pairing mode.*



**How to erase XRTG-EX2**

You can master reset/erase previous pairing on a XRTG gateway by removing the XRTG face cover and pressing the small pcb switch in the top right hand corner. The LED will extinguish. Now press again and a series of blue/red flashes will occur. Keep holding until you see the LED flash 3-4 times very quickly and then revert to a very slow flash.

All prior pairing will now have been erased.

