

Mobitec Destination Editor

Mobi Info Edit 3 Basic

Customer Manual

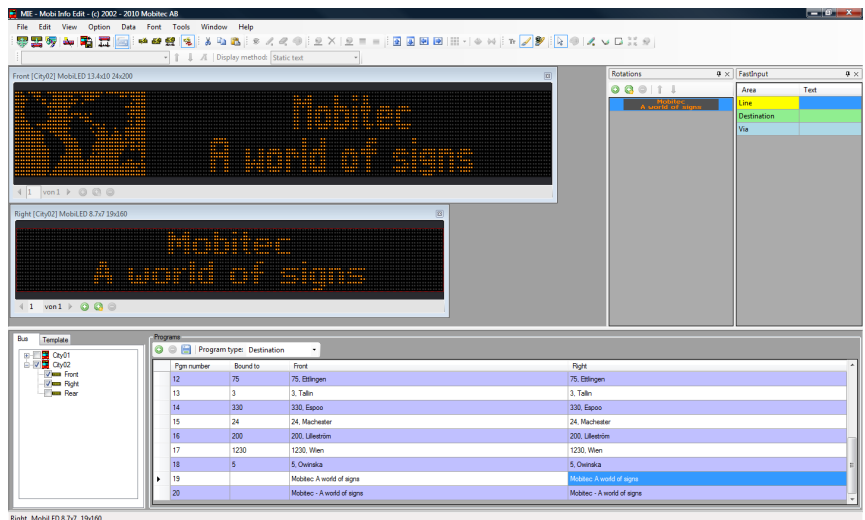


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Rev.	Change Description	Date	Sign
R01	First Release	2010-04-20	JBu
R02	Added licence management information, smaller corrections	2011-06-06	JBu

1 General Notes

MIE versions

The MIE (Mobi Info Edit) software is a text editing software developed by Mobitec. It provides an easy and dynamic way of editing text and graphics which will be presented in a Mobitec information system.

MIE is available in two versions, as Basic and as Advanced version. Main difference is the type of system the data is edited for. The Basic version is used for destination sign systems (or Basic Systems). In a basic system all information is selected manually from the bus driver and doesn't change along the route. Typically this would be destination text and route number shown on destination signs faced to the outside of the bus. The Advanced version is used to setup data for a complete route information system including automatic vehicle localisation via GPS or tachometer signal. The driver has to start the route, all information changes will be initiated automatically based on bus localisation and a preprogrammed route system. Please refer to the system manuals for further information.

Notes to the user

Since MIE software is under a continuous updating process, information in this manual is subject to change without prior notice. The actual installed revision of MIE3 can be checked in by activating the 'About MIE' window in the 'Help' menu.

Used Symbols



Warning!

Identifies a dangerous situation. If you do not avoid this, it can cause personal injury.



Caution!

Identifies a situation that could have an influence on the product quality, the warranty conditions or could lead to data loss.



Note!

Identifies useful information in factual connection and notes that need to be followed.

Legal Notes / Safety

MIE is a powerful software offering a wide range of possibilities to layout the signs. The software is designed to fulfil the needs of the international markets. Some of the offered functionality might not comply to regional laws or best practice. Please consider this when designing the layout, especially when choosing colours, font shapes, font sizes, text effects like scrolling etc.



Mobitec will not take any responsibility if the editing don't comply to regional laws. Please contact Mobitec if a function needed for legal compliance is not offered by the MIE software.



Please be aware that certain layout elements might disturb other traffic participants. Mobitec will not take any responsibility if the chosen layout negatively influences the traffic.

2 Installation

2.1 System Requirements

Minimum system requirements:

- Windows XP / Vista / 7
- Microsoft .NET 2.0 Framework

Minimum requirements hardware:

- Pentium 800 MHz processor
- 256 MB RAM
- 20 GB hard drive
- USB Port

Recommended hardware capacity:

- Pentium 1,4 GHz processor
- 1 GB RAM
- 20 GB hard drive
- USB Port

2.2 First Installation

To install MIE on a computer the first time, execute the setup.exe file and follow the instructions. On the font selection window appearing during the installation, select the fonts applicable for your region or, if no specific font library exists, the standard libraries on top of the selection. If you got a customized font package together with your MIE copy please select 'Font package provided by Mobitec' and specify the path to the font package file. The font package file is always in .zip format.

2.3 Updating MIE3

If you want to update MIE3 to a newer version, please do not uninstall the previous version from your computer. Just start the new installation by executing the setup file. The installation routine will automatically recognize a previous version and handle the update. This ensures all MIE settings done to customize the software will be kept in the new version.



If an existing MIE3 software is uninstalled all customized settings will be lost.
Databases and customized font files will always be kept

2.4 Uninstalling MIE3

MIE 3 is uninstalled from the control panel in Windows. Fonts, databases and a some configuration files are not deleted. These has to be deleted manually. To delete these files, please delete the entire MIE directory after uninstallation.



If you plan to reinstall MIE on the same computer at a later stage again, it is recommended to keep the files not uninstalled by the uninstallation routine. They contain the most important data that has been generated with the MIE software.

2.5 Licence Management

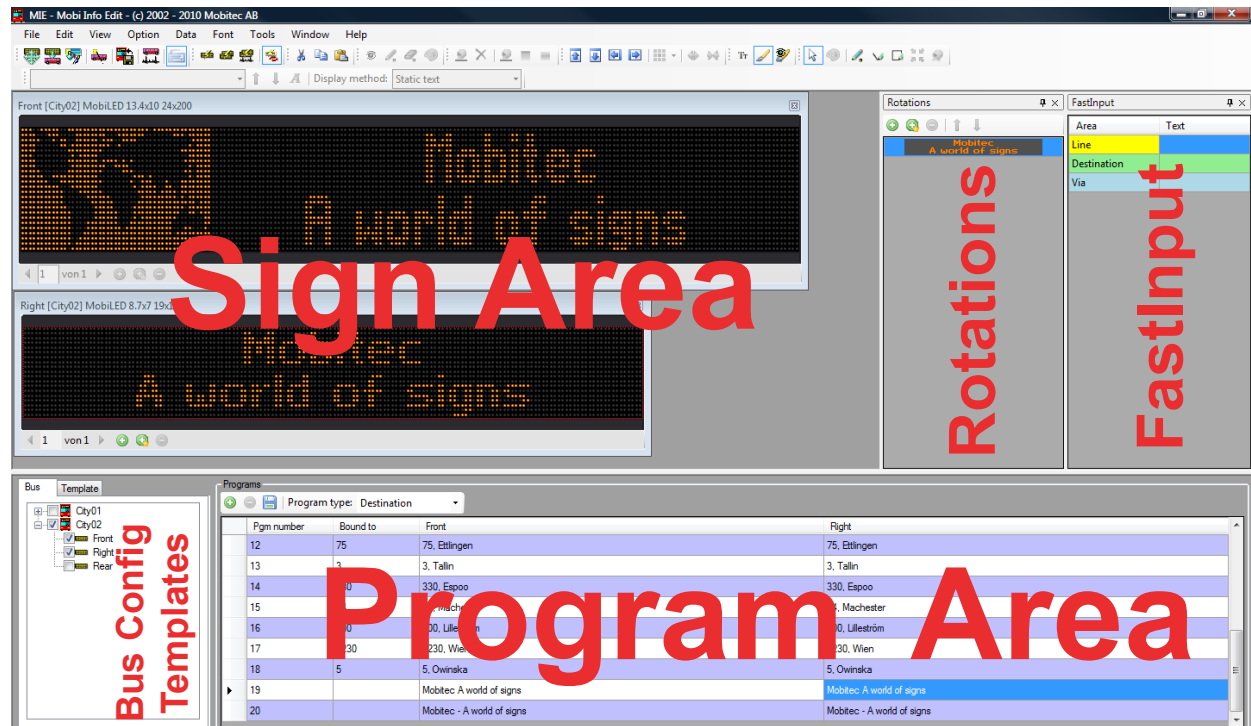
To get full function of the MIE software you need a licence key. Contact your local dealer to obtain one. The licence key is delivered in a file format (.mlk) and cannot be opened, to install it on your computer follow these steps:

1. Copy the file and place it on the desktop (or any other user folder)
2. Start the MIE software
3. In menu "Help/Licence management" click on the tab "Read from file"
4. Search the file with the browser and double click on it
5. Click on OK and restart the MIE software

After licensing the mlk file is no longer needed and can be removed.

3 The graphical user interface

The user interface of MIE3 Basic is divided into several areas. The areas can partly be customized as described below. MIE3 remembers done customizations and restores these when opening.



Function of the areas is described further down in the manual in the respective chapters.

- **Sign Area:**
Presentation of all signs activated in the Bus Config area. The signs can be zoomed in and out via right-click or with the mouse by left-clicking in one of the sign corners and then moving the mouse. Signs can be moved by click and move in the title bar of the sign window. If a sign is outside the visible area, a scroll bar appears on the right side of the MIE3 window. Signs can be rearranged horizontally and vertically at any time in the 'Window' menu.
- **Rotations window:**
Showing all rotations of the activated sign. The rotations window is a dockable window. This means it can be undocked from the application and freely moved on the desktop. To undock or dock the window, double-click in the title bar. The window can be completely switched on or off in the 'View' menu.
- **FastInput window:**
The FastInput mode offers a fast possibility of editing the signs. The FastInput window is a dockable window. This means it can be undocked from the application and freely moved on the desktop. To undock or dock the window, double-click in the title bar. The function can be activated/deactivated in the 'Tools' menu.
- **Bus Config / Templates:**
This area can be used to either show a list of buses and configured signs or a list of available templates. It can be switched by tabs on top of the area. The bus config window is used to activate / deactivate signs in the sign area. The template window is used to check/change used templates.
- **Program Area:**
Used to handle programs. The program area has a fixed width but the height can be changed by click and move the top border to the sign area.

4 Specifying the System

4.1 The Bus Configuration Wizard

The bus configuration wizard helps setting up the system environment. It automatically starts when the MIE program is started with an empty database.

Step 1:

In the first step a bus name needs to be entered. Optionally also a bus type can be assigned. Click Next to go to next step.

Step 2:

In the second step signs can be assigned to the bus. Click on the '+' icon (Add sign to bus) to add a sign. With the '-' (Remove sign from bus) wrongly setup signs can be removed again.

When the setup is complete, the wizard can be closed by clicking 'Finish'.

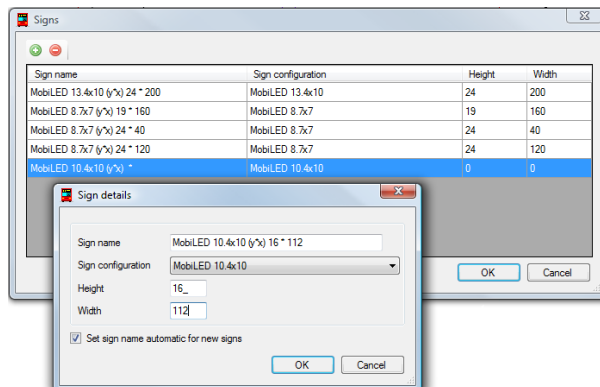
The Menus to setup the signs and the bus are the same menus used in manual configuration.



After the bus configuration wizard has been used, you can directly start creating new programs and editing text which is described in the following main chapters. The other sub chapters within this main chapter are describing manual configuration or configuration change of the system.

4.2 The Sign editor

The Sign editor is the tool used for editing all types of signs into the system. For example sign types to be used, text resolution etc.



The Sign editor is reached from the menu Option/ Sign Configuration or the toolbar icon:



The Sign Configuration editor presents an overview of all the signs which have been entered into the system and which can be virtually placed in the vehicle.

The '+' and '-' buttons above the sign table can be used to add and remove signs from MIE.

Window 'Sign Details':

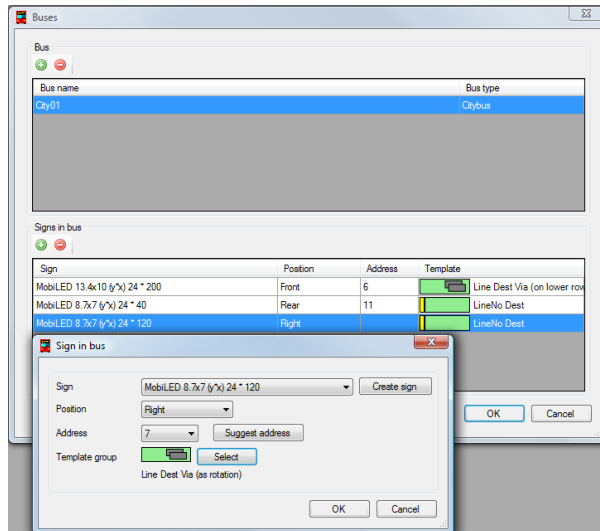
When entering a new sign to the system, a Window pops up to enter following sign details:

- Sign Name and check box 'Set sign name automatic for new signs':
This field is automatically assigned if the box at the end of the menu is checked. The box automatically unchecks as soon as the user enters an own sign name here.
- Sign Configuration:
Choose the type of sign and for LED sign the used pitch.
- Height and Width:
Set the resolution of the sign.

4.3 The Bus editor

The Bus editor is the tool used for editing all types of bus related information in the system. For example, different combinations of signs and their placement in a bus. Each sign must have a dedicated system address. Signs that have exactly the same resolution and the same function (e.g. route number signs) only need to be defined once. The precondition is that these signs will be set to the same address.

The bus works like a container for the chosen signs.



The Bus editor is reached from the menu Option/ Bus Configuration or the toolbar icon:



This is where new buses are added, edited and removed from the system. The Bus Configuration editor gives an overview of the available buses and signs in the system.

The '+' and '-' buttons above the Bus table can be used to add and remove buses from MIE.

The '+' and '-' buttons above the Sign table can be used to add and remove signs from the selected bus.

Window 'Signs in bus':

When entering a new sign to the bus, a Window pops up to enter following sign details:

- Sign and button 'Create Sign':
Dropdown box to select a sign defined in the MIE system. If the needed sign doesn't appear in the dropdown box, the button 'Create sign' offers a direct link to the Sign Configuration Editor.
- Position:
Position where the sign is mounted in the bus.
- Address and button 'Suggest Address':
Address of the sign. The button 'Suggest Address' sets an address automatically on base of the position and the Mobitec standard addressing.
- Template/Template group:
Template of the layout of the sign. This defines how the information is displayed by standard when entering new text. This could be a fixed template or a template group. Fixed templates are used for direct text editing. For editing in Fast Input Mode, template groups should be set because these dynamically switch the template based on the information that's actually used. For further information and examples on how the template groups work, please refer to the chapter on Fast Input Mode.

4.4 Sign templates

The sign layout is specified by a template. This defines used font and placement of each text part (e.g. Destination, Line Number or via-text). Each specified field is represented by a colour:

- Line number: Yellow
- Destination: Green
- via Text: Blue

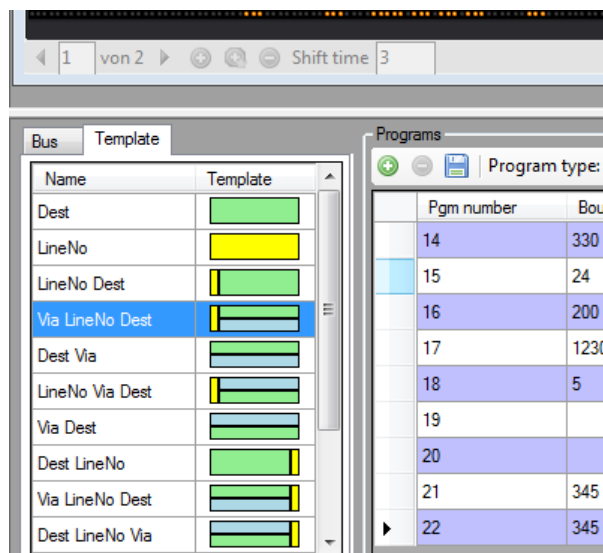
22.7



Example:

This sign layout is represented by the following template:

Via LineNo Dest



Sign templates are assigned to each specific sign in a bus during system configuration. The defined template is automatically used for each newly generated program. It can be changed, however, for each program independently in case a specific program should have a different layout. This can be done in the template tab in the lower left corner of the software next to the bus tab.



Templates for a program should be changed before entering text. It is possible to change a template in a program including text, this could lead to data loss, however, if the new template includes less information than the previous one.

5 Handling programs

5.1 Program definition

A program in the MIE editor is all information that defines the actual layouts on the system which can include:

- Destination Text
- Via destination Text
- Route Number
- Route Symbol

The program includes all signs in the system and all rotations setup in the signs. Typically the program number is equal with the destination number.

5.2 The program area

Program handling is done in the program area of the MIE workspace. This area shows a table of the existing programs and includes the necessary controls.

	Pgm number	Bound to	Front	Right	Rear
13	3		3, Tallin	3, Tallin	3
14	330		330, Espoo	330, Espoo	330
15	24		24, Manchester	24, Manchester	24
16	200		200, Lilleström	200, Lilleström	200
17	1230		1230, Wien	1230, Wien	1230
18	5		5, Owinska	5, Owinska	5
19			Mobitec A world of signs	Mobitec A world of signs	
20			Mobitec - A world of signs	Mobitec - A world of signs	
21	345		345, Main Station, via City Center	345, Main Station	345
22	345		345, Main Station, via City Center	345, Main Station	345

Controls in the program area

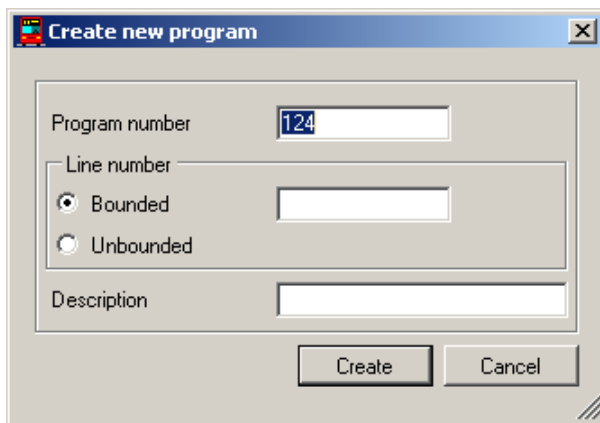
Button/Menu	Name	Function / Meaning
	Add	Open dialogue box 'Create new program'
	Remove	Remove an existing program from the list. The control is greyed out as long as no program is selected
	Save	Save changes to an existing program. The control is greyed out as long as no changes are done to the active program.
Program type:		Switch between destinations and extra texts

5.3 Create a new program

1. Click the '+' button in the program area.
2. Add all needed information in the dialogue box 'Create new program'.
3. Click the Create button. The window closes and the work space becomes visible again.
4. The new programme is activated and text can be entered.
5. Save each sign individually after editing with the disc symbol in the program area.



It is not mandatory to save a program after editing. MIE will handle the program normally until it is closed. When closing MIE warns that there are unsaved programs and offers the possibility to save all. A data loss of unsaved programs could occur, however, if the MIE software or the computer crashes.



When opening the dialogue box MIE automatically suggests a new free program number. This could be changed by the user. MIE doesn't allow overwriting an existing program. To replace an existing program, this has to be deleted or moved first.

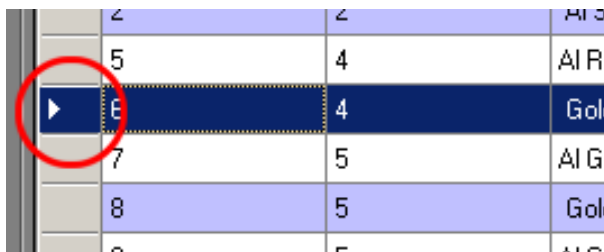
For bounded line numbers, the number could directly be edited in the line number field. Alternatively the line number could also be edited later in the number sign directly.



When a program is unbounded, no text can be entered or edited in the line number area of the sign. The driver then chooses line number from the control unit in the bus.

5.4 Select (Mark) Programs

A program can be selected by clicking in the first column beside the program (see red mark).



To mark several programs:

- To mark several programs in a row, use the SHIFT key
- To mark individual programs, use the CTRL key

5.5 Delete a program

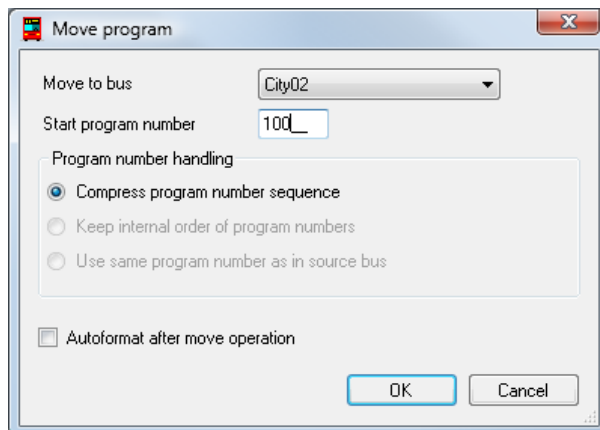
To activate the delete (–) button in the program area, a complete program has to be selected. After pressing the – button, a dialogue box asks to confirm the deletion.

5.6 Copy/Move programs

Complete programs can be copied or moved. This can be a big help when multiple similar destinations have to be programmed or a new bus configuration should be added.

The program or several programs have to be selected. The commands for copying/moving can be found in the 'Edit' Menu.

The Copy/Move program menu



Copy/Move to bus:

Choose the bus where the program should be copied or moved to.

Start program number:

Set a program number to where the first selected program should be copied/moved to.

Compress program number sequence (Standard):

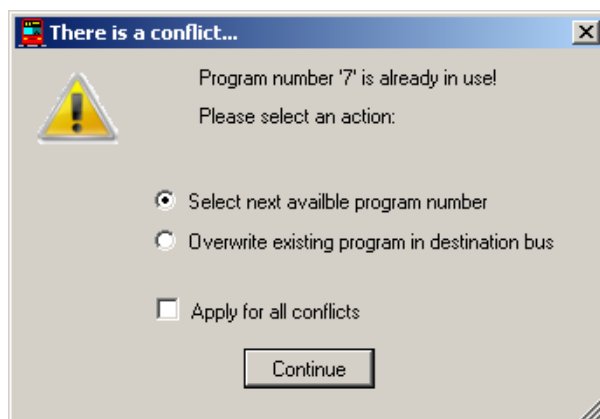
If more than one program is selected, the programs will be copied in a continuous sequence, e.g. if program #1 and #3 are copied to 'start program number' #5, the new programs will have the numbers #5 and #6.

Keep internal order of program numbers (Only active when several programs are selected):

The programs are copied in a sequence keeping the original numbering order, e.g. if program #1 and #3 are copied to 'start program number' #5, the new programs will have the numbers #5 and #7.

Use same program number as in source bus (Only active is destination bus is different from source bus):
The copied programs will be given exactly the same numbers as the source programs.

Conflict Handling



If a number conflict occurs (program number already occupied), the user can decide to copy/move the selected programs to the next free program number(s) behind the selected start number or to overwrite the existing programs.

If the checkbox 'Apply for all conflicts' is marked, this selection will be remembered for all future conflicts.



If 'Apply for all conflicts' is marked, There will be no more warnings in future when existing programs will be overwritten by a copy/move action.

6 Direct Text Editing

6.1 Basic Editing

To edit sign text, a cursor has to be set in the sign by clicking into the sign area. The user can now start editing directly into the sign or use the Windows copy hotkeys (CTRL+C for copy, CTRL+V for paste) to copy text from other applications.

The Windows copy hotkeys can also be used to copy text between the different signs.

There is an auto format function which continuously adapts the font size to the sign resolution during editing. This function can be activated in the top toolbar by activating the button:



‘Autoformat continuously when entering text in sign’

This function works for English and Arabic texts. It only applies for directly edited data, not for text that is copied into the sign.

Examples:

1. Start of editing:






2. Finished text with continuous autoformat switched on:



3. Finished text with continuous autoformat switched off:



In case of 3, the text can be adapted by manual formatting or by auto formatting the individual program.

Button/Menu	Function / Meaning
	Autoformat current sign and rotation
	Autoformat all rotations in current sign
	Autoformat all signs and rotations in current program

6.2 Rotation handling

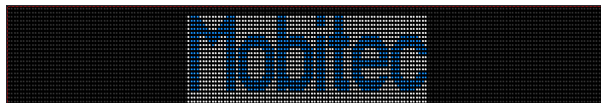
Below the sign area there is a set of controls to handle rotations.

Button/Menu	Function / Meaning
	Showing the actually displayed rotation and the number of rotations in the actual program and sign. Move between the rotations with the arrow keys, unselectable keys (first or last rotation) are greyed out.
	Add a rotation behind the actual one ('Add rotation')
	Add a rotation before the actual one ('Insert rotation')
	Remove actual rotation. The key is greyed out if only one rotation exists.

6.3 Changing Fonts

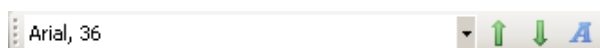
For each language a default set of fonts is preset. These fonts are used by all auto formatting functions. It is possible at any time for the user to change a font to:

- An installed Mobitec font
- An installed Windows font



To change a font text has to be marked first. This could be done by:

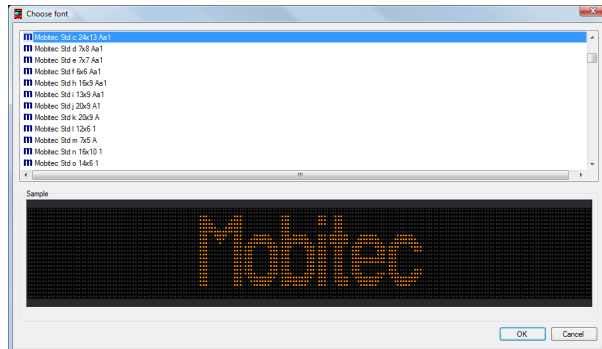
- Double Click:
Mark complete word
- Place Cursor in text and press CTRL+A:
Mark complete text



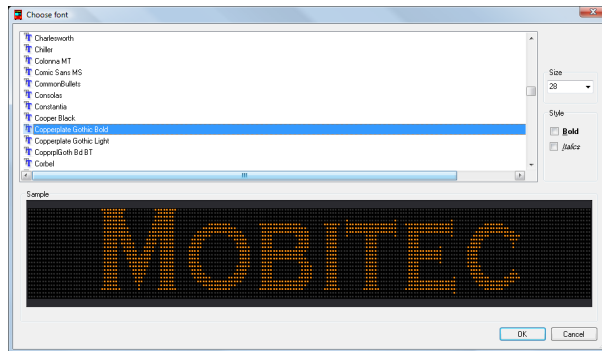
Now the font can be changed with the font toolbar.

- Use drop down menu to directly choose one of the preset fonts
- Use Up or Down arrows to go to the next bigger or smaller font in the preset fonts
- Use the 'A' button to go to the 'choose font' menu where all installed Mobitec Fonts and Windows fonts are available.

The 'choose font' menu



In the top part there is a list of all installed fonts. Mobitec Fonts are listed above the system fonts. The lower part shows a preview of the actual text. Mobitec fonts are fixed in size and shape.



When choosing a Windows font, additionally controls for font size and font shape appear.

6.4 Layout Controls

The layout can additionally be controlled by moving or aligning text objects.



- Move Up, Down, Left or Right with the arrow keys
- Change alignment by using the drop down menu and click into the square matching the wished position. There are nine squares for all combinations of up/middle/down and left/middle/right alignments.



Text could also manually be moved by placing the cursor into a text object and holding the CTRL key down. The text object is marked now with a small frame and can be moved with the mouse.

6.5 Assigning Colours





In case the edited sign is a RGB sign (MobiLED colour), MIE offers different possibilities to use colours in the layout of the display.

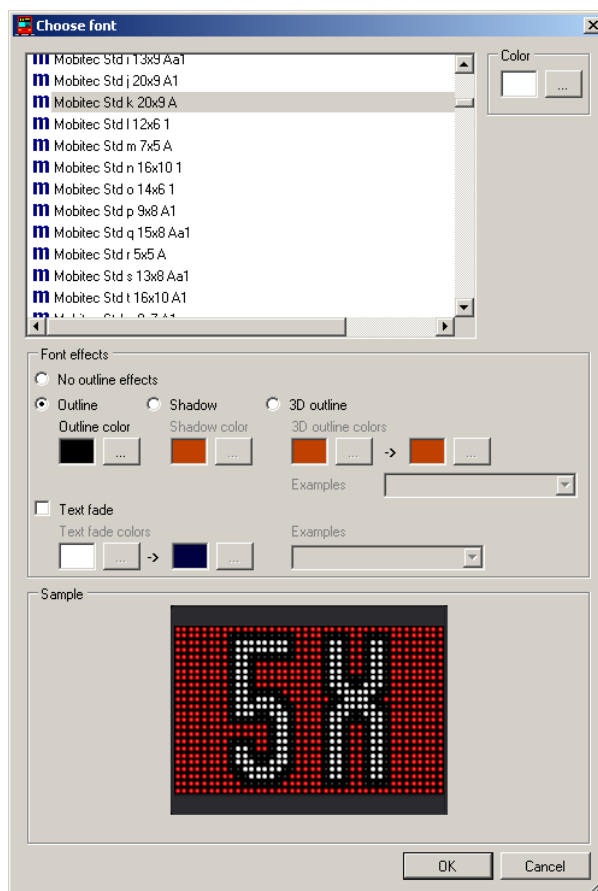
The toolbar to handle background colours gets active as soon as the cursor is placed into a RGB sign.



The toolbar is divided into two blocks. The first block contains controls for the first background colour.

The second block allows setting a second background colour and assigning effects to this.

Button/Menu	Name	Function / Meaning
	Set colour	Open colour selection box to set first or second background colour.
	Remove colour	Remove background colour from the sign.
	Effect 'Fading'	Activate 'Fading' Effect. The background changes from colour 1 to colour 2 from top to bottom.
	Effect 'Fade In Fade Out'	Activate 'Fade In Fade Out' Effect. The background changes from colour 2 to colour 1 and back to colour 2 from top to bottom.

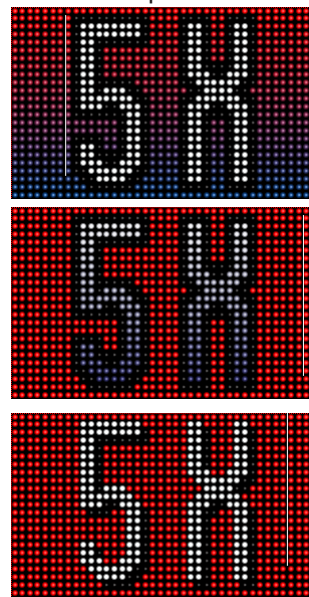


Text colours and effects are changed in the 'choose font' menu explained before. As soon as a marked text is written in a sign with colour capabilities, additional options appear in this menu.

The text colour can be set in the upper right corner of the menu. Additional effects can be applied in the 'Font effects' section.

The Sample window always shows an actual preview of the applied changes.

More Examples:



7 Enhanced Text Editing using FastInput

7.1 The FastInput Mode

FastInput is a fast way entering text into programs in MIE. FastInput make use of templates in order to write data to signs. The data doesn't have to be entered to each sign individually but into dedicated fields reserved for line, destination text and via text.

The text will be written into all signs of a bus that are activated during the usage of FastInput. The format and layout is automatically generated by using the template group specifications and the autoformat function for text.

The result can be influenced by following settings:

- Font mapping List
Adapt the fonts used by the autoformat function.
- Autoformat options
Can be found under Options ⇒ Settings ⇒ Autoformatter
- Template Specifications

7.2 Template Groups

When a sign is selected for a sign position in a bus a template group is selected. The template group is a list of templates; it can be only one template (e.g. a line number/destination template) or a set of templates. Depending on the data entered in FastInput, different templates from the template group can be selected, which means the template that best fits the data, or several rotations can be created.

Example:

Front Sign 24 x 200

Template Line Dest Via (on lower row)

Front Sign 24 x 200

Template Line Dest Via (as rotation)

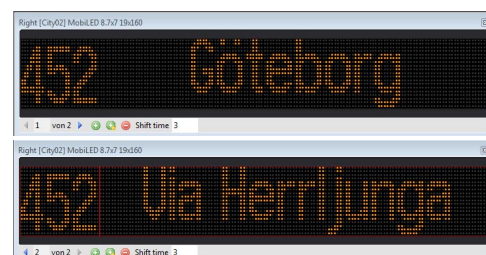
After entering a destination, both signs switch to the template dest (destination only):



When adding a line number, both signs switch to the template line/dest (line number and destination):



When adding a via text, the front switches to two lined display, while the side adds a rotation:



7.3 Entering FastInput Data

Data for FastInput is not entered in the signs directly but in the FastInput Window. The fields in this window are marked with the same colours as used in the template specifications.

When data is edited in one of the field it needs to be confirmed by pressing the 'Enter' or the 'TAB' key. The cursor jumps to the next field (when available) in this case.

Fields that are not available in any of the used templates will also not be available in FastInput. For example, if non of the used template groups contain a 'via' field, it will not be possible to add a via destination in the FastInput window.

Rules on how MIE applies the data:

- The edited data will be applied to all signs of a bus activated in the bus config area, also signs that are not activated as visible.
- It is possible to activate several buses, the program area then only lists programs that are saved in all active buses.
- MIE gives out a warning if a program code is already occupied in at least one of the buses. To check or change this code, unselect all other buses. This will make the entry visible.
- It is possible to manually change text generated by direct editing. These changes will be lost, however, as soon as a change in the FastInput window is done.

Area	Text
Line	20
Destination	
Via	

Example:

Edit Line Number '20' and confirm with Enter.

The cursor jumps to the destination field.

Area	Text
Line	20
Destination	Quens Road
Via	Quens Road

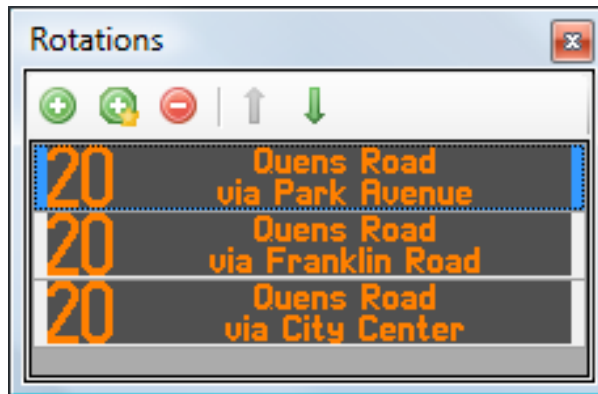
Start editing the destination text. MIE will remember all previously entered texts and make suggestions.

Area	Text
Line	20
Destination	Quens Road
Via	Park Avenue
Via	Franklin Road
Via	City Center
Via	

Edit all needed texts fields. If 'via' is activated there will always be an empty 'via' filed at the end. This is to add new 'via' texts, it is not visible, however, in the signs as long as it's kept empty.

8 Verifying the programming

8.1 The 'Show Rotations' Window



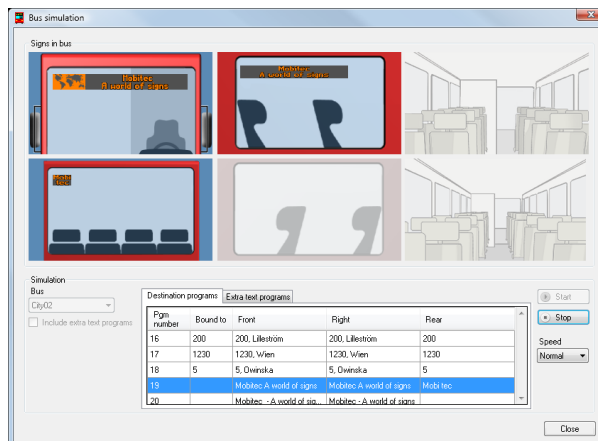
A separate window can be opened that gives an overview over all rotations in a sign already during programming. The Window can be opened in the 'View' Menu by choosing 'Show rotations'.

The Window is docked by standard to the right side of the MIE user interface but can be undocked by clicking into the title bar and moving the Window out. Then it can be freely placed on the desktop independently from the MIE program Window.

All rotations in a sign and program are shown. The content of the window automatically updates when changing the active sign or program.

8.2 The Bus Simulator

The bus simulator can be started by clicking on the icon:



The bus simulator is showing a list of all active programs in the lower part. To run a simulation of a specific program, activate it and press the Start button.

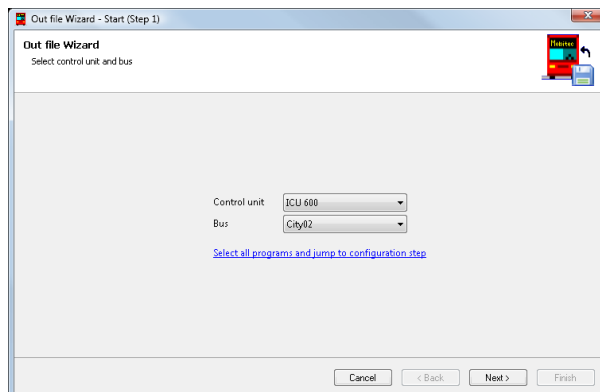


The bus simulator shows a simulation of the edited program for first check of the editing. Since it is not a full hardware emulation, differences to the real presentation on the sign might appear.

9 Generating out-Files

After editing is completed, an out-file has to be generated to upload the information to the Mobitec information system. The Mobitec out file contains the complete customer setup that is generated in MIE.

To start generation of an out-File, click on the symbol:



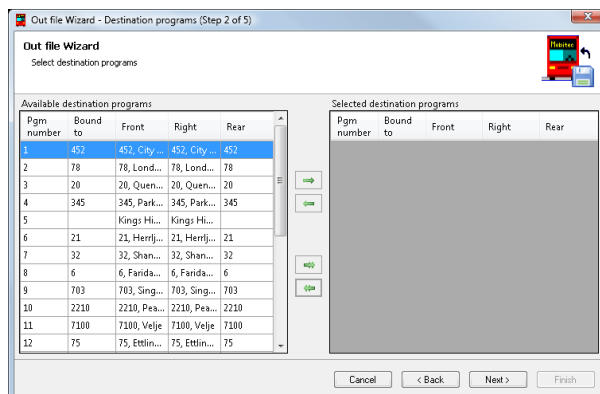
Out-File generation step 1

Select the control unit type and the bus that should be updated, then press:

- Next to continue with step 2

OR

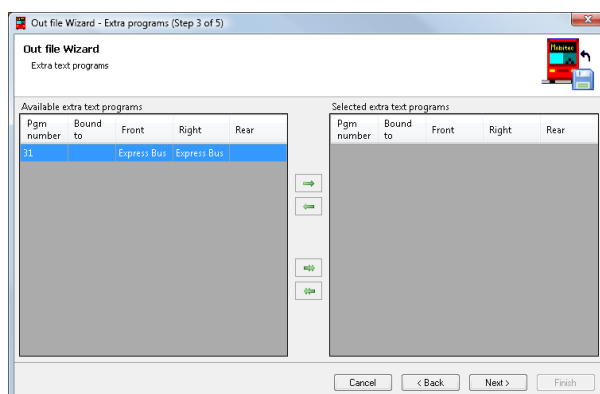
- The link 'Select all programs and jump to configuration step' to skip step 2 and step 3.



Out-File generation step 2

In step 2 you can select the programs that should be included or excluded from the out-file (single arrows) or include/exclude all existing programs (double arrow).

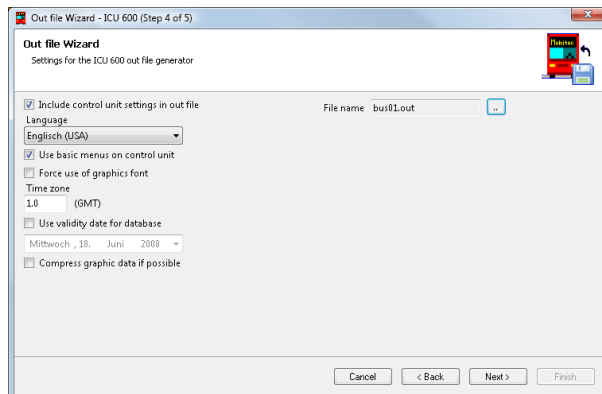
If this step was skipped in step 1 all programs will be included.



Out-File generation step 3

In step 3 you can select the extra programs that should be included or excluded from the out-file (single arrows) or include/exclude all existing extra programs (double arrow).

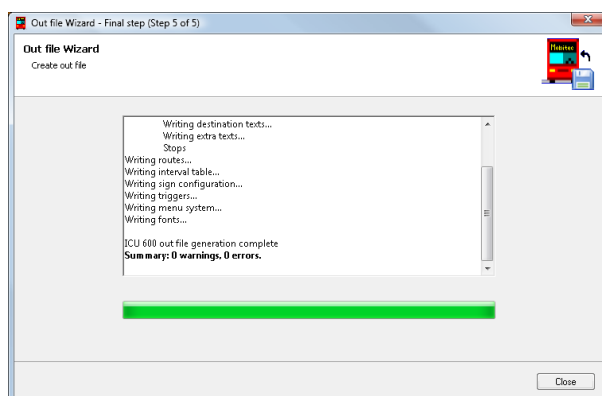
If this step was skipped in step 1 all extra programs will be included.



Out-File generation step 4

In step 4 control unit settings can be adapted. MIE is installed with common standard settings. Changes will be remembered for future out-file generations.

On the right side a file name can be set and via the browse button (marked '..') a path can be set where to store the file. Standard path is C:\.



Out-File generation step 5

In step 5 the out file is generated. MIE shows a report and a progress bar.

If no errors are reported, the out file can now be found under the specified path. To upload to the system this file has to be copied to an USB stick.

10 Contact and Feedback

For further questions related to our products, delivery terms or services, please contact our head office in Sweden or your area representative, which you will find on our website.

As we constantly strive to improve our products your point of view is very important for us, so please don't hesitate to send your comments via email to info@mobitec.eu.

SWEDEN

HEAD OFFICE

Mobitec AB
Box 97, Ölltorp Industriområde
52421 Herrljunga - Sweden
Phone +46 513 229 00
Fax +46 513 107 22
info@mobitec.eu

GERMANY

Mobitec GmbH
Nobelstraße 22
76275 Ettlingen - Germany
Phone +49 7243 761 750
Fax +49 7243 761 75 18
info@mobitec.eu

BRAZIL

Mobitec Brasil Ltda
Rua João da Costa, 570
Bairro São Caetano
Caxias do Sul RS - Brazil
Phone: +55 54 320 985 00
Fax: +55 54 320 985 40
mobitec@mobitec.com.br

INDIA

CASTMASTER Mobitec Pvt Ltd
46 Industrial Estate, Sector 6
Faridabad 121006
Haryana - India
Phone: +91 129 406 30 01
Fax: +91 129 406 30 07
castmaster@castmaster.com

AUSTRALIA

Mobitec Australia Pty Ltd
Unit 1-61 Norman Street
Peakhurst NSW 2210 - Australia
Phone: +61 2 958 405 88
Fax: +61 2 958 407 88
destobob@bigpond.com.au

Please visit our website www.mobitec.eu where you will find detailed information about the Mobitec group, our products, representative contacts, market areas and policies.