

Tips for Wearing a Headset Microphone and Using Hand Held Microphone

1. Headset Position

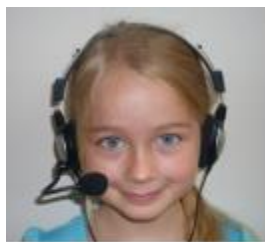
The support wire goes across the back of your head with the cable by your left ear. (Opposite of what is shown in Photo 1. Picture provided for illustration only.)



2. Boom Position

After the head set is on, position the microphone (Note, our mike is on the opposite side of your head as shown in Photos 2 & 3).

Place the microphone to the side of the mouth, not in front of it, about two fingers away from the corner of your mouth. Otherwise, your breath will strike the microphone and cause popping noises that can distort the signal. To accommodate this placement you may need to bend the microphone boom at a right angle approximately 3/4 of the way down towards the microphone tip.



CORRECT:
Microphone to side of mouth



WRONG:
Microphone in front of mouth

3. Microphone Rotation

Inside the foam, around the microphone, is a flat disk. Twist this disk so one flat is pointed toward your mouth. If not, the mike may not pick up your voice.

4. Connecting mike to Bodypack

If you want to slip the wire under your shirt now is the time to do so. Point the button toward the back of the bodypack and it will slide in.

You must press the button before the connector can be unplugged.

5. Securing Bodypack

You can put the bodypack in a pocket or clip it to your belt.

6. Bodypack Light.

Light off = the bodypack is off.

Light is AMBER = mute active.

Light is GREEN = microphone is live.

Blinking light indicates low batteries

7. Bodypack Button.

Press and Hold is a press for more than 2.5 seconds.

A short press is less than 1 second long.

If the light is out, press and hold the button until the green light comes on.

If the light is lit, press and hold the button until the light goes off.

If bodypack is on, a short press toggles mute on and off.

Mute the mike when you do not want to be heard.

8. Senility Switch

Is located inside the battery cover Headset = -10dB Lapel = 0dB

9. Hand microphone

