

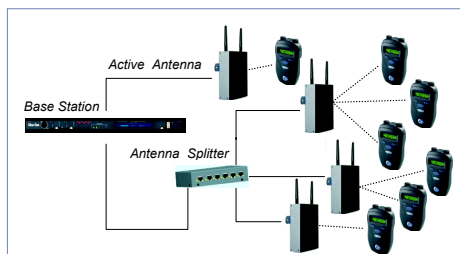
CELLCOM-10/FREESPEAK-10 FOR PEOPLE IN A HURRY

The full manual for Cellcom-10/FreeSpeak-10 can be found on the CD supplied with this product. This includes a quick-start guide, which explains the procedures below in slightly more detail.

Connecting antennas to the base station

Use screened Cat5 Ethernet cable to connect the antennas to the ports marked TRANSCEIVER 1 / 2 on the base station. Antennas can be connected directly to the base station, or alternatively up to 5 antennas can be connected to each transceiver port using a splitter. Check that the yellow light on the antenna comes on a few seconds after the base station is powered up. Allow at least 1 antenna per 5 beltacks. For areas of overlapping coverage we recommend allowing one antenna for every 4 beltacks. The SYSTEM → ANTNS menu can be useful in seeing which beltacks are connected to which antenna.

In some situations, particularly in outdoor venues, interference from non-DECT sources can severely reduce the range of the system. In these cases we recommend a site survey as described in the manual.



Connecting 2 wire (partyline) equipment

1. Disable the 2 wire channel you want to connect - push the "Enable" button on the front panel to extinguish the "CH.A" or "CH.B" LED if necessary.
2. Connect and power-up the partyline equipment.
3. Select the type (brand) of the beltback from PORTS → PLCHx → TYPE.
4. Push the "enable" button on the base unit.

Note that a moderately loud tone is used to calibrate the auto-nulling circuitry of the unit when this enable button is pushed, so you may want to ensure that audio levels on the partyline are turned down.

Registering beltacks

The first time you use the system, you need to tell the beltacks which base station to talk to, and tell the base station which beltacks to talk to.

To tell the beltback which base station to talk to:

1. Find the system ID of the base station from the SYSTEM → INFO base unit menu.
2. Use the "Beltback Registration" PC program in the Cellcom Toolkit, supplied on the CD-ROM, to program this ID into the beltback via the supplied serial cable.

Tell the base station which beltacks to talk to:

1. Select **BELTPACKS** from the front panel menu, select the "slot" that you want to place the new beltback into, then select **RGSTR**.
2. Dial in the last 4 digits from the serial number on the label on the back of the beltback.
3. Select **BACK**, then wait for 5 seconds until the screen blinks, showing that your changes have been saved and applied.

Changing beltback, port or group labels

Labels are "friendly" 5 character names that you can apply to beltacks and audio ports. This label will appear, among other places, next to any beltback key which is assigned to talk to the port,

beltback or group. For example if the director talks via a 4 wire input you may want to label it **DIRCT**, and you could label your beltacks **CAM01 FLMGR** etc.

For Beltacks:

Select **BELTPACKS** → **BPKxx** → **LABEL**. Rotate and click to select the character position that you want, then rotate to change the character. Click again when you reach the desired character. To exit the menu select then de-select the last character. Your changes are saved and applied 5 seconds after the last time you touch or press the rotary controller, indicated by a "blink" of the display.

For Groups: As above, but select **GROUPS** → **GP#xx** → **LABEL** from the menu

For other audio ports: As above, but select **PORTS** → (the port you want) → **LABEL**.

Creating Groups

A group allows you to talk to a number of people all at the same time. Note that being a member of a group does not mean that you can automatically hear every other person in the group all the time, or that they can hear you – you have to initiate a call to the group (e.g. by pressing a beltback key assigned to that group).

Select **GROUPS** → (the group you want) → **MEMBERS**. You will be presented with a list of all the available audio ports and beltacks. An outline around an item means that it is a member of the group. Click on the item to toggle the outline. Your changes are saved and applied 5 seconds after the last time you touch or press the rotary controller, indicated by a "blink" of the display.

Assigning beltback keys

Each beltback can be programmed with up to 6 talk or listen destinations, arranged in 3 pages of 2 keys each. Change page by pushing the page change keys, on the left and right of the face of the beltback. The page that you are on is indicated by the number in the centre of the display. The page change keys can be locked if necessary via the menu on the beltback.

Example – setting key 1 on page 2 of beltback 3 to call the members of group 4.

BELTPACKS → **BPK03** → **KEYS** → **Pg2-1** → **GP#01**. (Hint – the groups are towards the end of the list, so rotate the controller anticlockwise to reach them sooner).

Creating audio paths to / from 2 wire or 4 wire ports

To make a "permanent" talk path from a 2 or 4 wire port to another audio port or group of ports:

PORTS → **4WIRx** or **PLCHx** → **CALLS** → **The port or group you want**. Your changes are saved and applied 5 seconds after the last time you touch or press the rotary controller, indicated by a "blink" of the display. Note that this audio path will be reinstated after the unit is power cycled.

Example setup – Permanent Director's audio feed via 4 wire 1 to all beltacks

GROUPS → **GP#01** → **MEMBERS** → Outline all beltacks

PORTS → **4WIR1** → **CALLS** → **GP#01**

Wait 5 seconds for changes to be applied.

Note that the 4 wire input does not have to be a member of the group to call the group. There are a few subtleties regarding the way that the beltacks can reply / talk back to the director.

If the 4 wire is a member of the group AND the beltback has a key assigned to the group on the current page, then the green LED next to the GROUP key will flash, and pushing it will talk to everyone in the group including the 4 wire.

Otherwise the key that flashes will be marked with the label of the 4 wire, and pushing it will talk back to the 4 wire ONLY.