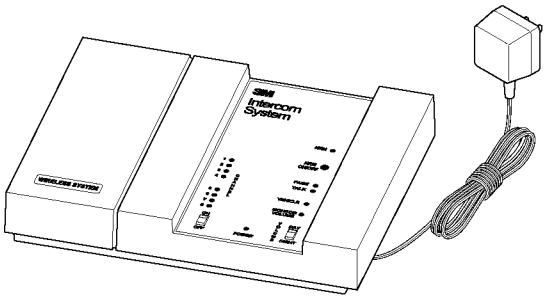
3M

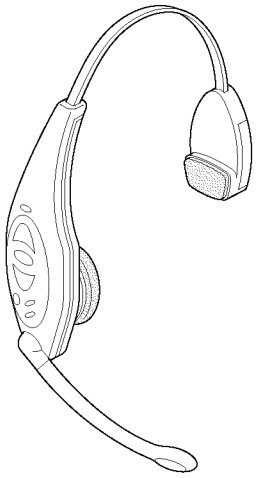
Headset Intercom System

Model C1060

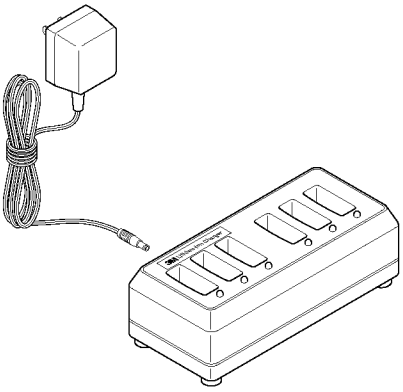
Operating Instructions



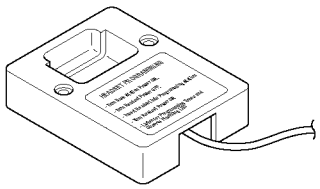
Base Station



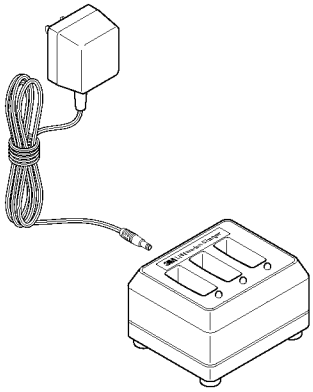
Headset



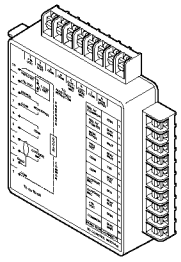
6-Slot Battery Charger



Programming Station



3-Slot Battery Charger



Interconnect Module

SP-444A

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Intended Use

The 3M Headset Intercom System, Model C1060, is designed to provide 2–way radio–frequency audio communication in quick service drive–through restaurants and convenience stores.

Misuse of the Model C1060 could result in poor performance and/or undesired operation.

FCC Information

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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Introduction

The 3M Model C1060 Headset Intercom System is a wireless intercom system designed for high reliability, compactness, and ease of service.

The system can be programmed to operate on any one of 16 different channels to provide high–quality audio performance and reduce the possibility of interference between neighboring wireless systems.

System Configurations

The system can be configured in one of five ways depending on the number of menu signs (lanes) at the facility and the type of communication desired.

Single-Lane Standard Communication System

The *single–lane standard communication system* provides standard communication (talk *or* listen) for facilities that have one menu sign.

The system consists of one base station and one or more headsets and battery chargers.

Single-Lane Duplex Communication System

The *single–lane duplex communication system* provides duplex communication (simultaneous talk and listen) for facilities that have one menu sign.

The system consists of one base station and one or more headsets and battery chargers.

Dual-Lane Standard Communication System

The *dual–lane standard communication system* provides standard communication (talk *or* listen) for facilities that have two menu signs.

The system consists of two independent systems - one dedicated to menu sign 1 and the other dedicated to menu sign 2. The headsets are programmed to work with one system or the other and are labeled accordingly (1 or 2).

Dual-Lane Duplex Communication System

The *dual–lane duplex communication system* provides duplex communication (simultaneous talk *and* listen) for facilities that have two menu signs.

The system consists of two independent systems - one dedicated to menu sign 1 and the other dedicated to menu sign 2. The headsets are programmed to work with one system or the other and are labeled accordingly (1 or 2).

Cross-Lane Communication System

The *cross–lane communication system* provides duplex communication (simultaneous talk *and* listen) for facilities that have two menu signs.

The system consists of two duplex systems that are connected to a cross–lane module. The headsets are programmed for either lane 1 or lane 2.

During *off–peak* hours, the cross–lane module can be turned ON to link the two systems and enable one operator to simultaneously talk *and* listen to customers at menu sign 1 or menu sign 2 or with other headset operators.

During *peak* hours, the cross–lane module can be turned OFF to separate the systems and enable menu sign 1 operators to talk to customers at menu sign 1, and menu sign 2 operators to talk to customers at menu sign 2.

Systems Components

The number of system components and the procedures necessary to operate them vary depending on the system configuration. However, four components are common to all system configurations.

Base Station

The base station is the interface between the customer at the menu sign and the headset worn by the operator. See Figure 1.

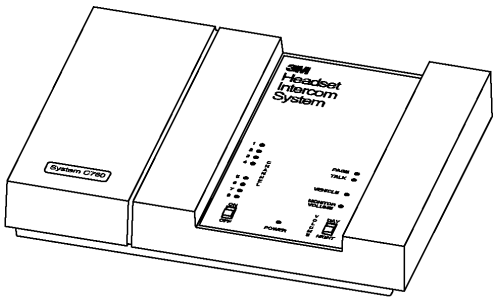

Figure 1. Base Station

Headset

The headset is a wireless, battery–powered, two–way radio used by the operator to communicate with menu sign customers and with other store personnel who are wearing headsets.

Headsets feature a light–weight design to provide for comfort. The headset pads can be easily replaced. See Figure 2.

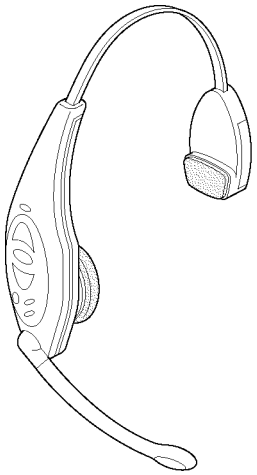

Figure 2. Headset

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Programming Station

The programming station is used to program C960 and C1060 headsets to the same channel as the base station. Infrared light is used to transfer program data to the C1060 headset and a separate jack is provided for the C960 headset programming cable. See Figure 3.

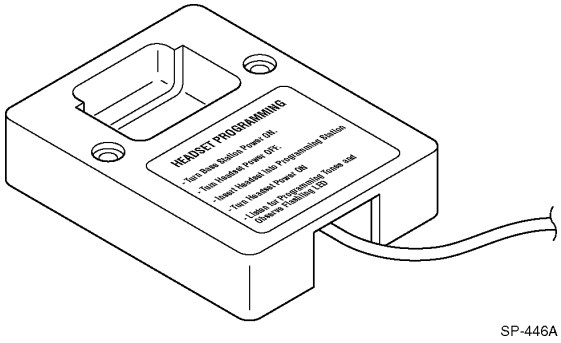

Figure 3. Programming Station

Battery Charger

The battery charger charges headset batteries in approximately 1.5 to 2 hours. The charger is available in 3–slot and 6–slot versions. See Figure 4.

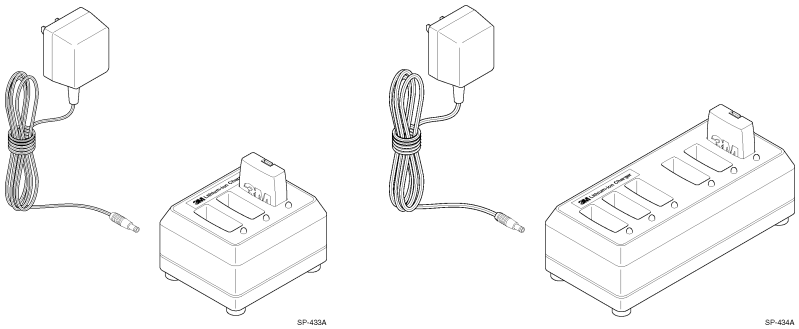

Figure 4. 3–Slot and 6–Slot Battery Chargers

Base Station

The base station controls and indicators are shown below.

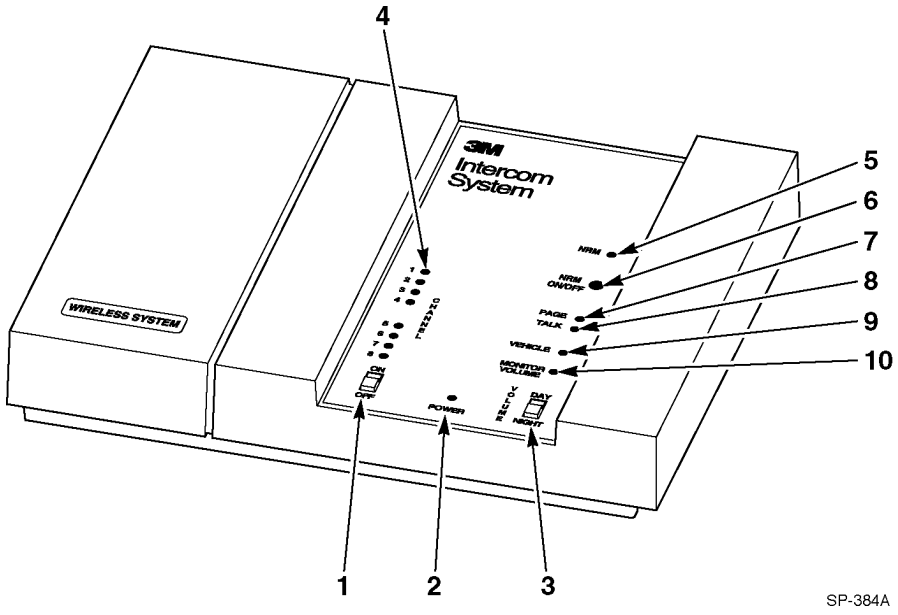

Figure 5. Base Station Controls and Indicators

1 ON/OFF Switch The ON/OFF switch controls power to the base station.

2 POWER Indicator This indicator lights when the ON/OFF switch is in the ON position.

✓ Note

If for some reason the C1060 headset system does not operate and the system includes an optional wired backup system, turn off the C1060 Base Station to enable the backup system.

3 VOLUME DAY/NIGHT Switch With the switch in the DAY position, the volume of the menu sign speaker is increased for daytime operation. With the switch in the NIGHT position, the volume of the menu sign speaker is decreased for nighttime operation. (Sound travels further and more efficiently at night.)

4 Channel Indicators These indicators light to show which of the 8 channels is selected.

5 NRM Indicator This indicator blinks when the Noise Reduction Module is switched on.

6 NRM On/Off Button This button turns the optional Noise Reduction Module on or off.

7 Page Indicator This indicator lights when headset Page communications occur.

8 Talk Indicator This indicator lights when headset–to–menu sign "Talk" communications occur.

9 Vehicle Indicator This indicator lights when a vehicle is detected at the menu sign.

10 Monitor Volume Access This access hole allows for adjusting the volume of the optional monitor speaker.

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Headset

The headset controls are shown below.

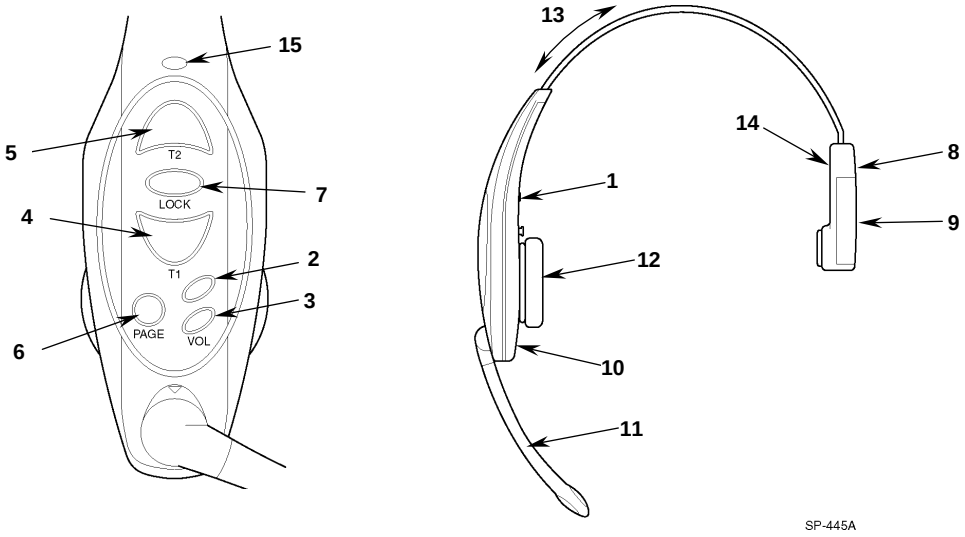

Figure 6. Headset Controls

1 ON / OFF Switch

Press the switch once to turn on the headset, and press it again (when the headset is on) to turn off the headset

2 Volume UP ▲ Control

Press the volume up▲ control to increase the volume in the headset earpiece.

3 Volume DOWN ▼ Control

Press the volume down▼ control to decrease the volume.

When either volume control is pressed, the headset emits a short tone to indicate the new volume level. There are multiple volume levels from minimum to maximum.

If the headset volume is at its maximum level, a low, continuous tone sounds when the volume up▲ control is pressed. A low, continuous tone also occurs when the volume reaches minimum level and the volume down▼ control is pressed.

When the headset is turned on, headset volume automatically returns to the mid-range level. Note that even when set to its lowest level, headset volume is not turned completely off.

4 T1 (Talk Lane 1) Switch

Press and hold the **T1 (Talk Lane 1)** switch to talk to the customer at the menu sign in lane 1. Release the switch to listen.

5 T2 (Talk Lane 2) Switch	For dual–lane systems, press and hold the **T2 (Talk Lane 2)** switch to talk to the customer at the menu sign in lane 2. Release the switch to listen. For single–lane systems, T2 can also be used to talk to lane 1.
6 Page Switch	Press and hold the **P**age switch to talk to internal personnel without being heard by the customer at the menu sign. Release the switch to listen. (With the switch released, you can hear both menu sign customers and internal paging.)
7 Talk Lock Switch (Hands Free)	For duplex systems, press the talk lock switch once to talk and listen to the customer. This enables hands–free operation.
8 Battery Release	Push the battery release up and hold it there while removing the battery from the headset housing.
9 Battery	This rechargeable battery provides power to the headset.
10 Headset Programming Window	This window accepts the Infrared programming signals from the programming station to allow the headset to be programmed to the same channel as the base station.
11 Microphone	The microphone sends the headset operator's voice to the menu sign or other headset operators while eliminating unwanted background noise.
12 Earphone/Earpad	The *earphone* is a speaker that broadcasts the voice from the customer at the menu sign or from other headset operators. The replaceable *earpad* covers the earphone and cushions the operator's ear to provide comfort. Earpad angle adjustment is required
13 Headband Adjustment Slide	The headband adjustment slide is used to increase or decrease the size of the headband..
14 Battery Side	See Figure 11 for battery replacement . A 1/8 inch thick foam rubber pad cushions the side of the operator's head for comfort.
15 Indicator LED	Indicates operating status of the headset as follows: – glows green when power is on – glows red when in **Talk Lock** mode flashes to indicate successful programming

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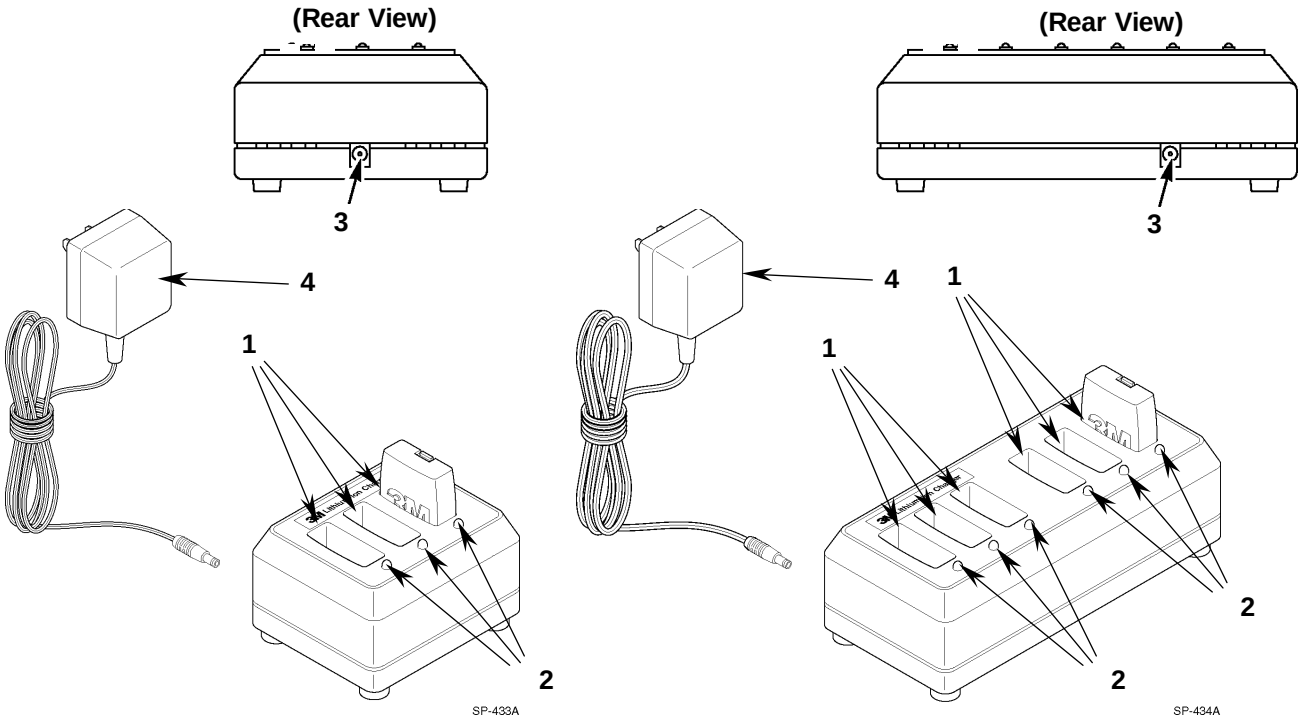
Battery Chargers

The 3–slot and 6–slot battery charger controls are shown below.



1 Charging Slots

The charging slots hold batteries during the recharging cycle.

2 Charging Status Indicators

The charging status indicators light RED or GREEN to indicate charging status:

RED indicates the battery is being charged.

GREEN to indicate the battery is fully charged.

4 Power Supply

This jack accepts the plug from the power supply cord.

The power supply provides power to the battery charger.

Adjusting Headband Size

Adjust the size of the headband until the ear pad rests against one ear and the battery-side pad rests just above the other ear.

- Slide the headband *out of the headset* to make it *larger*.
- Push the headband *into the headset* to make it *smaller*.

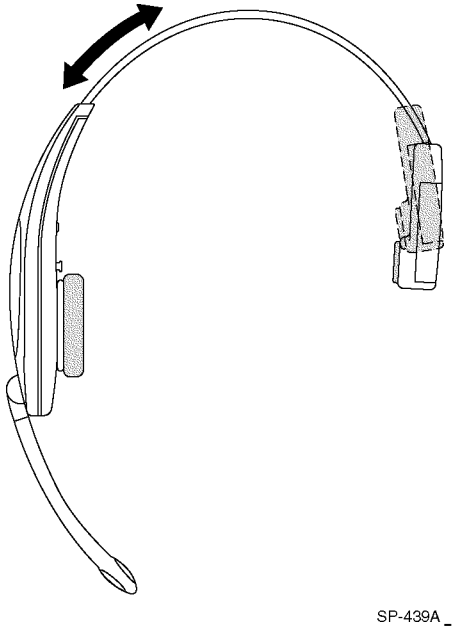


Figure 7. Headband Size

Positioning the Ear Pad and Microphone

Rotate the microphone boom up or down so that its tip is in line with the corner of your mouth. Do not bend the rubber microphone boom. See Figure 8.

Figure 8.

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