

The logo for Quaildigital, featuring the word "Quail" in a dark blue font and "digital" in a green font. A green diagonal line is positioned behind the letter 'i' in "Quail".

Quaildigital

PRO7 HEADSET SYSTEM

The text "Installation Manual" is centered within a light green, trapezoidal shape that is part of the background design.

Installation Manual

This manual is aimed at a technical level reader who is expected to be familiar with all safety precautions relevant to the use of electrical and electronic equipment.



This system operates with **48v DC power supply**. **To maintain warranty only Quail Digital approved parts should be used.** Do not attempt to power the Quail Digital Pro7 Headset System using Power over Ethernet (PoE) adaptors, as they may cause damage to the Base Station.

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System Overview

Quail Digital Pro7 system is a DECT wireless headset system using multiple Bases Stations (Bases) to cover large areas with up to 30 wireless headsets. Once the headsets are registered to the Base/s they all listen and up to 6 users talk simultaneously.

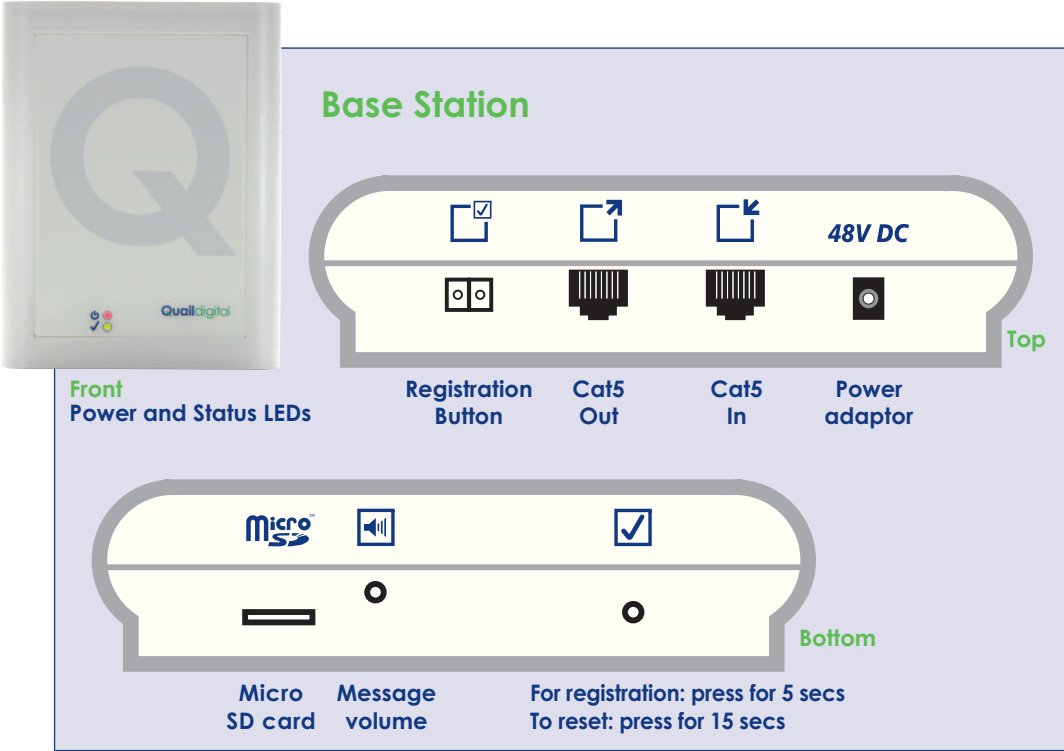
The system allows the configuration of a large DECT wireless network, connected and powered via Cat5 cable giving the flexibility to position Bases for wide area, multi-room, multi floor coverage. Up to 20 bases can be deployed on the same network. Interconnecting Bases use Cat5 cable for power and data transmission. The system can be used in conjunction with wireless keypads for transmission of pre-recorded messages activated from keypads or other device to the headsets.

Keypads are mainly used at tills and call points in retail applications to transmit assistance messages. All headsets hear all the messages.

The standard range for each base is 50 metres (150ft) from the Base inside and up to 100 metres (300ft) in open spaces. Internal walls, partitions, building fabrics and ceiling heights can affect range.

Q-P7BS - Pro7 Base Station

The Q-P7BS Base is a DECT wireless transceiver (license free) which is powered by an external 48 Volt DC universal power supply. The Base can be networked with multiple Bases (20 max) using standard Cat5 network cable and RJ45 connectors.












To connect Bases use the standard network configuration type B (see from page 9).

The 48 DC Volts is provided to the Base with the QD mains adaptor or from the network cable connected on the RJ45 "A" socket.

The headsets need to pair with the Base(s). The pairing process is referred to as registration. Each headset needs to be registered to the system. Headsets can be added or removed at any time by going through the registration process (see page 12). When the registration process is completed the network will automatically update the registry across all the Bases on the network.

There are two LEDs in the front panel of the Base which indicate its status at any time.

POWER LED	STATUS LED
 Booting up  Base is master and ready  Base is slave and ready	 Synchronization signal receiving OK  Active call or calls on this Base

BOTH LEDs FLASHING	CORRECTIVE ACTION
 Power too low to boot up 	Check the individual power supplies on the network for possible failure; or being switched off; or consider adding an extra power supply to the network
 Base in registration mode 	The system will time-out of this mode in 10 minutes but you can press the registration switch to exit the registration mode manually

Q-P7BS Base functions

Registration button and registration socket

This button allows you to put the Base into registration mode. Use a pencil or narrow tipped screwdriver to activate the button in the housing of the Base. Press the registration button for 5 seconds to enter this mode. Pressing the wall mounted registration socket for 5 seconds does the same.

Resetting the Base or network

The Base should be reset or 'synchronised' whenever additional bases are added or when the system is reconfigured for any reason or when the SIMcard is updated. To reset the system pressing the registration button on the master Base, or the wall mounted registration button for 15 seconds, which resets the complete network. Don't reset the Base by removing the power adapter, it will only reset the bases supplied from that particular socket.

Micro SD card

This card is used to store the WAV audio files triggered by the remote keypads. For instructions on recording the audio files, naming protocol and programming of the keypads refer to page 15. **Only use SanDisk MicroSD cards, formatted as Fat32, file size allocation 4096.**

Keypad messages

The Base is fitted with an FM receiver for communication with the remote keypads. Up to 256 keypads can work with one single base or network. For the recording of audio files, naming protocol and programming refer to the system installation section.

Message volume adjustment

The volume adjustment is located at the bottom of the Base. This increases/decreases the audio level of the messages played in the headsets. Use a thin flat tipped screwdriver and gently turn to the right to increase the volume and to the left, to decrease.

RJ45 networking sockets

Use these two sockets on the top of the base to network two or more bases.

Q-P7HS - Pro7 Headset



The headset can be worn on either ear. The headset is available with a headband or neckband.

Volume: There are 5 volume settings. Use the toggle at the rear of the headset to adjust volume by pressing upwards for each step.

Speech: The headset can be used in 2 speech modes, TalkLock, and PTT (push to talk).

TalkLock: This mode puts the headset in hands free mode. To activate, press the silver button for less than 1 second, the headset is then hands-free, to deactivate it, press silver button again. This will shut off microphone.

PTT: Press silver button while you are talking, release when finished.

Talk-lock feature

The user engages TalkLock mode by pressing 'Page' button for under a second. The headset will remain in hands-free talk-lock mode until the 'Page' button is pressed again. The system reaches full channel capacity when 6 users engage talk-lock. At full capacity, ie when 6 headsets are on TalkLock, other headsets cannot enter a call. To ensure the system is operating efficiently it self-monitors, and if it detects no voice activity for 5 minutes on a headset in talk-lock mode, it automatically drops the TalkLock mode on the first headset to reach that condition freeing capacity for all other users.

The table below shows the different audible tones for the different headsets status:

STATUS	STONE
Registration mode	1 beep every second
Out of range	2 beeps every 10 seconds
Battery low	3 beeps every 60 seconds
Registration complete	1 long beep (3 seconds)
Busy tone	3 long beeps
Headset not registered	1 beep every 3 seconds
Base capacity full	As per busy tone
Call drop	Bloop-beep tone

Q-P7CH - Pro7 Charger



The system comes with an **8 port charger and storage unit**. This should be located within the transmit range of the Base so that the headsets log on to the network automatically when they're uplifted from the charger rack. If the charger is located out of range of the Base, log on will be delayed until the headsets are

carried into range. Note that headsets out of range of the Base will be de-registered if the registration button is pressed. The charger should remain plugged in at all times, ideally on a 24 hour constant supply to maintain charging. (See red LED on front surface).

When a headset is not in use it should be placed back into the charger/storage rack. Charge time is approximately 2.5 hours to full charge. When headsets are charging the blue light on the headset will flash every 5 seconds. When fully charged, the blue light is constant.

Headsets will last for up to 8 hours between charges, slightly less on TalkLock mode. 3 beeps every 60 seconds indicate that the battery is getting low and that user should swap headsets.

Q-P7MK12 - Pro7 12 Button Keypad



The wireless message keypad is a transmitter used for sending pre-recorded voice messages to the headset wearers using a license-free FM frequency. When a key is pressed, the message will go via the Base to each headset. Key pads are powered by 2 x AA batteries. When a button on the keypad is pressed the green transmit indicator flashes for 2 seconds. If the red LED is on, the batteries need replacing.

Please refer to keypad installation section for more details on how to record, name and store the files and how to program the keypads for the different locations.

Accessories

Neckband **Q-RH7NB**

Headband **Q-RH7HB**

Battery **Q-RH7BAT**

Power Adapter **Q-48V**

Headset Charger Shelf **Q-P7SHELF**

Hygiene Covers (box of 200) **Q-RH7HC**



System Installation

Before permanently installing the system, it is advisable to carry out a site survey by temporarily placing the Base/s in different locations to optimize coverage. You should also identify power sockets and cable routes for Cat5 if you intend to use multiple Bases.

Important Note: Power to the Bases should use a constant 24hr power outlet. If one or more mains circuit is switched off it may affect the operation of the entire Base network.

The following cable and tools are required for any Pro7 network installation:

- Cat5 cable
- RJ45 plugs and crimping tool
- LAN +RJ45 cable tester

It is important to check RJ45 connectors and cables with a LAN tester before connecting to the base as the 48V DC could be introduced in the wrong pin causing possible damage to the base or entire network.

Deciding how many bases

Single Base installations



For small premises you may require just one Base. Try temporarily locating it in different locations to check and optimise coverage. Use a registered headset to test audible range. Before selecting the final position, make sure there is power nearby. Recommended height of the Base is between 2-4 metres (6-12ft) from floor level.

On a single Base installation the LEDs on the front of the Base will show Power LED red and Status LED green.

If you are using remote keypads or other messaging device on the network the MicroSD card always goes into the 'master' Base, remove the SD card from any secondary Bases.

Multiple Base installations

Larger sites need thorough planning for positioning of Bases. Using a registered headset and plugging in Bases in temporary locations around the premises, experiment with the coverage. If you place your 'next' Base 15 metres out of the range of the previous Base, you'll be giving yourself plenty of overlap coverage.

Once you've achieved the coverage you want follow the 'installation rules' on the next page. The first Base you install in the line should be defined as the 'master'. Consequent Bases in the network become 'secondary' Bases and take their registration and synchronisation instructions from the 'master'. The network identifies which Base is the 'master' because it's the only one without an 'IN' Cat5 cable. You can identify which Base is the master because the power LED is RED. When wiring consequent Bases note that the RJ45 cable goes to the 'IN' socket  on the next Base and then from the 'OUT' socket  to the next Base's 'IN' socket, and so on. You can identify which Bases are 'secondary' because their power LED is GREEN.

Refer to the Installation rules section on maximum cable lengths between Bases, and the number of Bases powered from a single source. Power can be supplied to the network from any of the Bases, it does not have to come from the master. If you exceed the rules of either cable length or number of Bases from a single power source you may find there's insufficient power to activate the network.

If both front panel LEDs on any Base are flashing orange it means there's insufficient power to that Base to boot up. Check cable, connector and power supply. If each of these is OK it indicates an additional power source is required. If one or more additional power sources are added the Base Status LEDs will change from flashing orange to solid orange indicating synchronisation with the network. The LED will then turn solid green when synchronised.

The larger the network the longer it takes to boot up and synchronise the Bases. Allow up to 5 minutes to synchronise larger systems.

Installation rules



- ✓ Ideal height for Bases is between 2 and 4 metres (6-12ft) above floor level.
- ✓ The maximum cable length between any two Bases should not exceed 100m (300ft).
- ✓ The maximum cable length between two power sources should not exceed 200m (600ft).
- ✓ The maximum number of Bases a single power supply should support is four within 200m (600ft) overall cable.
- ✓ When 'mapping' the premises, as a general rule, place the next Base 10m beyond the point where the headset loses range from the previous Base.
- ✓ Label the Cat5 cables that go into the top of the Base IN and OUT respectively to avoid miss-connection at a later date.
- ✓ Power to the Bases should use constant 24hr power outlet. If one or more mains circuits are switched off, it may affect the operation of the entire network.
- ✓ Always reset the network when you've completed the fixed part of your installation to ensure proper synchronization between bases.
- ✓ If you are using keypad messages, ensure there is only one micro SD card in the network. Remove SD cards from any other bases.

RJ45 wiring

The cable that connects the base stations is a Cat5 UTP cable, with 4 pairs of conductors and RJ45 connectors at each end. The RJ45 plug at either end should have the following type B standard wiring:



TYPE B STANDARD

After crimping each plug it is important to use a network tester to check its correct functionality before inserting it in the base. If the color code is not correct it can cause damage to the base.

It is also advisable to label the "IN" and "OUT" on each cable to facilitate any future changes in the network.

See wiring colour code below:

Pin	Wire colour	Signal
1	White-Orange	Audio data Out +
2	Orange	Audio data Out -
3	White-Green	Synchronization signal +
4	Blue	Audio data In +
5	White-Blue	Audio data In -
6	Green	Synchronization signal -
7	White-Brown	GROUND
8	Brown	POWER (+48V)

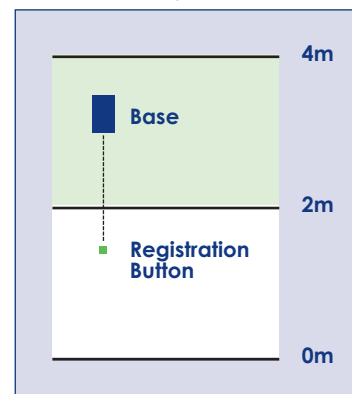


Remote registration switch

The remote registration switch allows you to extend the 'pin hole' registration/reset switch on the base to a lower location to provide better access to the user.

This switch is connected to the two screw terminal connector located at the top of the base and should be located just out of easy reach to avoid casual pressing. Any 2-core cable can be used.

Please see pictures below showing how to open the remote registration switch to make connections and locate it on the wall.



1. Unclip cover



2. Remove 4 screws



3. Connect 2 wires to switch terminals and fix rear casing to the wall.

Registering the headsets

Before using the system each headset needs to be registered to the network. Thereafter, any new or additional headset being added also has to be registered. The Pro7 Headset System can register up to 30 headsets.

When registering one or more new headsets, follow this procedure

1. Make sure the new headset(s) has been in the charger and is fully charged.
2. Make sure all the headsets in use on the system are in range of all the Bases on the network. If a headset isn't in range or has a missing or flat battery during the registration process it will be deleted from the system. Headsets in a charger that's in range of a Base do not need removing from the charger during the registration process.
3. Enter the Base in registration mode either by pressing the registration button on the Base (bottom face) or by pressing the remote registration switch on the wall for 5 seconds. Both LEDs will flash green when the system is in registration mode.
4. Put new headset(s) only in registration mode by placing the headset on your right ear and pressing large silver switch and volume toggle down for about 3 seconds. Wait for the blips to change their frequency and tone to one blip every second.
5. A 3 seconds long blip signifies successful registration.
6. You may also hear a double blip tone that will indicate it is ready to use.
7. As soon as headset(s) is registered the system is ready to use. Press registration switch again to exit registration process or leave it to time out after 10 minutes.

If there are multiple Bases on the network, the entire network will go into registration mode. This will allow you to register the headsets from any location in the coverage area.

All consecutive Bases receive the registry of headsets from the master Base automatically.

Locating the charger

The Headset Charger should be positioned on a worktop and plugged into a socket that **is a constant 24hr power outlet**. The charger should be located within range of a Base so that headsets remain linked to the base/network at all times. The headsets do not need to be active on the charger during the registration process but they do need to be within range to avoid being deleted during the registration process.

Return headsets to the charger when not in use. Charge time is approximately 2.5 hours. When charging, the blue light on the headset will flash every five seconds. When fully charged the blue light is constant. Headsets will last up to 8 hours between charges, slightly less in TalkLock mode. 3 beeps every 60 seconds indicate the battery is getting low.

Keypad installation

The Pro7 Headset System is available with a remote messaging facility using RF transmission keypads. The keypad is battery operated; typically lasting in the region of 6 - 9 months. If batteries are supplied with the unit, remove the battery housing cover and remove the battery saver leaf from the contact terminal to begin using the keypad. There is no on/off switch - the keypads are powered all the time.

Install the keypad in the desired location. We recommend Velcro to attach the keypad to a flat surface.

The keypads have a programmable location ID and 12 programmable button messages. You can program the keypads by using the internal 8 way dip switches to for their ID and the 4 way internal dip switches for the type of message and zone.

On the 8 way DIP switch, select the keypad "Address/ID" up to 256 different addresses can be obtained. Each keypad, in an installation, should be programmed with a unique address. Refer to keypad Binary Addresses for a list of the possible binary addresses.

On the 4 way DIP switch, switches 1 and 2 select the 'Zone' of the remote keypad. Up to 4 different zones of keypads may be used in the same area. These switches are reserved for future usage and therefore should always be off. Also on the 4 way DIP switch, switches 3 and 4 select the "Type" of a remote keypad. Using a different type will cause a different set of audio messages to play when a button is pressed.

Buttons Bank	3 Dip	4 Dip
Bank 0	Off	Off
Bank 1	Off	On
Bank 2	On	Off
Bank 3	On	On

Keypad Binary Addresses

The keypads use DIP switches to set their address, zone and type as described above.

All available addresses are presented on Table 1. The address DIP switches are numbered from 1 to 8 on the table and the same numbering appears on the keypad pcb whenever in Table 1 a "1" appears the corresponding DIP switch should be on the ON position, otherwise it should be OFF (opposite the ON label).

Address	DIP Switches							
	1	2	3	4	5	6	7	8
0	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0
2	0	1	0	0	0	0	0	0
3	1	1	0	0	0	0	0	0
4	0	0	1	0	0	0	0	0
5	1	0	1	0	0	0	0	0
6	0	1	1	0	0	0	0	0
7	1	1	1	0	0	0	0	0
8	0	0	0	1	0	0	0	0
9	1	0	0	1	0	0	0	0
10	0	1	0	1	0	0	0	0
11	1	1	0	1	0	0	0	0
12	0	0	1	1	0	0	0	0
13	1	0	1	1	0	0	0	0
14	0	1	1	1	0	0	0	0
15	1	1	1	1	0	0	0	0
16	0	0	0	0	1	0	0	0
17	1	0	0	0	1	0	0	0
18	0	1	0	0	1	0	0	0
19	1	1	0	0	1	0	0	0
20	0	0	1	0	1	0	0	0
21	1	0	1	0	1	0	0	0
22	0	1	1	0	1	0	0	0
23	1	1	1	0	1	0	0	0
24	0	0	0	1	1	0	0	0
25	1	0	0	1	1	0	0	0
26	0	1	0	1	1	0	0	0
27	1	1	0	1	1	0	0	0
28	0	0	1	1	1	0	0	0
29	1	0	1	1	1	0	0	0
30	0	1	1	1	1	0	0	0
31	1	1	1	1	1	0	0	0
32	0	0	0	0	0	1	0	0
33	1	0	0	0	0	1	0	0
34	0	1	0	0	0	1	0	0
35	1	1	0	0	0	1	0	0
36	0	0	1	0	0	1	0	0
37	1	0	1	0	0	1	0	0
38	0	1	1	0	0	1	0	0
39	1	1	1	0	0	1	0	0
40	0	0	0	1	0	1	0	0
41	1	0	0	1	0	1	0	0
42	0	1	0	1	0	1	0	0

43	1	1	0	1	0	1	0	0
44	0	0	1	1	0	1	0	0
45	1	0	1	1	0	1	0	0
46	0	1	1	1	0	1	0	0
47	1	1	1	1	0	1	0	0
48	0	0	0	0	1	1	0	0
49	1	0	0	0	1	1	0	0
50	0	1	0	0	1	1	0	0
51	1	1	0	0	1	1	0	0
52	0	0	1	0	1	1	0	0
53	1	0	1	0	1	1	0	0
54	0	1	1	0	1	1	0	0
55	1	1	1	0	1	1	0	0
56	0	0	0	1	1	1	0	0
57	1	0	0	1	1	1	0	0
58	0	1	0	1	1	1	0	0
59	1	1	0	1	1	1	0	0
60	0	0	1	1	1	1	0	0
61	1	0	1	1	1	1	0	0
62	0	1	1	1	1	1	0	0
63	1	1	1	1	1	1	0	0
64	0	0	0	0	0	0	1	0
65	1	0	0	0	0	0	1	0
66	0	1	0	0	0	0	1	0
67	1	1	0	0	0	0	1	0
68	0	0	1	0	0	0	1	0
69	1	0	1	0	0	0	1	0
70	0	1	1	0	0	0	1	0
71	1	1	1	0	0	0	1	0
72	0	0	0	1	0	0	1	0
73	1	0	0	1	0	0	1	0
74	0	1	0	1	0	0	1	0
75	1	1	0	1	0	0	1	0
76	0	0	1	1	0	0	1	0
77	1	0	1	1	0	0	1	0
78	0	1	1	1	0	0	1	0
79	1	1	1	1	0	0	1	0
80	0	0	0	0	1	0	1	0
81	1	0	0	0	1	0	1	0
82	0	1	0	0	1	0	1	0
83	1	1	0	0	1	0	1	0
84	0	0	1	0	1	0	1	0
85	1	0	1	0	1	0	1	0
86	0	1	1	0	1	0	1	0
87	1	1	1	0	1	0	1	0

Creating Audio Files

The audio files must be *.WAV files encoded in mono u-law at 16 kHz. This is easily achieved with freeware software like MediaHuman Audio Converter, Fre:AC, Audacity or SoX.

Naming the Audio Files

Two different files can be used to play a complete audio message, the file naming scheme for those files is as follows:

Keypad ID files: id-xxx-#.wav

Where xxx is the keypad address/ID setting from 0 to 255 and # is the keypad type setting from 0 to 3 (i.e. there can be 4 different sets of ID messages using type 0-3).

Button Pressed files: but-xx-#.wav

Where xx is the button number from 1 to 12 and # is the keypad type setting from 0 to 3 (i.e. there can be 4 different sets of button messages using type 0-3).

How the Audio files are played

There is a distinction on which files are played based on their address/ID:

Keypads whose address/ID is between 0 and 199, will play files as follows:

Play the 'Keypad ID' file that matches the keypads address/ID followed by the 'Button Pressed' file that matches the keypad button number pressed

Keypads whose address/ID is between 200 and 255 files are played back as follows:

Play the 'Keypad ID' file that matches the keypads address/ID

This distinction allows special/custom messages to be played in keypads whose address/ID is above 200.

How the Audio files are stored

Audio files are stored on a Micro SD memory card which is inserted on the SD card slot at the bottom of the base. Any micro-SDCard currently available on the market should work as long as it is correctly **formatted as a FAT32 file system with default settings.**

To update or copy the audio files to the SDCard, simply insert the micro-SDCard into an SDCard adapter connected to a PC and it will usually appear as a new disk drive in Windows Explorer format it using FAT32. Copy the files onto the drive. Do not use folders, simply put the files directly into the root directory of the drive. When the files have been copied you will usually need to stop the card using the Windows 'Unplug or Eject Hardware' function.

Before inserting the memory card in the system please follow these rules:

- ✓ When inserting the micro-SDCard, the system always has to be powered down.
- ✓ On booting up, the system will detect which base has the micro-SDCard and inform every other base of the micro-SDCard holder address.
- ✓ After the system attributes the micro-SDCard holder address, the micro-SDCard cannot be changed to other base. If it is changed, the system will not be able to play messages.
- ✓ You can remove and reinsert the micro-SDCard holder address, as long as it is reinserted in the original base.

- ✓ If you want to reinsert the micro-SDCard in a different base, is it mandatory to reset the whole system to have message playing capabilities.
- ✓ The network will not boot up if there is more than 1 micro-SDCard inserted in the system.

Keypad messaging trouble shooter

PROBLEM	CHECK
Messages not playing	Base volume setting Make sure keypad is within range of the base/s Check transmit led on the keypad flashes when pressing any button Keypads batteries are fitted and full charged Format SD as FAT32 and copy the files again Check file type is WAV and not MP3 Check correct naming of the files
Button ID message playing only	Make sure ID dip switches inside the keypads are set to the right address Check correct naming of the files

IMPORTANT NOTE: Do not insert or remove the SD card while Base is ON. If you do, it will corrupt the SD card and will require reformatting and copying the files.

System Test

Once all bases are installed, reset the system to synchronise the bases. Then register the headsets.

1. All headsets are registered and audio is ok

Collect all registered headsets and one by one, press the 'Page' button while talking to confirm that you can hear your own voice. Repeat this step on all registered headsets.

2. Check coverage

Take a headset and place it on TalkLock. Whilst talking on the headsets, walk around the entire area you wish to cover noting any blind spots. The audio should be clear and free of drop out. The side tone on the headset enables you to hear your voice broadcast so you can carry out this exercise yourself. When you walk from the zone of one base to the zone of another, you will see the Status LED blinking GREEN as the call is active on that particular base.

3. Check all bases and handover

Walk around with all headsets on standby mode. As you stand in front of each base, press "page" on one of the headsets and make sure that the Status LED starts blinking GREEN on the base you're nearest to. Then check the audio on the headset. Come out of talk mode and take a second headset to repeat the same operation. Follow the same sequence and go through this procedure on all the headsets for each Base installed.

4. Check remote registration switch

If the remote registration wall button is installed, while wearing a headset activate both of its functions. For registration, press for 5 seconds you will hear 2 bleeps in your ear to confirm registration is in process. For reset, keep pressing for 15 seconds you will see the power LED on the Base turns orange>green.

5. Check remote keypads

While wearing a headset, press all buttons on all keypads installed with a minimum of 5 seconds between presses to make sure that you hear all messages. If presses are too fast (below 3 seconds) the press will be ignored. Pay attention at the ID or location messages making sure that the right keypad is placed in the correct location.

System Specification

Base Station Q-P7BS	
Operating frequency	1.88GHz-1.90GHz EMEA, Asia 1.910 GHz-1.930 GHz North America
Dect Transmission power	250 mW EMEA 125 mW North America
Mounting/recommended operating height	3 metres
Multi-base expansion detail (inc max)	Network via Cat5 cable and up to 20 Bases
Multiple base data update procedure	SD card
Expansion using CAT5 cable. Max length + supplementary power	max 100 m cable length between Bases
Facilities messaging	Keypad messages with volume adjustment
Power requirements	100-240v AC voltage sensing (mains cable supplied)
Dimensions	170 x 130 x 35mm
Weight	200g
Registration process	Wireless pairing
Volume adjustment	Inbound messages
SD card	Audio messages storage
Capacity of headsets	Up 30 headsets all listening with a max of 6 simultaneous participants
Front display LEDs	
Power LED	
Solid orange	Booting up
Solid red	Base is master and ready
Solid green	Base is secondary and ready
Status LED	
Solid green	Synchronization signal received OK
Blinking green	Active call or calls on this Base
Power & Status LEDs	
Flashing red	Power too low
Flashing green	Base in registration mode
Wall-mounted registration point	Yes

Registration Button Q-P7RS	Ordered Separately
	Wall mounted switch to allow lower level registration activation
Dimensions	52 x 63 x 87mm
Weight	100g

Headset Q-P7HS	
Operating frequency	1.88GHz-1.90GHz EMEA, Asia 1.910 GHz-1.930 GHz North America
Operating modes	TalkLock and PTT facilities as standard
Audio prompts	
Registration mode	1 beep every second
Out of range	2 beeps every 10 seconds
Battery low	3 beeps every 60 seconds
Registration OK	1 long beep (3 seconds)
Busy tone	3 long beeps
Headset not registered	1 beep every 3 seconds
Registry full	as per busy tone
Call Drop	'bloop-bleep' tone
Battery capacity	8 hours PTT, 6 hours TalkLock
Charge time	2.5 hours
Volume adjustment	5-stage, slide button up/down
Battery type - part number	Lithium Ion 3.7v - Q-RH7BAT
Weight	50g
Headband - part number	Q-RH7HB
Neckband - part number	Q-RH7NB
Microphone type (noise cancelling)	Noise cancelling electret mic

8 Port Charger Q-P7CH	
Charge mode	Fast charge
Mounting	Desktop mounted only
Power requirements	12v external power supply (supplied)
Power supply part no	
Dimensions	110 x 390 x 100mm
Weight	1200g
LED mode of headsets in charger	Blinking - charging Permanent - charged

Keypad Messaging Q-P7MK12	
Operating frequency	433 MHz
Power requirements	2 x AA cells (not supplied)
Dimensions	69 x 142 x 25mm
Weight	150g / 200g with batteries
Range	100m
Max qty on system	256
LED modes	Green flash - message transmitted OK Red flash - battery low



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IC ID: 6402A-Q-P7BS

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

FCC ID: UDD Q-P7BS

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.

