Getting Started

This chapter shows you how to get started. This includes unpacking the Talkman terminal, ensuring you have all the items you need to collect data, and learning about the different Talkman components and accessories.

Unpacking the Talkman Terminal

When you receive your Talkman package, you should check that you have been shipped everything the Talkman terminal needs to collect data. Talkman hardware includes the following:

- Talkman® Open terminal
- Battery and battery housing assembly
- Headset with integral microphone
- Bar code reader (optional)
- Talkman cradle and battery charger
- Speaker (optional)
- Functional RF network

Charging the Battery

When you first receive your Talkman terminal from the factory, charge the Talkman battery by placing it in the battery charger. It is a good idea to do this now so it can charge while you get started. (*See Chapter 6, "Maintaining Talkman Batteries,"*) for information on how to charge the battery. To ensure continued peak performance, you should charge the battery after each shift the Talkman is used.

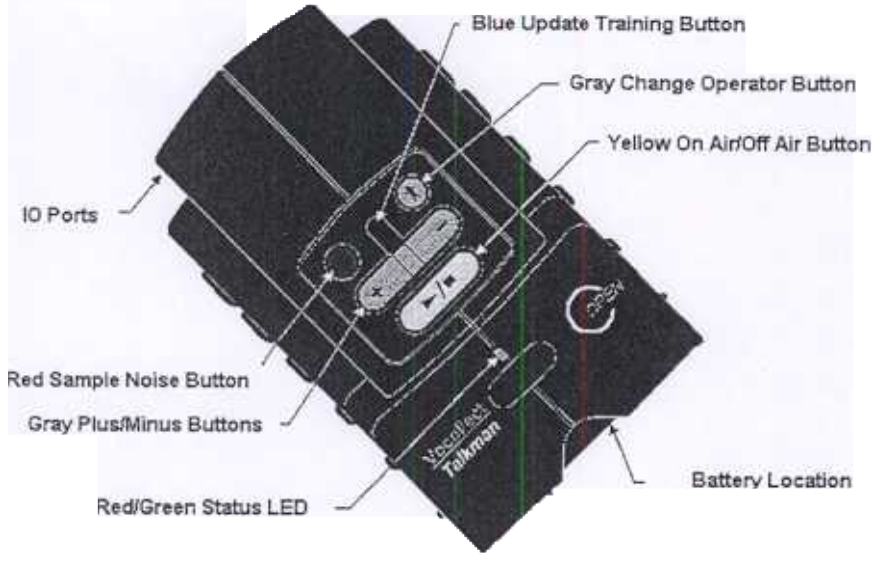
The Cradle

After initial setup, place the Talkman terminal in its cradle. The Talkman terminal should be placed in the cradle any time it is not being used to collect data by an operator. This allows the Talkman terminal to send or receive data with the host computer while idle. See Chapter 6, "Maintaining Talkman Batteries," for help on how to place the Talkman terminal in its cradle.

Learning about the Talkman Terminal

The Talkman terminal is used to collect data or perform warehouse operations, like order picking. You wear the Talkman terminal on a belt around your waist. You wear a headset with a microphone to hear the Talkman terminal's instructions or questions, and to talk to the Talkman terminal.

Figure 2-1 Talkman



Learning about the Talkman Keypad

This section introduces you to the buttons on the Talkman keypad (see Figure 2-1). All buttons are described in greater detail in Chapter 4, "Using Talkman".

Yellow play/pause button

The yellow play/pause button allows you to turn on the Talkman terminal, pause its operation, or turn the Talkman terminal off.

Gray plus/minus buttons

The gray plus/minus buttons make the Talkman terminal speak louder or softer. You can also use these buttons with the blue training button to select a vocabulary word during update training, or with the gray operator button to select the active operator.

Gray operator button 

The gray operator button is used with the gray arrow buttons to select the active operator who will use the Talkman terminal. You push the gray operator button to start a change operator session, then use the gray arrow buttons to select the operator you wish to load.

Blue update training button 

The blue update training button lets you re-train a word the Talkman terminal is having difficulty understanding. Use this button to start an update training session, then use the gray arrow buttons to select the word you wish to retrain.

Red background noise button 

The red background noise button allows Talkman to adjust to the type of background noise you are working in. Use this button if the Talkman terminal is having trouble hearing what you say.

Red/Green Status LED Light

The status light (see Fig. 2-1) provides information indicating the status of the Talkman terminal. If this light is solid green, it indicates that the Talkman terminal is ready to collect data. Additional information about the status light is available in Chapter 4, "Using Talkman".

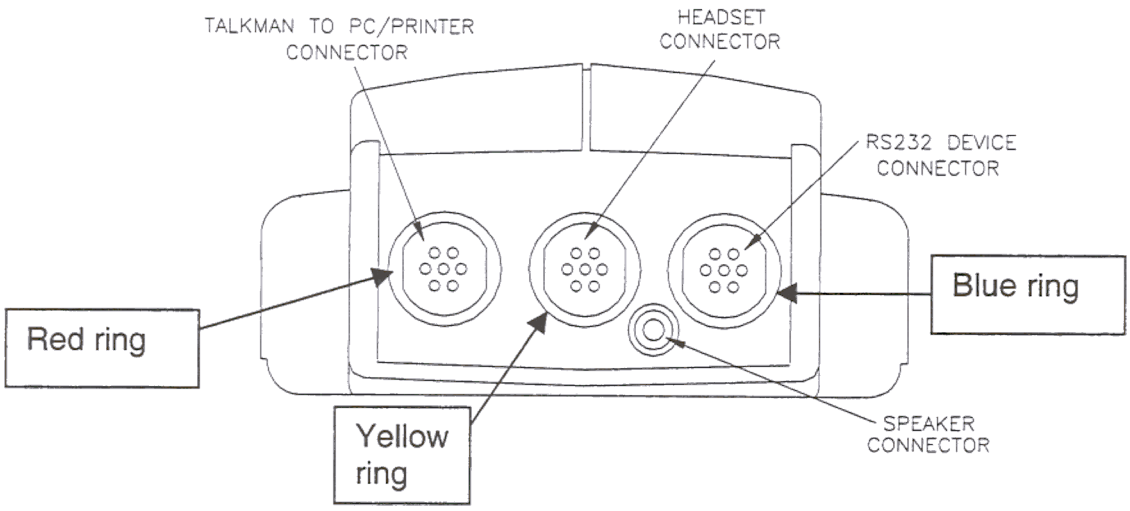
Talkman Connectors

Connectors on the end of the Talkman terminal allow you to plug in:

- the headset,
- an RS-232 input device, or
- a speaker
- Printer/PC
- Display

(see Fig. 2-2)

Figure 2-2, Talkman Connectors



Headset Connector

The headset connection is where you plug the headset with microphone into the Talkman terminal. It has a diagram of a headset above it as well as a yellow ring around it. The bend relief on the headset will also be yellow. The connector, called a Lemo, is keyed to allow you to only insert the headset correctly. See Chapter 3, "Getting the Talkman Terminal Ready" for information on how to connect the headset to this connector.

RS-232 Input Device Connector

The RS-232 input device connector has a diagram of a bar code gun above it and a blue ring around it. The bend relief on the RS-232 device will also be blue. The Lemo connector is keyed to allow you to only insert the device correctly. See Chapter 5, "RS-232 Input Devices" for information on how to connect an RS-232 device to this connector.

Talkman-to-PC/Printer Connector

The Talkman-to-PC connector allows you to connect to a printer or serial training device. There are diagrams of a PC and a printer above the connector and a red ring around it. The bend relief for the serial connection to the PC, the portable printer, or the portable training device will also be red. The Lemo connector is keyed to allow you to only insert the device correctly.

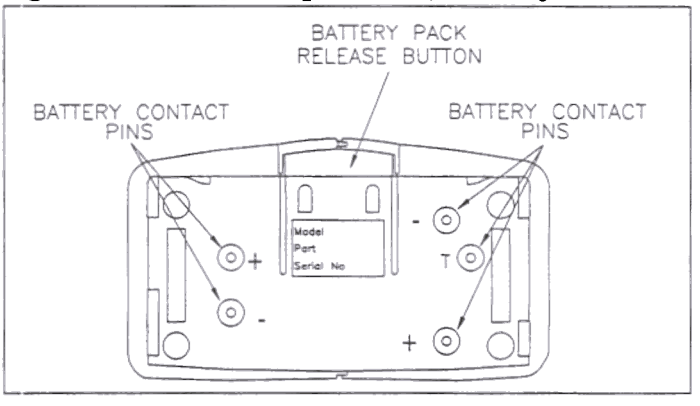
Speaker Connector

The speaker connector allows you to hook up an amplified speaker with at least 5K impedance to a Talkman terminal. Connecting a speaker will allow others to hear the Talkman terminal while you are wearing the headset. There is a diagram of a speaker beside it as a reminder. (The Wireless Audio Training Device also connects here.)

Learning about the Battery Compartment

The battery compartment (Fig. 2-3) is where to connect the battery or the battery housing assembly (*See Appendix: Battery Housing Assembly*). The Talkman terminal needs a charged battery to run. Refer to Chapter 6, "Maintaining Talkman Batteries" for additional information on the battery.

Figure 2-3, Battery Compartment (Bottom of the Talkman terminal)



Battery Release Button

The battery release button releases the battery so you can remove it from the Talkman terminal.

Battery Contact Pins

The battery contact pins make the connection with the battery. You can use them to properly align the battery before connecting it to the Talkman terminal.

Talkman Accessories

Talkman accessories are items external to the Talkman terminal that can be used to assist in collecting data.

Headset with Microphone

The headset with attached microphone allows you to hear the Talkman terminal's instructions or questions, and allows the Talkman terminal to hear what you speak to it. The headset connects to the headset connector on the Talkman. There are many different types of headsets that may be used with Talkman. The headset you use will have one or two speakers and a microphone.

Battery

The Talkman terminal uses a standard camcorder battery that inserts in the Talkman battery compartment. The battery must be charged after each shift. When the battery needs to be charged, you connect it to the battery charger. The Talkman terminal will not collect data unless the battery is charged and connected. For information on how to charge the battery, see Chapter 6, "Maintaining Talkman Batteries."

Battery Charger

The battery charger charges the battery. The battery is ready for use when the green LED on the battery charger is on. See Chapter 6, "Maintaining Talkman Batteries" for further information on the battery charger.

Talkman Cradle

The Talkman cradle allows the host computer and the Talkman terminal to transfer data. See Chapter 6, "Maintaining Talkman Batteries" for help on how to place Talkman in the cradle.

Note: Do not place the Talkman terminal into its cradle unless you have first disconnected the Talkman terminal from its battery, headset, and any other connections.

RS-232 Input Device

The Talkman terminal can accept data from an RS-232 device, such as a bar code reader. This device will be connected to the RS-232 device connector on the Talkman terminal. See Chapter 5, "RS-232 Input Devices," for more information.

Display (PC screen or other display)

A display is used primarily during voice training, although you can also collect data in display mode (usually for new applications to test them). You use a display, such as a PC screen, to read the words the Talkman terminal needs you to speak, and that are specific to your task. A display is optional, but highly recommended.

Speaker

The speaker allows the Talkman terminal and operator's spoken dialog to be heard by others. It is used primarily for training or demonstrations. The speaker connects to the speaker connector on the Talkman terminal.