



Pro Intercom LLC

Intercom for Sound, Lighting and Production Professionals

## Operating Instructions

# HS2 Family

Flush-mount, Desk-top and

Rack-Mount

Headset Stations

These instructions cover the following versions of the HS2 headset stations:

**HS2:** A single-circuit version mounting in a 2-gang electrical box, and an **HS2M** multi-circuit version

**HS2T:** An HS2 mounted in a table-top or surface mounting enclosure, and an **HS2MT** multi-circuit version.

**HS2TL:** An HS2 in a table-top cabinet with a rectangular strobe lamp mounted on the face.

**HS2 RL:** An HS2 in a 1U rack mount cabinet with a rectangular strobe lamp mounted on its face.

Connections to the flush mount versions are made via a terminal strip on the edge of the circuit board. A mating plug is provided with the unit.

Tabletop versions, mounted in enclosures, are provided with XLR-type connectors on the back panel. The single-circuit models have male and female 3-pin jacks and the multi-circuit versions have Neutrik male and female 6-pin jacks.

Different manufacturers' 6-pin XLRs may not mate properly.

1. Plug a headset into the XLR type 4-pin jack (socket) on the front of the unit. The headset wiring standard is shown in Fig.1. In **Pro Intercom** systems, the phase of the earphone is the reverse of that sometimes used. This was done to reduce the effect that the headset connector and wiring has on the headset station bridging impedance and 'Sidetone' (See #8) adjustment stability. Either standard of headset wiring will work with **Pro Intercom** headset stations.
2. Plug the standard microphone cable from your power supply or master station into the XLR-type 3-pin jack on the back of the unit or terminal connections.
3. Press the mic. button and partly turn up the volume control on your unit and others on the same circuit as yourself.
4. You should now be able to communicate with any other outstations.
5. The volume control regulates the loudness of your headset earphone(s). It has NO effect on how loudly others hear you.
6. The microphone amplifier gain is factory adjusted to suit most types of headset microphones. It contains a limiter/compressor which compensates for differences in microphone output and voice levels. Should your chosen headset have too little mic. output, please contact your dealer.
7. The flash (signal) push button flashes a light in all outstations connected to your circuit. It is used to attract attention in the event that a user has removed his/her headset. The strobe light on the HS2TL and HS2R/L are even more noticeable. Strobe light versions have a switch for disabling the light.
8. The screwdriver preset controls the level of your own voice in your headset. This adjustment is called 'Sidetone'. This is set at the factory at a level suitable to the majority of the users. This can be altered for personal preference or adjusted for deep cancellation allowing the headset to be removed and used to monitor.

### Pro Intercom LLC

PO Box 7035 Algonquin Illinois 60102-7035

Phone: +1 (815) 680-5205 Orders and Tech support: (888) 320-5928 Fax: +1 (815) 526-8689

Printed in U.S.A.

support@prointercomllc.com Skype: intercom4pros

Rev.2\_01.13

**9. Pro Intercom** communications systems are compatible with Clear-Com<sup>®</sup> and other 200 unbalanced party-line headset systems

Specifications:

Headset Microphone Impedance: Dynamic -200 preferred, 30 to 1K acceptable. Electret - 1.2k to 1.8k

Headset Earphone Impedance: 150-600 preferred, 8 - 4K acceptable.

Voltage: 24VDC nominal, 15-30VDC acceptable.

Current consumption: 10 mA with speech, 30 mA with signal lamp activated, 60mA with xenon.

Lamp type: 20 mA incandescent. 56mA xenon on /L models

Line bridging impedance: 200 unbalanced

Sidetone cancellation: 0dB to 55dB

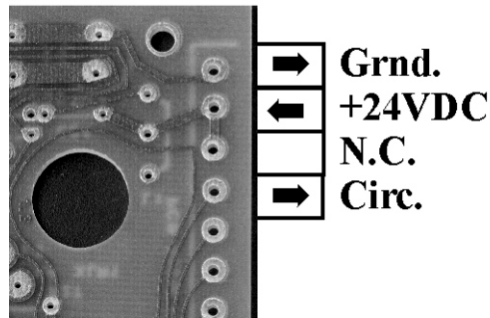
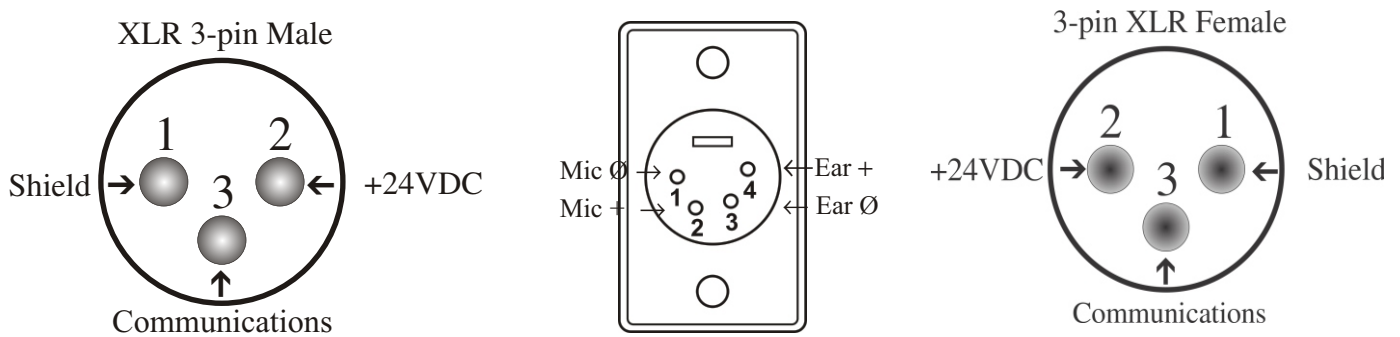
Controls: Talk: Push on/push off, self indicating switch

Listen level: rotary potentiometer

Signal: Non-latching push button switch.

Sidetone: Screwdriver adjust, recessed potentiometer.

**Headset & Station Connections**



HS-2 Multi-circuit Connections

