

LiberatorMAX Fire Wireless Headsets

CSB-900MAX / CSB-902MAX Radio Transmit

CSB-901MAX / CSB-905MAX Intercom-Only

USERS GUIDE

The LiberatorMAX Fire Headset is used in conjunction with an MS-900MAX Base Unit and up to 6 additional headsets to form a wireless intercom network that also allows Radio Transmit headsets to operate a vehicle-mounted mobile radio remotely.

Only the Radio Transmit headsets allow the user to talk over the mobile radio, however all headsets on the channel will hear received audio from the mobile radio and from all other headsets on the channel.

The headsets and Base Unit can operate on any one of 8 (1-8) or 16 (0-9, A-F) available channels – all headsets must be on the same channel for network intercom operation. **Note:** 8 Chn. and 16 Chn. are separate systems and do not work together.

A Portable Radio can be connected to the Headset using a PRAC Cable. The Portable Radio will connect exclusively to that headset – other headsets in the group will not hear the received audio or be able to transmit over the portable radio.

Instructions for using the LiberatorMAX headsets with the MS-900MAX Radio Interface Base Unit can be found in the MS-900MAX User Guide.

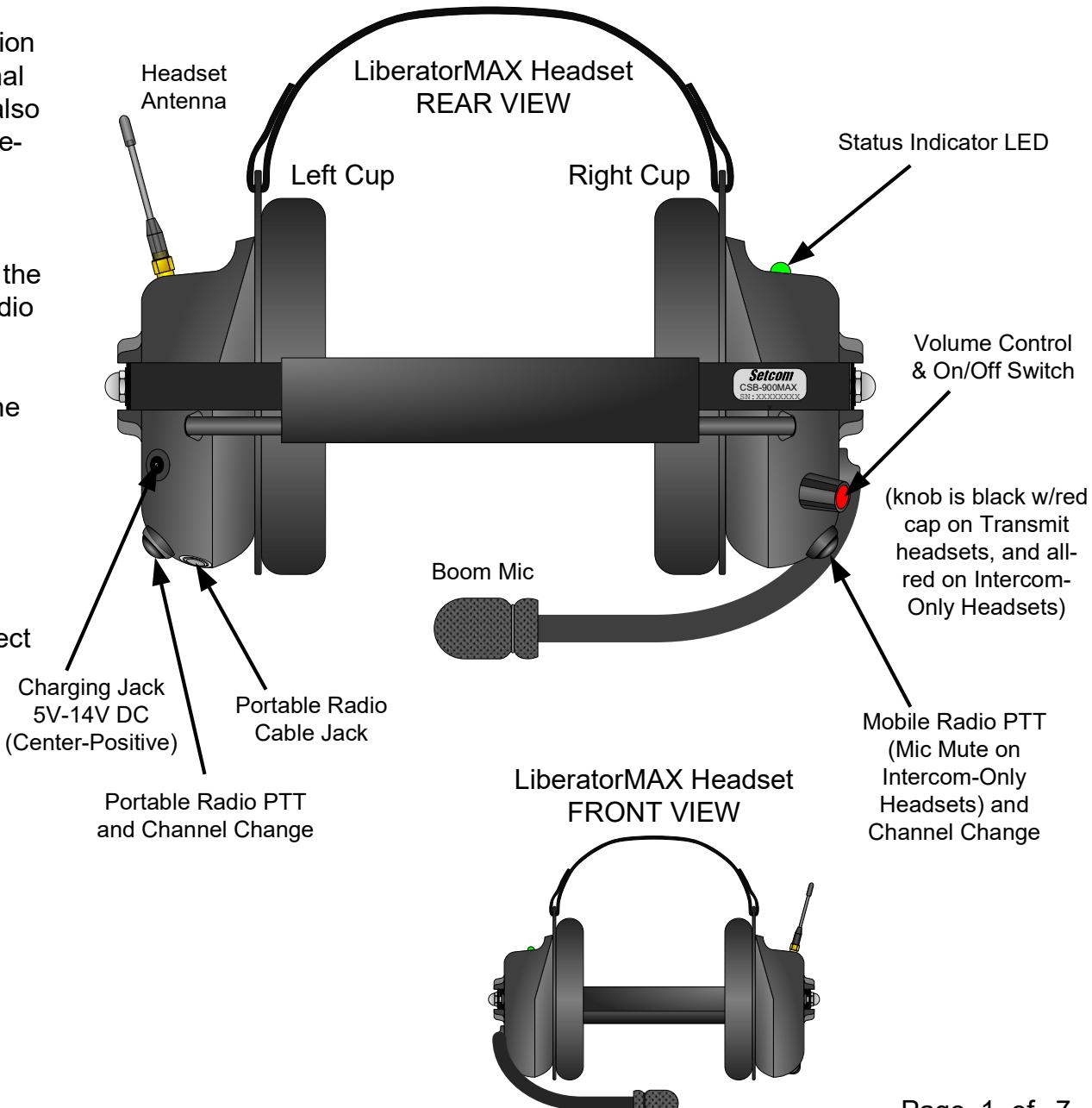
Questions or technical issues? Please call:

TECH SUPPORT: 650-965-8020

setcom[®]
CORPORATION

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LiberatorMAX Headset: Controls, Jacks, and LED



1) Power-Up

- Turn Volume Control clock-wise to turn on headset
- 1 to 3 audible beeps will indicate level of battery charge when headset is powered up (1 beep = low, 3 beeps = high)
- Headset will be on channel last used
- Headset will search for an existing “network” to join, or create its own network if one isn’t found
- LED Status Indicator will start Yellow, then turn Green
- Headset will begin sending/receiving audio within 6 seconds
- There will be a verbal (spoken) indication of the current channel
- Volume Control will adjust received audio volume
- As other headsets on same channel are turned on, they will join the network if they are on the same channel

2) “Sleep” Mode / “Instant On”

- After 30 minutes of inactivity the headset will enter “Sleep” mode to conserve battery power – the LED will turn off
- When the headset is moved or picked up it will automatically wake up and resume normal operation – “Instant On”
- If the headset is not going to be used for a long period of time, it is recommended to turn it off using the Volume Control knob – turn fully counter-clockwise until a click is heard

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3) Mobile Radio PTT / Mic Mute

- On CSB-900MAX and CSB-902MAX headsets, the lower button on the right-hand cup functions as a Push-To-Talk switch for the mobile radio connected to the Base unit. Press to transmit, release when done.
- On the CSB-901MAX and CSB-905MAX headsets, the lower button on the right-hand cup functions as a Microphone Muting switch: press once to mute the mic, there will be two audible beeps; press again to un-mute the mic, there will be two beeps at a different pitch.

4) Channel Change – All Fire Wireless Headsets

- To change channels, hold down both lower buttons on the left-hand and right-hand cups for 5 seconds. The headset will increment by one channel and give a verbal announcement of the current channel. The buttons can then be released. If the buttons are held down, the headset will advance the channel (1-8) or (0-9 A-F) once each second.
- All headsets must be on the same channel to remain connected as a network (unless the operator is intending to join another network).
- **NOTE:** If using a Portable Radio with the headset, it must be turned off or disconnected when changing channels, or it will be inadvertently keyed to transmit.

(continued on next page)

5) Portable Radio Use

- A Portable Radio can be attached to the headset with a suitable Setcom PRAC cable (determine by radio type)
- With Portable Radio OFF, attach adaptor to accessory port on radio, then plug smaller round connector into the jack on the Left Cup, then turn radio ON
- The radio's volume control will set the received audio volume in the headset
- To transmit over the radio, press/hold the PTT button on the Left Cup, release it when transmission is completed

6) Charging

- To charge the headset, plug a power source into the Charging Jack on the Left Cup – the power source should provide 5 to 14 VDC, it can be a “wall-wart” power supply, or a cable providing 12V vehicle power (plug type is 5.5mm with a 2.1mm pin)
- Power Cable/Supply connection must be Center-Positive
- While charging, the LED will be Orange, the headset can be used while charging
- A full charge from low battery condition takes approximately 6 hours

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7) Listen Only Mode

- Any headset over the 7 per wireless intercom network will automatically go into Listen Only Mode
- If 2 wireless networks are on the same channel and come within range of each other and exceed the 7 per network, the headset(s) that go into Listen Only Mode is random
- An infinite amount of headsets can be in the wireless intercom network as Listen Only
- If you know you have more than 7 heads for the wireless intercom network, 1st turn on the 7 headsets to establish the network and then turn on the ones you want to be Listen Only

Note: If you turn them all on at the same time, they may not be able to establish a network because they may all be trying to claim the same slot(s) for the network.

8) Operating Notes

- Once a network is established, all users will be able to hear and speak to each other within the operating range
- If one user moves out of range, the other users will not receive a notification, they simply will not be able to speak to or hear that user – if that user then moves back into range, communications with the network will automatically resume
- If a group of users (all on the same channel) splits into 2 groups by some of them moving out of range, they will form a new network, still on the same channel – if they then move back into range they will meld back into the original network
- Two networks can exist simultaneously without interference if they are on separate channels, but they will not be able to communicate with each other

LED indicator Status Chart

LED Indications		Headset Status
Solid Green		Headset is ON, charging cable not plugged in
Solid Orange		Headset is charging (Headset can be turned On or Off)
Blinking Yellow		Headset fully charged, plugged into charging cable, visible when Headset is turned Off, On, or Asleep
LED off		Headset turned Off & unplugged, Or battery is completely discharged, Or Headset is On & asleep
Flashes Orange several times		Channel has been changed, saving new settings to memory

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WARNINGS/CAUTIONS

Headset Volume

- Before wearing the headset, turn the volume down, then put on the headset and slowly turn the volume up to reach a comfortable level that provides clear communications.
- To prevent possible hearing damage DO NOT operate the headset at full volume for extended periods, the louder a sound is, the less time it takes to cause hearing damage.
- The headset provides hearing protection by attenuating loud sounds, however it is recommended that you do not turn up the volume so high that you cannot hear what is around you such as alarms, sirens, or warning signals.
- If you experience a warming sensation in either earcup, remove the headset immediately and contact Setcom customer service.

Rechargeable Battery Information

- This headset uses an internal Lithium-Ion Polymer Battery Pack – it is not user-serviceable or user-replaceable.
- The battery should not be subjected to temperatures outside these ranges:

Charging	Discharging	Storage
0 to +45°C 32 to +113°F	-20 to +60°C -4 to +140°F	-10 to +35°C 14 to +95°F
- The headset should not be left in an environment where high temperatures may be encountered (dashboard of a vehicle, near a heat source such as an engine compartment, heating duct, etc.).
- Care should be taken to not expose the headset to excessive shock, or force that could crush or shatter the ear cups, as this may puncture or rupture the battery.



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REGULATORY NOTICES

FCC Rules

FCC Compliance Statement (Part 15.19)

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.

FCC Warning (Part 15.21)

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

IC Rules

IC RF Exposure Statement / Déclaration d'exposition d'IC RF

This device meets the IC requirements for RF exposure in public or uncontrolled environments.

Cet appareil est conforme aux conditions de la IC en matière de RF dans des environnements publics ou incontrôlée.

The antenna(s) used for this transmitter must be used to provide a separation distance of at least 5 cm from all persons.

La ou les antennes utilisées pour cet émetteur doivent être utilisées de manière à assurer une distance de séparation d'au moins 5 cm de toute personne.

This portable transmitter with its antenna complies with FCC/IC RF exposure limits for general population / uncontrolled exposure.



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This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.



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