

Wherever there's a show...



IMPORTANT SUPPLEMENTAL INFORMATION

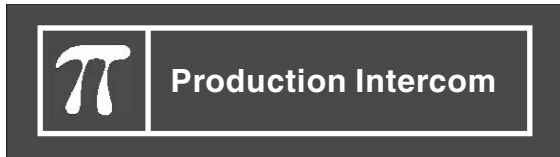
FOR BP-2 & BP-2B (BINAURAL) BELTPACKS

- 1) **Circuit “A” MUST be connected. Pins 1 & 2 of the circuit “A” connector provide power for the entire unit. Circuit “B” will not operate if Circuit “A” is not connected to the power supply.**
- 2) **Sidetone is interactive. Some interaction between the two sidetone controls will be experienced. Adjusting one may require compensation on the other.**
- 3) **“Loop-through” is not possible. The two 3-pin XLR’s are each dedicated to their own circuit. To effect “loop-through”, use an SB-1 Splitter-Isolator or a Y cable.**
- 4) **The BP-2B is equipped with a 5-pin headset connector, and is intended to be used with a dual-muff headset. Circuit “A” audio appears on pin 4; Circuit “B” audio appears on pin 5. Pin 3 is the common for both circuits.**

QUESTIONS?

Call PRODUCTION INTERCOM INC.

**1-(800)-562-5872 1-(847)-381-5350
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BP-2 &BP-2B 2-Circuit Portable Headset Stations

Operating Instructions

The BP-2 and BP-2B are best understood if thought of as two separate 'belt packs' in one enclosure. Each has its own complete set of controls and its own rear panel XLR for connection to its own circuit.

The BP-2 mixes the two audio inputs from the two circuits to which it is connected and may be used with either a single-muff or a dual-muff headset. The headset connector is 4-pin.

The BP-2B (binaural) maintains the separation of the two audio inputs from the two circuits to which it is connected and feeds each signal to one side of a dual-muff headset. The headset connector is 5-pin.

Note: On both the BP-2 and the BP-2B, circuit 'A' must be connected in order for circuit 'B' to operate. Circuit 'A' may be used alone. Circuit 'B' may not.

1. Plug a headset into the XLR socket on the rear panel. Headset wiring standards are shown on the next page. In **Production Intercom** systems, the phase of the earphone(s) 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' adjustment stability. (See #8) Either standard of headset wiring will work with **Production Intercom** headset stations.

2. Plug a standard microphone cable from each of two circuits on your master station or power supply into each of the 3-pin sockets on the rear panel.

Note: BP-2's and BP-2B's have two 3-pin circuit connectors and cannot be looped-through. To loop-through a Y-cable must be used. (See separate description)

3. Press the mic. buttons and partly turn up the 'listen level' (▲) controls on your unit and others on the same circuits.

4. You should now be able to communicate with any of these other stations.

5. The thumb operated 'listen-level' controls regulate the loudness of your headset earspeaker(s). It has NO effect on the microphone level.

6. The microphone amplifier gain is factory adjusted to suit most dynamic 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 buttons flash a light in all outstations connected to the same circuit. It is used to attract attention in the event that a user has removed his/her headset.

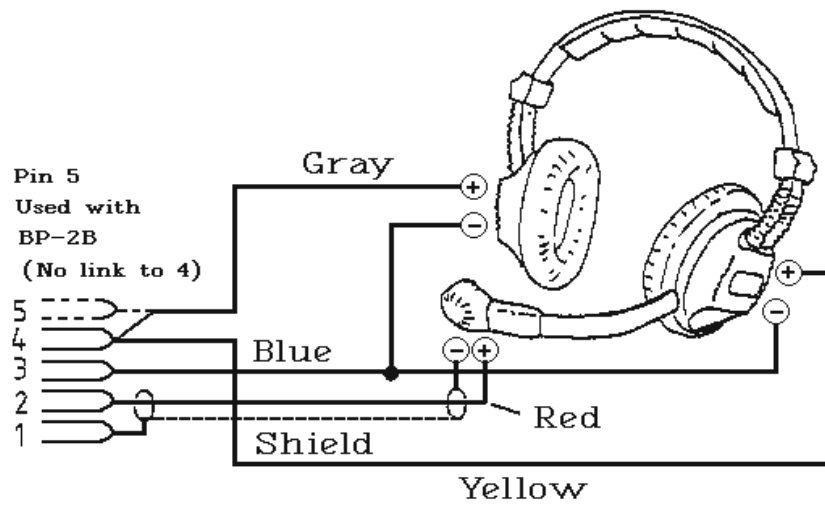
8. The screwdriver-adjust preset controls, accessible through the front panel, control the level of your own voice in your own headset. This adjustment is called 'sidetone'. Sidetone is factory set at a level suitable to the majority of users. It can be altered for personal preference, or for deep cancellation allowing the headset to be removed and used to monitor. See note on following page.

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Note: Sidetone controls have a null-point near the 12 o'clock position where sidetone is most deeply canceled. Rotating the control either side of the 12 o'clock position will increase sidetone levels.

Headset Connections



Station Connections

