

## INSTALLATION INSTRUCTIONS

The Lync Micro System Headset G4 has been designed specifically for use in very high-noise aviation environments where noise attenuation and microphone noise cancellation are the primary concerns.

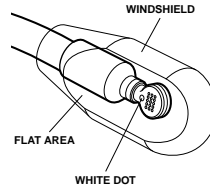
The headset may be connected to radio transceivers or mobile telephones using a range of interface products.

### HEADSET FITTING:

The headset headband is adjustable to allow for variations in head shape and size.

Adjustment is made possible by the inclusion of sliders at the connection between the headband and the ear defender. The simplest means of fitting correctly is to place the headset on the head and then slide the ear defenders downwards until they completely cover the ears.

To obtain the best possible noise attenuation, remove as much hair as possible from beneath the ear seats and ensure that the headset is a tight and comfortable fit.



### VOLUME ADJUSTMENT:

The headset is fitted with a volume control which allows the speaker output to be adjusted.

Correct setting of the volume control is important in order to minimise the amount of extraneous background noise reaching the ears and to compensate for differences in individual hearing sensitivity.

To obtain the best noise cancelling performance from the headset microphone, the headset volume should be progressively reduced until almost all of the background noise is cancelled. During normal use, and providing that the microphone is positioned correctly, it should not be necessary to set the volume control at more than half volume.

### VOICE CONTROLLED MICROPHONE:

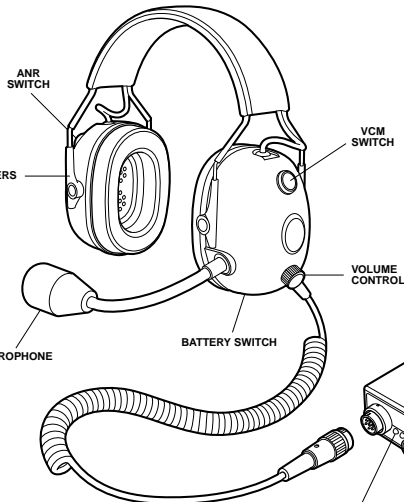
The G4 headset incorporates a digital Voice Controlled Microphone (VCM).

The VCM electronics monitor the headset and disable the microphone when no voice signal is present. The microphone is re-enabled instantly when the VCM system detects speech.

Radio transmissions are not affected by the VCM function and the headset microphone will transmit over the radio under all circumstances.

The VCM system uses digital technology to differentiate between speech and background noise/wind noise and adjusts automatically to changes in noise level.

The VCM function can be switched on or off using a selector switch on the left-hand ear-cup. When the VCM function is switched off, the headset microphone remains active continuously.



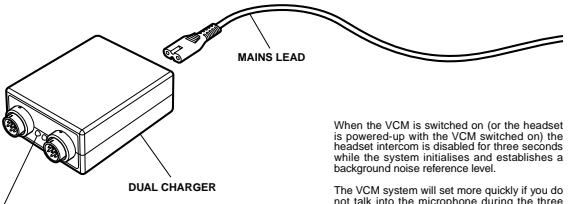
### MICROPHONE:

The microphone is mounted on the end of a flexible boom arm and is protected from the elements by a foam windshield.

A flat area on the windshield indicates where the sound should enter the microphone and must always face directly towards the mouth. For best results the flat area should also be positioned as close as possible to the lips but without actually touching.

The microphone capsule itself may be rotated on the end of the microphone boom to ensure alignment with the flat area on the windshield. For reference, the voice entry side of the microphone is marked with a white dot.

Once the boom arm has been set in position it may be swung out of the way and returned to the same position by simply rotating it about the boom mounting.



### HEADSET BATTERY:

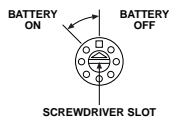
The G4 headset has a rechargeable battery in the headset headband.

The battery allows the headset to work as an autonomous intercom and provides power to portable radio interface equipment and other Micro System accessories.

The headset battery function may not be required if the headset is only used with a Powered Radio Interface.

When used with a Powered Radio Interface the headset battery provides a back-up intercom function should the power supply to the interface fail. However, even when used with a Powered Radio Interface, once a headset battery has received an initial charge it should be fully recharged at least every two months to ensure optimum battery life.

If the headset is only used with a Powered Radio Interface, and the battery function is not required, the headset battery may be disabled using the Headset Battery Switch.



If the headset battery is disabled when the headset is new, the battery can be left dormant for up to ten years and can be re-enabled and charged at any time.

### CHARGING:

The Nickel Metal Hydride battery built into the headset provides for a minimum of fifty hours continuous use when fully charged.

To charge a headset using the Micro System Charger, plug the headset into the front of the charger then plug the charger into a wall socket. The charger will accept one or two headsets and provides a full charge in sixteen hours.

Charging lights are provided on the front of the charger which indicate when a headset is connected and charging. The charging lights only confirm that the charger is working and do not indicate when the headset is fully charged.

### INITIAL CHARGE:

When charging a new headset for the first time, leave the headset on charge for at least twenty four hours. This conditions the battery correctly and prolongs battery life.

### OPTIMUM CHARGING:

During normal use, a headset will only become partially discharged each day; however, the headset should be recharged after each use and stored in a fully charged condition.

Headsets that are recharged, and stored in this way, are much less likely to run flat during subsequent use.

The headset batteries do not suffer from memory effect and it is not necessary to completely discharge a headset before recharging.

Each headset is designed to accept a full recharge at least one thousand times and, if correctly maintained, will provide many years of reliable service.

### WARNING:

The headset will self-discharge over a three month period even if it is not used.

Once a headset battery has received an initial charge, never store the headset with the battery completely discharged as this will damage the batteries.



### AUTOMATIC POWER MANAGEMENT:

The G4 headset incorporates digital power management.

The power management system monitors the headset electronics and puts the headset into a low power mode when no activity is detected for ten minutes.

A fully charged headset will take more than five hundred hours to discharge in the low power mode which helps to conserve battery power and protect the battery.

While the headset is in the low power mode only microphone, intercom or radio activity instantly returns the headset to normal operation.

When the VCM is switched on (or the headset is powered-up with the VCM switched on) the headset intercom is disabled for three seconds while the system initialises, and establishes a background noise reference level.

The VCM system will set more quickly if you do not talk into the microphone during the three second initialisation period.

The VCM system will not work unless the microphone is correctly positioned as close as possible to the lips.

If the G4 headset is connected to another headset as part of an intercom, the VCM system will not provide a significant reduction in noise unless the second headset also has VCM.

### ACTIVE NOISE REDUCTION:

The G4 headset incorporates digital Active Noise Reduction (ANR).

The digital ANR electronics monitor the level of background noise inside the ear-cups and generate an equal volume of anti-noise which is opposite in phase; this effectively reduces the amount of low frequency background noise inside the ear-cups.

The ANR function can be switched on or off using a selector switch on the right hand ear-cup. When the ANR function is switched off, the headset works as a normal Passive Noise Reduction (PNR) headset.

Depending on the application, it may be desirable to switch between ANR and PNR.

### ANR:

When the ANR function is enabled, the headset's electronics provide additional noise cancelling and the sound quality is optimised for voice communications and radio reception.

### PNR:

When the ANR function is disabled, the headset electronics provide sound with a wider frequency response which is more suitable for listening to music.