



## Product Features and Use Cases

The **Headset In-Use Relay** will give you a DPDT relay closure when a phone is in-use. This is normally used to signal a dispatch console that the phone is in-use, to prevent the headset being switched over to a radio while the phone is being used by the dispatcher. There is a **KILL** switch that will turn the relay off, even if someone is talking on the phone line, to allow the headset to be switched manually. When flipped the other way the **KILL** switch will supply power to the relay if someone is still talking. If the **Headset In-Use Relay** hears silence, the relay will remain off until audio is heard again.

The **Headset In-Use Relay** is wired to be used on a standard **handset** type modular jack. To use a headset with this type of jack you'd normally use an amplifier box supplied with your headset plugged into the phone, and the headset plugged into the amplifier box.

If you are using a modular headset jack on the phone without a separate amplifier box for the headset, you'll need our **Recording Headset/Handset Adapter** (part number #HST5G), not included.

When used with the **Recording Headset/Handset Adapter** the headset plugs into the Adapter, not into the HS jack on the **Headset In-Use Relay**.

The **Headset In-Use Relay** is not compatible with headsets that use a 2.5mm or 3.5mm audio connector. It only works with modular jacks.

The **Headset In-Use Relay** has a 6 conductor modular jack to use with the short solid wire single ended 3 pair modular cord (included) that you connect to your dispatch console or equipment.

It's recommended that the **Headset In-Use Relay** AC power cube be plugged into a battery backup. It won't work without power. If power is lost, the unit reverts to its default state.

The **Headset In-Use Relay** is controlled by the audio it hears from the phone (VOX). When the Relay Box hears either party speak it will turn on the relay. After about 5 seconds of silence (like being on-hold) the relay will go off. The **KILL** switch will force the relay off.

Almost any sound will activate the relay again, including saying something or blowing into the headset. The sensitivity (loudness needed to trigger the relay) has been set to work with most phones and can't be adjusted.

Some music on hold is so low that the In-Use Relay will not hear the music and will shut off while you're waiting on hold. In that case turning up the volume on the phone so it's louder on the headset jack (and into the In-Use Relay) will make the In-Use Relay trigger on lower sounds (like very low Music on Hold).



## Installation and Specifications

**Installation Instructions:**

1. Disconnect the handset (headset) cord from the telephone base and plug it into the **Headset In-Use Relay** box jack labeled HS.
2. Plug one end of the short black modular cord (included) into the handset/headset modular jack on the telephone base, and the other end into the **Headset In-Use Relay** jack labeled PHONE.
3. Plug the included Power Cube into the **Headset In-Use Relay**, and into a standard 110VAC US type outlet.
4. Connect the wires from the short 6 conductor cord to the appropriate connections on your equipment. You'll get a dry closure while audio is heard (DPDT relay connections), and an open 5 seconds after there is no more audio heard by the **Headset In-Use Relay**.

**NOTE:** Although it's factory set at about 5 seconds you can adjust the timing for how long the relay will stay on after it stops hearing sound. Use a small screwdriver (not included) by gently turning the small timing pot through the hole in the side of the Relay Box. The range is about 5 to 30 seconds. Clockwise will increase the time the light stays on when it hears no sound, and counter-clockwise will decrease the time the light will stay on when it hears no sound.

**6 Conductor Mod Jack Wiring (RELAY Port):**

The 2-form-C (DPDT) relay is brought out on a 6 Pin (6P8C) jack. The two poles are referred to as A and B.

- Pin 1: B - Normally Open
- Pin 2: A - Normally Open
- Pin 3: A - Common
- Pin 4: A - Normally Closed
- Pin 5: B - Common
- Pin 6: B - Normally Closed

