QuikCall™ Wireless Audio System

PRODUCT SUMMARY

The QuikCall™ wireless audio system consists of RF (radio frequency) transmitters and receivers with integrated audio player. It is typically used to make pre-recorded PA announcements with wireless push buttons (RF transmitters).

AVAILABLE MODELS

RFV-1000R   RF receiver with audio player
RF-100   Desktop 1-button RF transmitter
RF-101   Hand-held 1-button RF transmitter
RF-104   Hand-held 4-button RF transmitter

TECHNICAL SPECIFICATIONS FOR RF-1000R

RF Frequency:
433 MHz

Receiver Address Selections:
16 (to match transmitter)

Sound File Support:
MP3 (ISO 11172-3 up to 44.1KHz)

Memory Card Type:
SD/MicroSD up to 32GB

Trigger Modes:
Direct, Binary, Round-Robin

Max. Number of Messages:
4 (direct & round-robin) 15 (binary mode)

Power Supply:
12 ~ 30 VDC

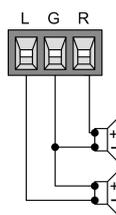**Audio Output:**
(30V supply, 8 Ohm load, 10% THD+N)
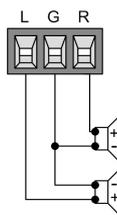High efficiency class D
Stereo: 15W per channel
Mono: 55W bridge tied load (BTL)
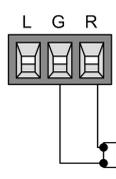
SPEAKER CONNECTION

Regular Stereo   **Virtual Surround Stereo**

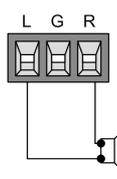

The left channel is internally inverted therefore the left speaker must be connected backwards for regular stereo output.
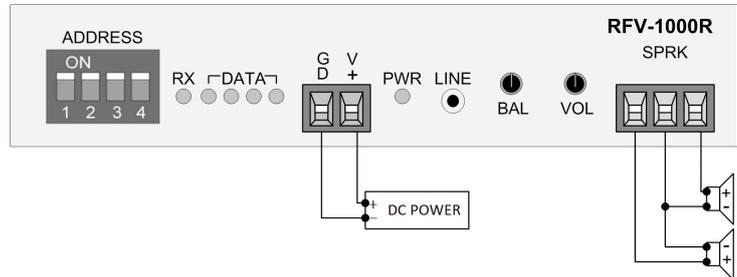
Regular Mono   **BTL Mono** (4X Output Booster)

BTL mono is used to boost output at low supply voltage - don't use speakers lower than 8 Ohms to avoid overloading the power

PANEL DESCRIPTIONS

Address DIP Switch (ADDRESS)
DIP switches to select a 4-bit binary address. This address should be set to match the transmitter's. Nearby receivers must have different addresses to avoid interferences.

Receiving Light (RX)
This LED light is turned on briefly when valid data is received.

Data Code Light (DATA)
These LED lights indicate the received data (four bits).

Power Input Terminals (V+, GD)
Use a well regulated DC power supply to obtain the best sound quality. Connect the power supply's positive to terminal V+, and the negative to terminal GD. Alternatively, power can also be supplied via the 2.1mm center positive coaxial jack located on the left side of the unit.

Power Light (PWR)
This LED light is turned on when power is applied.

Line Output (LINE)
This 3.5mm stereo phone jack provides line level audio output.

Balance Knob (BAL)
This knob adjusts the output balance between the two channels. It should be set at the middle (center detent) if the unit is configured for BTL (bridge tied load) mono out.

Volume Knob (VOL)
urn this knob clockwise to increase the output volume. It affects both the speaker and the line out.

Speaker Output Terminals: L (left ch.), G, R (right ch.)
See the Speaker Connections section.

SD Card Slot on the left side **(SD CARD)**
Supported memory card types are SD (2GB max.) and SDHC (32GB max.).

DC Adaptor Jack on the left Side **(DC 12V)**
Use factory supplied power adaptor only

Antenna Connector on the rear side **(ANTENNA)**
Connect the antenna to the connector

* QuikCall is a trademark of Eletech Enterprise Co. Ltd.

TECHNICAL SPECIFICATIONS FOR RF-100/101/104

RF Frequency:
433 MHz

Transmitter Address Selections:
16 (to match receiver)

Triggering Mechanism:
built-in push button (1 or 4) or external inputs (For RF-101 and RF-104 only)

Power Supply:
12V battery or DC adaptor

SYSTEM CONFIGURATION

By default, the system works in the following mode without a configuration file:

Trigger Mode: Direct
Playback Mode: Non-Interruptible

To operate the system in any other modes, you need to create a plain text file on the memory card called "MODE.TXT" containing 2 letters:

First Letter: Trigger Mode
D = Direct (prioritized: 001/button A = highest)
B = Binary
R = Round Robin (not prioritized)

Second Letter: Playback Mode
N = Non-interruptible
I = Interruptible
Q = Queue
P = Priority (Interrupt mode with priority)

File Number Assignment
Sound files on the memory card must be assigned a unique file number for identification purpose. The file number must be a three digit number within the following range:
For Direct Trigger: 001 ~ 004
For Binary Trigger: 001 ~ 015

DIP Switch Settings:
There are two kind of DIP switch settings, one for address and the other for data.
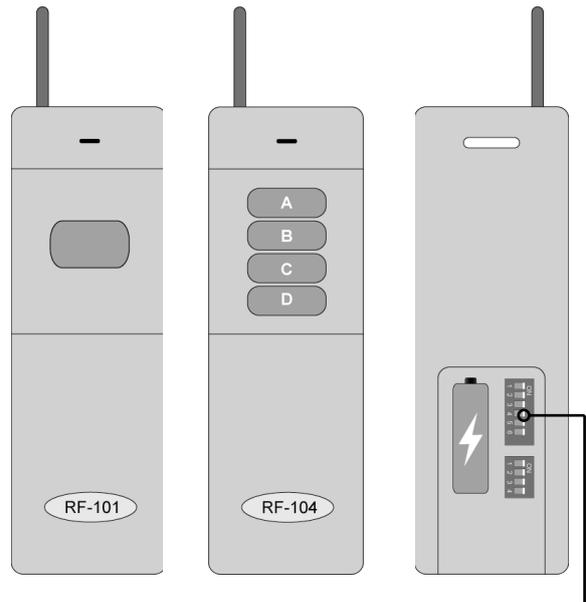
Address Switch Settings:
The address switch settings for the transmitter and the receiver must be the same.

Data Switch Settings:
The data switch settings are availabled on RF-100/101 transmitter only.

DATA DIP SWITCH SETTINGS

Set dip switches on the transmitter to trigger up to 15 MP3 files ranging from 001 to 015

DATA Switch Binary Settings (● = ON ; --- = OFF)				
SW1	SW2	SW3	SW4	Trigger Message
●	---	---	---	001.MP3
---	●	---	---	002.MP3
●	●	---	---	003.MP3
---	---	●	---	004.MP3
●	---	●	---	005.MP3
---	●	●	---	006.MP3
●	●	●	---	007.MP3
---	---	---	●	008.MP3
●	---	---	●	009.MP3
---	●	---	●	010.MP3
●	●	---	●	011.MP3
---	---	●	●	012.MP3
●	---	●	●	013.MP3
---	●	●	●	014.MP3
●	●	●	●	015.MP3

DATA Switch Direct Settings (● = ON ; --- = OFF)				
SW1	SW2	SW3	SW4	Trigger Message
●	---	---	---	001.MP3
---	●	---	---	002.MP3
---	---	●	---	003.MP3
---	---	---	●	004.MP3

Trigger Mode Table			
Transmitters	Mode	DIP Switch Settings	Functions
RF-100/101	DN	see direct settings	Plays 001~004. Not interruptible during playback. In case of multiple triggers only the lowest numbered trigger will play.
	DP		Same as DN but a lower numbered trigger can interrupt a higher numbered trigger. For example, trigger 002 can interrupt trigger 003 but not trigger 001. A trigger cannot interrupt itself,
	DI		Same as DN but any trigger can interrupt another (but not itself). For example, while trigger 002 is playing, trigger 001, 003 and 004 can interrupt it, but not 002 itself.
	DQ		Same as DN but allows multiple triggers. All triggers received during playback will be queued and played in the receiving order after the current playback is finished.
	BN	see binary settings	Plays 001~015. Not interruptible during playback.
	BP		Same as BN but a lower numbered trigger can interrupt a higher numbered trigger. For example, trigger 002 can interrupt trigger 003 but not trigger 001. A trigger cannot interrupt itself.
	BI		Same as BN but any trigger can interrupt another (but not itself). For example, while trigger 002 is playing, trigger 001, 003 and 004 can interrupt it, but not 002 itself.
	BQ		Same as BN but allows multiple triggers. All triggers received during playback will be queued and played in the receiving order after the current playback is finished.
	RN	see direct settings	Plays 001~004. In case of multiple triggers all will play one by one.
	RP		Do not use.
	RI		Do not use.
	RQ		Do not use.
RF-104	DN	No Use	Button A = 001, button B = 002, button C = 003, button D = 004. Not interruptible during playback. In case of multiple triggers only the lowest numbered trigger will play.
	DP		Same as DN but a lower numbered trigger can interrupt a higher numbered trigger. For example, button B (002) can interrupt button C (003) but not button A (001). No trigger can interrupt itself.
	DI		Same as DN but any trigger can interrupt another (but not itself). For example, while trigger 002 is playing button A, C and D can interrupt it, but not button B (itself).
	DQ		Same as DN but allow multiple triggers. All triggers received during playback will be queued and played in the receiving order after the current playback is finished.
	BN		Button A = 001, button B = 002, button C = 004, button D = 008, or multiple buttons = binary trigger 001~015. Not interruptible during playback.
	BP		Same as BN but a lower numbered trigger can interrupt a higher numbered trigger. For example, button B (002) can interrupt button C (004) but not button A (001). No trigger can interrupt itself.
	BI		Same as BN but any trigger can interrupt another (but not itself). For example, while trigger 002 is playing button A, C and D can interrupt it, but not button B (itself).
	BQ		Same as BN but allows multiple triggers. All triggers received during playback will be queued and played in the receiving order after the current playback is finished.
	BN		Button A = 001, button B = 002, button C = 003, button D = 004. In case of multiple triggers all will play one by one.
	RP		Do not use.
	RI		Do not use.
	RQ		Do not use.