CAME-TV

USER MANUAL

Version 1.0

Summary

The CAME-TV KUMINIK8 Duplex Digital Wireless Foldable Headset is easy to set up and provides about 450m/1500ft of open range between the Master and Remote headsets. There are two versions available, US for the US while EU for EU countries and other countries can use either version if it does not have the regulation on frequency use. This manual applies to model KUMINIK8-1R (single ear remote) , KUMINIK8-1M (single ear master), KUMINIK8-2R (dual ear remote) and KUMINIK8-2M (dual ear master).

Parameters

Standard	DECT technology, GAP compatible
Range	1500ft (450 Meters) in open space
Talk Time	Master 10 Hours; Remote 13 Hours
Channel Bandwidth	1.728MHz
Modulation Type	GFSK
Duplex Operation	Time Division Duplex (TDD)
CE Frequency	1881.792-1897.344 MHz
FCC Frequency	1920-1930 MHz

Product Structure

Dual Ear

Single Ear

Operating Instructions

1.Power On/Off

Power on: the headset will be powered on automatically when battery is installed. In the condition that battery is already in its compartment, one quick press the power button to turn on the headset.

Power off: Press and hold the power button for around 5 seconds until power indicator changes off.

Note: Power off the remote headsets first otherwise the master headset can not be powered off.

2.LED Indicators

Master: red LED on earcup indicates master headset.

Remote: blue LED on earcup indicates remote headset.

3.Microphone Boom

MUTE OFF: When microphone boom is in down position, you can talk and listen.

MUTE ON: Flip the boom microphone up, it mutes the

microphone only and you can still hear what everyone else is saying.

4. Volume

Voice +: Raise the volume

Voice -: Lower the volume

5. Pairing

Headsets are paired at the factory and ready for use when they are powered on. For the headsets which already had been paired successfully, they can be connected automatically and no need to pair again.

Note: If for some reason you need to re-pair the headsets here is the recommended procedure.

Before pairing process, it is important to turn on all headsets and mute off the microphone in the same group otherwise the connection may be cut down.
(The LED indicator is flash slowly being mute on, which may disturb our judgment in pairing procedure.)

It is recommended to start with master headset, press and hold on both volume + & - buttons simultaneously until the red Led indicator starts flashing quickly.

Then following steps should be proceed on the premise of that the led on the remote headset become solid after powered on. On the remote headset, press and hold on both volume + & - buttons simultaneously until the Blue LED starts flashing quickly. The slowly flash on the remote headset indicates the process is completed. The same procedure goes for other headsets for pairing.

Each master headset can be paired with 3 different remote headsets. (If a hub is needed, it is regarded as one of the remote headsets.) The master headset will quit the pairing process and LED become solid after three different remote headsets had been paired with the master

Quit pairing mode by taping power button on master if remote headset(s) is/are less than 3 pieces.

Quick Start and Tips

Pair	How to Pair	How to quit pairing process
Master or Remote	Press and hold on volume + & - buttons simultaneously until the Red Led indicator starts flashing.	Short press Power button on master (Remote will quit pairing automatically and led indicator become solid if master headset has already been paired with three remote headsets.)
HUB	Long press function Button until LED indicator flashes quickly.	Long press function Button (Remote will quit pairing automatically and led indicator become solid if master module has already been paired with three remote headsets.)

1.During pair process, master will always remain in pairing mode while remote needs to be paired one by one.

2.The master headset is not allowed to be in pairing mode if there are more than 2 master headsets. For example, Module one and Module two of the hub can not be in pairing mode at the same time.

3.If the remote has already been paired with master in Group A and this remote need to be paired with Group B master, in this case, the group A master needs to be turn off in advance.

4.Please make sure the microphone is in talking mode and do not mute on the microphone when pairing the headsets. The reason is that the led indicators flash slowly when mute on is activated and it will be hard to judge the pairing procedure.

5.Quick press ON/OFF button 7 times and repeat the pairing process if the led of remote headset stay solid and the pairing mode can not be activated.

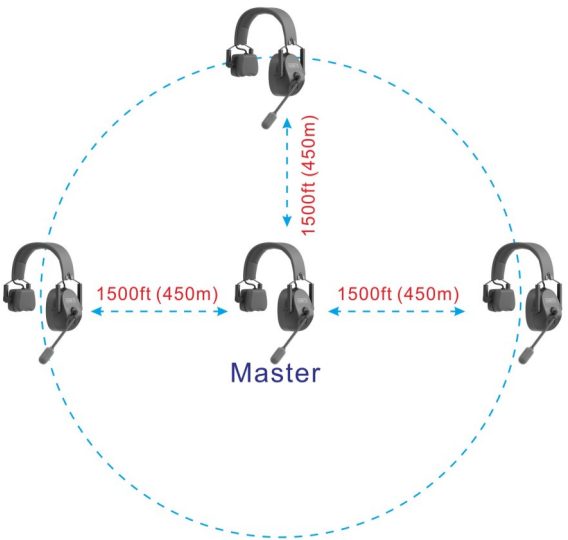
6. Each remote headset can be replaced with the hub to increase the number of the remote headsets and extend the working distance.

How to Optimize the Communication Effect:

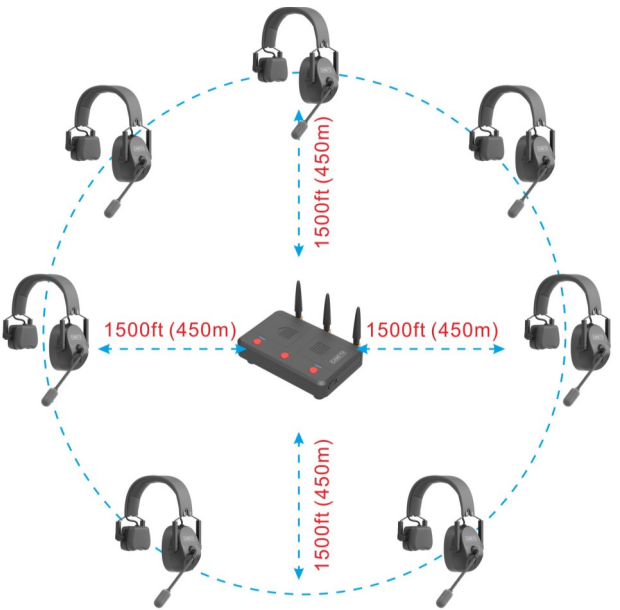
1. In order to get the best communication result, it is recommended to place the master (or HUB) in the center position, and the remotes are arranged around the master (or HUB) to ensure that each remote is within the working distance.

2. If there is both a master headset and a HUB, the distance between master and the HUB should also be kept within an appropriate distance within 1500ft. Also, it is important to distinguish which remote headsets are paired with the master and which remote headsets are paired with the HUB. If a remote headset paired with the master exceeds the working range of the master, even if it is close to the HUB, it will not be able to talk.

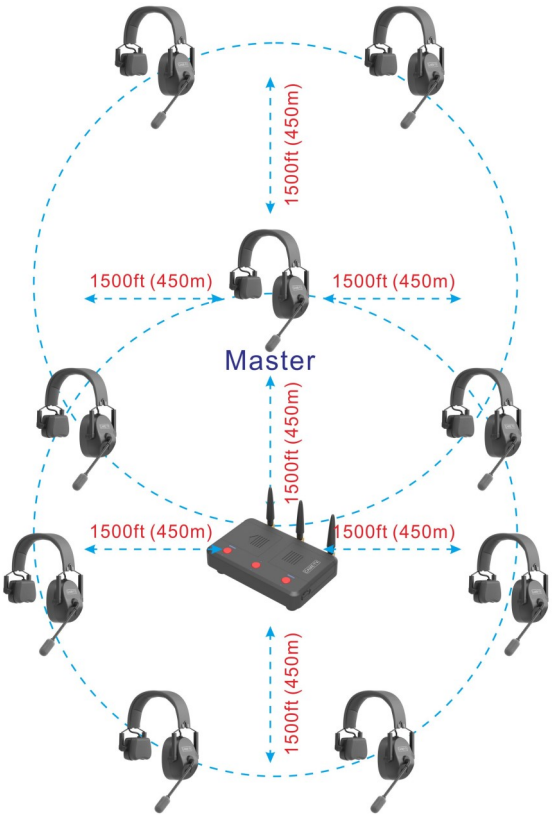
4 Person Team, Max Distance 3000ft



7 Person Team, Max Distance 3000ft



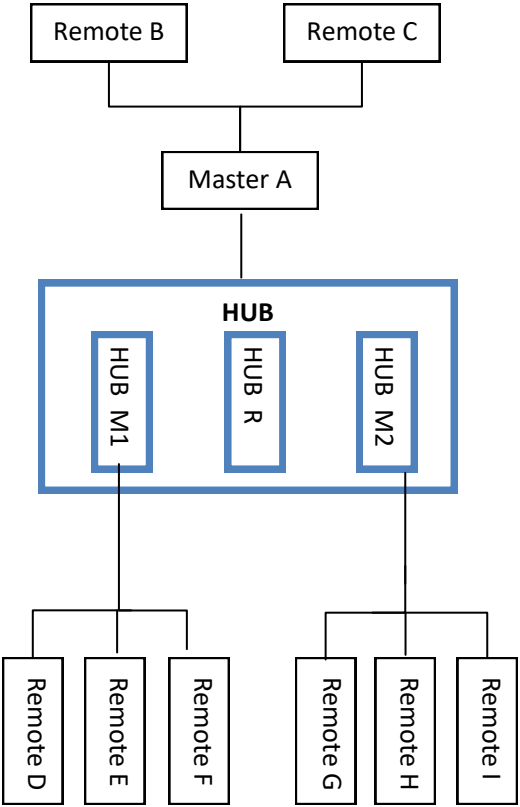
9 Person Team, Max Distance 4500ft

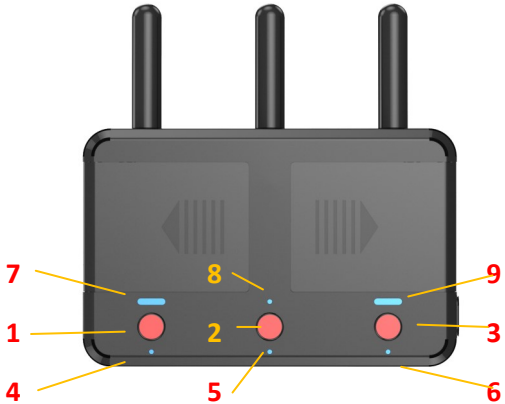


HUB Description

For our standard kits, the most connections available is a four headsets connection via a master headset with three remotes. To expand beyond that capability, we now offer a hub to provide connection up to 10 in one system. Normally a master headset can connect to three remotes, but in this configuration the hub is utilizing on of the three channels available to the master. The hub in turn communicates to two groups, with each group connecting to three headsets. By adding a microphone to the hub, it becomes an additional headset. All together when configured as the image shows, you can have 10 users on the same system. Remote B & C headsets in the right diagram can be replaced with two different HUBs so the whole system will become a 19 persons communication system.

The hub has a micro USB port to power/charge the unit via 5V DC with a USB power supply or power bank. When power is connected can run directly without batteries and also charge when batteries are installed. The Hub can run alone on batteries and with one installed run time is about 8-10 hours and with two batteries installed, the run time increases to about 15-18 hours.


Remote B
Remote C
Master A
HUB
HUB M1
HUB R
HUB M2
Remote D
Remote E
Remote F
Remote G
Remote H
Remote I



See details in above picture：

1.Functional Button for Master Module 1

2.Functional Button for Remote Module

3.Functional Button for Master Module 2

4.Left Charging Indicator

5.Indicator for Remote Module

6.Right Charging Indicator

7.Indicators for Master Module 1 (It comes with 3 different indicators, from right to left numbered as 1,2,3 respectively.)

8.Power Indicator

9: Indicators for Master Module 2 (It comes with 3 different indicators, from right to left numbered as 1,2,3 respectively.)

Hub can be charged with either one battery or two batteries. The built-in board will allocate the battery portion to the proper parts automatically. The hub can also be powered by standard 5V USB devices.

Pairing Method for HUB

Headsets of the **7 pieces kit and 9 pieces kit** are paired at the factory and **ready for use** when they are powered on. For the headsets which already had been paired successfully, they can be connected automatically and no need to pair again.

These are strict pairing procedures. It is strongly advised to follow the guide carefully and accurately for successful operation of this unit.

Step One: Pairing the remote module on hub with master headset.

Note: This procedure is not a must for the hub with less than 6 remote headsets group. The Hub group can work independently with the group of master headset and it's subordinated remote headsets. If

you want to combine them into one group more than 6 headsets, please follow guides below:

1.Turn on the master headset and at least one pre-paired Remote headset or Hub in the kit (at most two units).

2.Press and hold the Volume + & - buttons at the same time on the master headset to activate pairing mode. Then perform a long press on #2 functional button of remote module on the Hub until the indicators flash quickly.

Once the indicator becomes solid, this means that the pairing process is completed, and the Remote modular on Hub is now paired with the master headset. (Short press on/off button on the master to quit pairing if the indicator in master headset still flashes quickly.)

Step Two: Pairing master module 1 with the Remote headsets.

Press and hold the left button on the Hub (master module 1) to activate pairing process. Then activate pairing for the first Remote headset. Once the pairing process is complete, a beep sound will appear and remote indicator will flash slowly. There are three indicators in each hub master module, corresponding

three different remote headsets. When the first remote headset is successfully paired with hub master module 1, the right indicator becomes solid and the second one flashes, then perform the same procedure to pair the second and third remote headsets. After three remote headsets are paired with hub master module 1, all led indicators in remote headsets and master module 1 will become solid. If only two remote headsets are needed, long press master module 1 button to quit pairing after two headsets done pairing.

Step Three: Pairing master module 2 with the remote headsets.

Long press master module 2 button to activate pairing process, other procedure is similar to step two mentioned above.

Notes:

1.Master module and remote module in the hub cannot be paired at the same time. Otherwise, it will result in malfunction.

2.Long press Volume + & - buttons at same time to activate the pairing mode until the indicators flash.

1.Master headset will quit pairing mode automatically if it has already been paired with 3 different remote

headsets.

2.Make sure to quit the pairing mode by long pressing the function button for master module after all remote headsets are done pairing if less than 3 pieces remote headsets are needed.

HUB Indicators Introduction:

One: Indicators on remote modular

1. Flash quickly: Pairing mode

2. Flash slowly: Stand-by mode (It means the headset has already been paired, but has no connection to master, as the master is not turned on.)

3. Solid: Never been paired or working normally.

Two: Indicators on master modules

2.1 It comes with 3 different indicators, from left to right numbered as 1,2,3 respectively.

2.2 All indicators off: Stand-by Mode. It means no remote headsets have been paired.(#4 and #6 indicators flash quickly in this case.)

2.3 Pairing will be start with the right indicator name as 1# indicator. If the first remote headset has been

paired successfully, 1# indicator will become solid, then 2 and 3. Master module will quit pairing mode automatically if it is already been paired with 3 different remotes and start working.

2.4 In working mode, the number of the remote headsets will be the same as the indicators number. And the indicator number is the same as the pairing sequence.

Three: Power Charging Indicators

When charging, the battery indicator will flash slowly and become solid when fully charged.

FCC Regulatory Compliance

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.

Warning: changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

Note: 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 or more 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.

FCC RF Radiation Compliance

The device has been tested and comply with FCC SAR limits.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Warranty Card

Name	
Phone	
Email	
Address	

Order Number	
RMA Number	
Reason of Return	