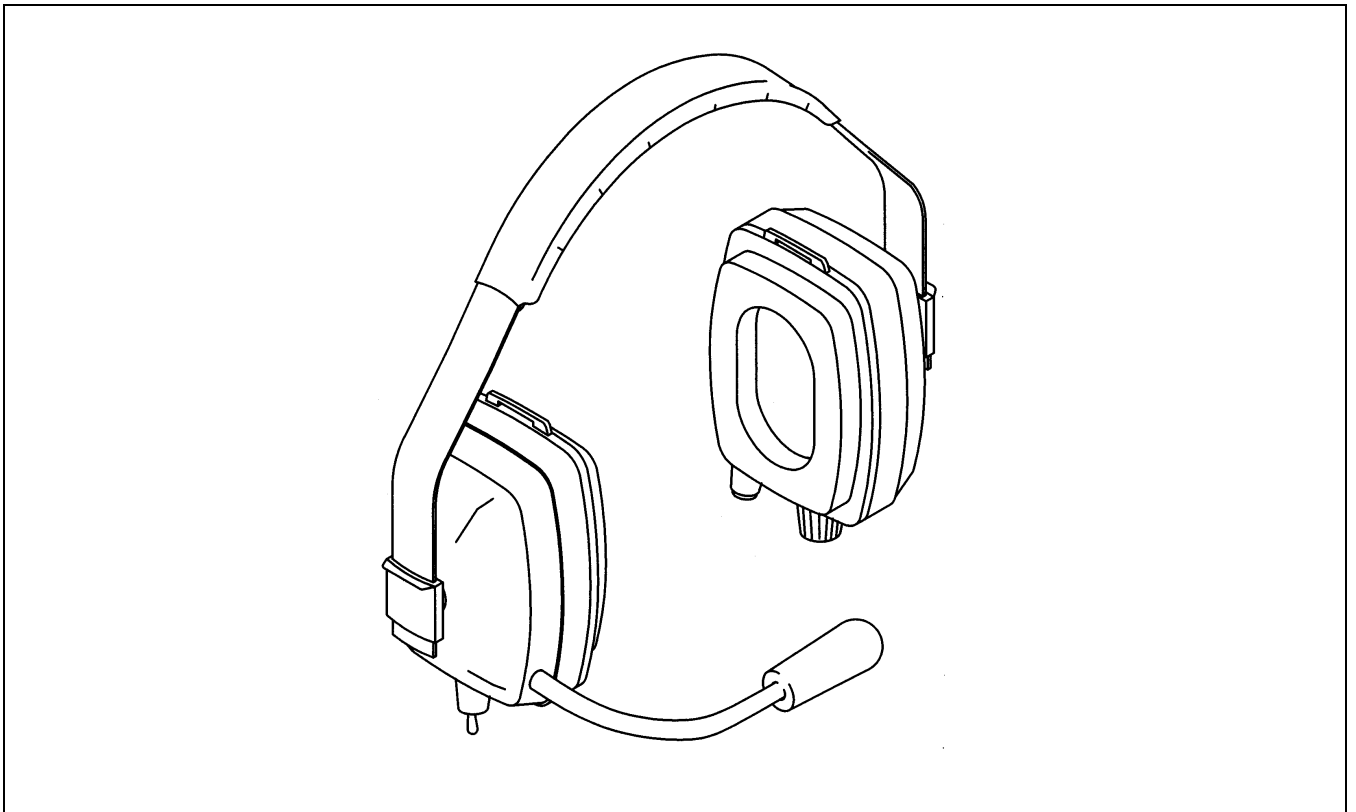


CT-DECT

Headset for Wireless Duplex Communication

Operating Instructions



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Important Note

Please note that any changes or modifications not expressly approved by the party responsible for compliance will void the user's authority to operate the equipment.

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 cause undesired operation.

SAFETY INFORMATION

Your wireless headset transceiver contains a low power transmitter. When transmitting it sends out radio frequency (RF) signals. In August 1996, the Federal Communications Commission (FCC) adopted RF exposure guidelines with safety levels for wireless devices.

WARNING

This headset is considered to be a portable device which housing (the ear cushion) operates in contact with the user's body.

Because of the construction of this headset the internal transmitter and it's antenna is located in such a way, that a separation distance from the user's body is maintained in compliance with the FCC's RF Exposure Guidelines.

This device and it's antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

Use only the internal antenna. Unauthorized antennas, modifications, or attachments could damage the transmitter and may violate FCC regulations.

1. Important safety instructions



When using CeoTronics products do not fail to comply with the following safety information:

- Before using CeoTronics products read completely the appropriate operating instructions. If in doubt, ask our technical staff.
- If repair work of any kind needs to be done to CeoTronics products, arrange for it to be performed only by the company CeoTronics or by a specialized workshop that is authorized by CeoTronics. In all other cases our warranty and liability for the product shall lapse.
- If products are operated on a mains voltage, always pull the mains plug out of the mains plug socket before opening such products (e.g. for servicing purposes) !
- Do not store CeoTronics products outside or in damp ambient conditions. At all times keep them clean, dry and at normal air humidity. CeoTronics products must not be stored in areas with a temperature of over +80° C (+176° F), e.g. in the summertime on the parcel shelf of a car. If not stated otherwise, the following temperature ranges are allowed for CeoTronics products: -10 to +55° C (+14 to +131° F) for operation, -40 to +80° C (-40 to +176° F) for storage.
- Do not immerse a CeoTronics product into water, if it is not expressly specified for this purpose.
- When using CeoTronics products that are equipped with connection leads ensure that the latter do not get caught up in operational machinery or wheels !
- Type-tested muffs with a high degree of passive noise attenuation are used for CeoTronics headsets with headset muffs. If not stated otherwise, it is our experience that the passive noise attenuation of the headset muffs is reduced by approx. 3 dB due to the electronics that are integrated into the headset muffs. As a rule no empirical values are available for non-standard products.

At very high noise levels that exceed the passive protective effect of the headset muffs we recommend that ear plugs be worn as an additional measure. If in doubt, ask your safety officer or company doctor. Full noise attenuation exists only if the muff padding is in perfect condition. This should be replaced at the latest after every 6 months of use.

- In the case of headsets with headset muffs that protect against harmful ambient noise and that are not equipped with additional electronics for level-limited ambient sound reception, take heed that the audibility of warning signals, warning calls etc. is also impaired !
- CeoTronics products that are not intrinsically safe (explosion-proof) and therefore have no special explosion-proof designation must never be operated in potentially explosive environments (e.g. when refuelling cars, aircraft etc.). Devices that are not explosion-proof can unintentionally trigger off explosions in such areas !
- If you are a cardiac pacemaker carrier, before operating a transmitter/receiver ask the manufacturer of your cardiac pacemaker for information about any impairment that might be caused due to high frequencies.
- For safety reasons reception volumes in excess of 85 dB(A) are possible with a whole series of CeoTronics products. However, these can be regulated by the user. Do not set the volume any higher than is necessary. A very high volume setting can lead to damaged hearing, particularly if it is continuous. For high volumes or noise levels wear additional ear plugs. If in doubt, ask your safety officer or company doctor.
- When on board an airplane always keep a transmitter/receiver switched off. Operation of the transmitter/receiver could affect the safety of the airplane and it is therefore prohibited. Never operate electronic devices on board an airplane without the express approval of an authorized member of the cabin crew.
- Do not leave CeoTronics products lying around loose in cars, e.g. on the parcel shelf. Stow these products in a suitable, safe place in the car so that they do not present a danger to you or to other occupants of the car, if emergency braking is effected.
- When driving a car, do not use the radio because it may distract you from the other traffic. Never use a CeoTronics product that will impair your hearing.
- Transmit only when it is necessary. Unnecessarily occupying a channel can prevent the transmission of vitally important information.
- Charge rechargeable batteries only with the appropriate suitable CeoTronics charger. Observe the voltage and currency specifications, including those on the mains face (e.g. 230 V AC or 115 V AC). Never use the charger to recharge non-rechargeable batteries.
- When handling rechargeable batteries comply with environmental protection regulations !
Rechargeable batteries contain toxic chemicals (e.g. cadmium). Never attempt to open a rechargeable battery and never throw a rechargeable battery into fire. Expended (defective) rechargeable batteries are subject to compulsory regulated waste disposal. Do not put them in the household waste !
- Ensure that a short-circuit (risk of fire or injury) is not created across rechargeable battery terminals or charging sockets by a short-out (bent-open paper clip, bunch of keys etc.). In such an event the warranty shall lapse. Transport any spare rechargeable batteries in an electrically non-conducting package in order to avoid short-circuiting the rechargeable batteries.
- Keep CeoTronics products and rechargeable batteries out of the reach of children and any other persons who are not familiar with the handling and operation thereof.
- Packaging materials, e.g. filling materials and plastic bags are not toys and have to be kept out of the reach of children. There is a risk of children ingesting them and choking !
- Safe operation requires clean devices. Ensure that the devices (microphones, connectors etc.) are clean and in good condition at all times.
- CeoTronics products may only be used for the specific application envisaged.
- If the device is to be put out of operation definitively, bring it to a local recycling plant for disposal or send it to CeoTronics.

2. Description

2.1 General

The headset is a transmitter/receiver for wireless duplex voice and data communication between a max. of three communication parties over short distances. The range depends on the local circumstances. Up to two standard headsets can log into a base headset. Channel selection is effected automatically by the unit.

The headset protects against harmful ambient noise and renders possible communication in noisy environments. The headset microphone is noise-compensating and is equipped with a flexible swan-neck and windshield. The microphone can be switched on and off by means of a switch at the bottom of the right-hand headset muff.

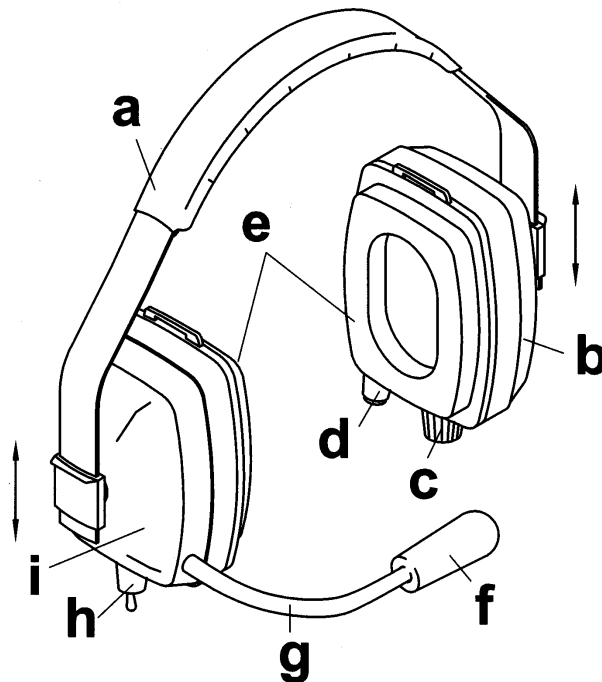
The minimum version of the system comprises a base headset and one standard headset. A second standard headset can also be operated in conjunction with the base headset. The base and standard headsets are marked by an imprint on the left headset muff, as follows:

- CT-DECT Base
- CT-DECT Standard

→ NOTE

The base headset and the standard headset can also be used in conjunction with other CeoTronics DECT units. Please take heed of the special CeoTronics operating instructions for these DECT units.

Fig. 1 Headset, basic version



Key to Fig. 1 – Headset, basic version

- | | |
|---|--------------------------------|
| a Adjustable head band | e Ear cushions |
| b Left headset muff | f Microphone and windshield |
| c On/Off switch and volume control | g Flexible swanneck |
| d Button for subscription, connection setup and release | h On/Off switch for microphone |
| | i Right headset muff |

2.2 Power supply and operating time

A 3.6 V/600 mAh rechargeable battery in the right headset muff provides the power supply for the headset. With a fully charged battery the operating time for continuous operation is approx. 6 hours.

2.3 Audio signals used

Two different tones are used for signalling the operating statuses. The tone for the indication of positive responses (P-tone) has a higher frequency than the tone for the indication of negative responses (N-tone). Signalling of the various events is effected by a varying number of consecutive P-tones or N-tones.

Positive acknowledgement tone

All positive responses are indicated by a high P-tone.

Negative acknowledgement tone and error tone

All negative responses and error statuses are indicated by a low N-tone.

Battery warning

If the battery has an undervoltage a low 3-fold N-tone sequence »N-N-N« sounds approximately every 10 seconds in the headset.

Range warning

If the range limit is reached, a high 3-fold P-tone sequence »P-P-P« sounds approx. every 5 seconds in the headset.

2.4 Sidetone

The sidetone while speaking is audible in headsets only after interconnection setup between the headsets (see sections 4.4...4.4.2). Due to this a control is always available as to whether a connection is active or not.

2.5 On/Off switch for the microphone

The microphone can be switched on and off with the switch »Mic.–OFF–Mic.« (Fig. 1/h) at the bottom of the right-hand headset muff. Three switch positions are possible. However, communication can only be performed after subscription (sections 3...3.2.2), switching on, synchronization, adjustment of the speaker volume (section 4.3) and connection setup (sections 4.4...4.4.2) have all been effected.

Middle position »OFF« (receive): The headset microphone is switched off. You can only receive.

Front switch position »Mic.« (transmit and receive): The headset microphone is switched on. You can speak into the microphone as long as you hold the switch in this position and simultaneously a message is being received. After releasing the switch the switch returns to the middle position »OFF«.

Rear »fixed« switch position »Mic.« (transmit and receive): The headset microphone is constantly switched on. You can speak into the microphone and simultaneously receive a message.

3. On-air subscription

3.1 General

Each headset has its own identification number. First of all an allocation must always take place between the base headset and the maximum of two standard headsets. This subscription procedure, which has to be performed once only, is performed on the base headset and the maximum of two standard headsets manually by means of an operator control procedure.

If a base headset or a standard headset is set to subscription mode and this is terminated after 2 minutes without the subscription procedure having been successfully concluded, the data bases of stored standard headsets available on the base headset and in the case of the standard headset the available data base for the stored base headset are deleted (»Time Out«).

Once the subscription procedure has been successfully concluded, the identity of the calling party is stored in the data base of the headset. The standard headset stores a base headset. The base headset stores the last two successfully subscribed standard headsets, a repeat subscription being permitted.

If a third standard headset is subscribed into the base headset, the standard headset that was subscribed in next to last is deleted from the data base of the base headset.

➔ NOTE

The base headset and the standard headset can also be used in conjunction with other CeoTronics DECT units. The on-air subscription of a headset to one of these DECT units is carried out analogous and in the sequence as described in sections 3.2....3.2.2. Going to do so, first ascertain which of the DECT units is the base unit (lettering »CT-DECT Base«) and which a standard unit (lettering »CT-DECT Standard«). For on-air subscription at a DECT unit always the on/off switch and the push-button » ① « for subscription, connection setup and release are used.

Please take heed of the special CeoTronics operating instructions for the DECT unit.

3.2 On-air subscription

➔ NOTE

Two standard headsets can never be simultaneously subscribed into the base headset, they must always be subscribed one after the other. For subscription the base headset must always be switched on before the standard headset.

3.2.1 On-air subscription of the first standard headset

On the base headset press the push-button » ① « (Fig. 1/d) and switch on the base headset by means of the On/Off switch and volume control (rotary knob Fig. 1/c). After switching on keep the button » ① « pressed for at least 10 seconds.

On the standard headset press the push-button » ① « (Fig. 1/d) and switch on the standard headset by means of the On/Off switch and volume control (rotary knob Fig. 1/c). After switching on keep the button » ① « pressed for at least 10 seconds. The standard headset has to be switched on within 2 minutes of the base headset being switched on, otherwise a »Time Out« may occur (see section 3.1).

After approx. 30 seconds a high double-beep tone can be heard both in the base headset and in the standard headset. This indicates that the on-air subscription has been successfully completed. A second high double-beep tone finally reports that the standard headset has synchronized itself with the base headset.

3.2.2 On-air subscription of the second standard headset

Switch off (position »OFF«) the base headset and, if it is switched on, the second standard headset by means of the On/Off switch and volume control (rotary knob Fig. 1/c).

Repeat the subscription procedure as described in section 3.2.1 for the base headset and for the second standard headset.

4. Commissioning and operation

4.1 Putting on the headset and adjusting the microphone

- Put on the headset. Adjust the headset muffs by sliding the headband so that the muff padding fully encloses your ears and so that the headband is lying on the centre of your head. Only then is the best possible noise attenuation provided.

For hygienic reasons we recommend that you use washable perspiration absorbers made of cotton for the headset. These are pulled over the muff padding, making them comfortable to wear.



CAUTION

Do not »twist« the flexible swanneck. Do not carry the headset by the swanneck. Use the microphone only with a windshield.

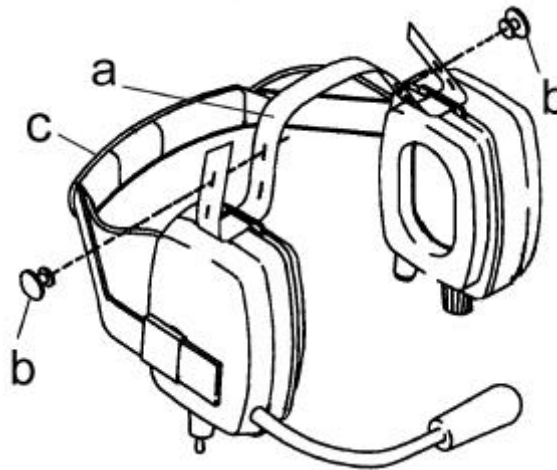
-
- b. Adjust the flexible swanneck so that the microphone is located at a distance of approx. 5 mm (0.2 in.) in front your lips. Optimum voice transmission with the best possible noise compensation is then provided.

4.2 Wearing the headset with an additional head strap

In the event of fast body movements or extreme body postures or if you are using a protection helmet the headset can be fixed to your head additionally by means of the head strap provided (Fig. 2/a).

- a. Pull the headstrap as per Fig. 2 through the slit in the headset muffs and fasten it with the two retainers (Fig. 2/b).
- b. Put on the headset, fold the head band (Fig. 2/c) to the rear and wear the head band as a neck band. Ensure that the head strap and neck band are tautly seated.

Fig. 2



4.3 Switching on, synchronization, adjusting the speaker volume

- a. The rotary knob for switching the headset On/Off and for adjusting the speaker volume is located at the bottom of the left-hand headset muff. The headset is switched off in position »OFF«. Switch on the base headset and then the standard headset by means of the On/Off switch and volume control (rotary knob).

➔ NOTE

The push-button » ① « (Fig. 1/d) must not be pressed until the headsets are synchronized with each other.

Synchronization: A click is audible in the base and in the standard headset roughly 10 seconds after switching on. The synchronization procedure then begins, i.e. the standard headset seeks its base headset. This synchronization procedure can last approx. 30 seconds. Upon completion of synchronization – i.e. the standard headset has found its base headset – a high double-beep tone sounds in the standard and in the base headset, indicating that the standard and the base headset are ready for operation. In the case of two standard headsets two high double-beep tones are audible in the base headset upon successful completion of synchronization.

- b. On voice reception adjust the speaker volume for your headset by means of the On/Off switch and volume control (rotary knob).

➔ NOTE

Always leave the headsets switched on for the usage duration of the headsets so that immediate operating standby and availability of the headsets are provided.

- c. Connection setup and release see sections 4.4...4.4.2.

4.4 Connection setup and release

➔ NOTE

The base headset and the standard headset can also be used in conjunction with other CeoTronics DECT units. The connection setup and release for the units is carried out basically as described in sections 4.4.1, 4.4.2. Going to do so, first ascertain which of the DECT units is the base unit (lettering »CT-DECT Base«) and which a standard unit (lettering »CT-DECT Standard«). For the connection setup and release at a DECT unit always the push-button » ① « is used.

Please take heed of the special CeoTronics operating instructions for the DECT unit.

4.4.1 Connection setup and release by the standard headset

(1) Prerequisites

- Headsets subscribed (sections 3...3.2.2)
- Headsets switched on and synchronized (section 4.3)

(2) Two-party conference

Connection setup: Briefly press the push-button » ① « on the left-hand side of the headset muff of your standard headset. When the connection is set up a high beep tone sounds in the calling standard headset and in the called base headset. Subsequently duplex communication (speech and simultaneous listening) is possible for both parties.

The microphone must be switched on in order to speak (see section 2.5). When the connection is active a sidetone is audible in the headset while speaking. This is for the purpose of control.

Connection release: Briefly press the push-button » ① « on the left-hand side of the headset muff of your standard headset. The standard headset is disconnected from the base headset. To conclude a high beep tone then sounds in the standard headset and in the base headset. The standard headset and base headset are now on standby.

(3) Three-party conference

Below the designations standard headset 1 and standard headset 2 are used only for the purpose of better differentiation in the operating instructions. Both the standard headsets operate with equal entitlement.

Connection setup: Briefly press the push-button » ① « on the left-hand headset muff of your standard headset 1. Standard headset 1 sets up a connection with the active base headset. Upon setup of the connection a high beep tone sounds in standard headset 1 and in the called base headset.

The base headset does not automatically set up a connection with standard headset 2. Not until the push-button » ① « has been pressed on standard headset 2 does standard headset 2 set up a connection with the base headset. If a connection exists between standard headset 1 and the base headset, the base headset then switches over automatically to three-party conference mode.

If a connection already exists between standard headset 2 and the base headset when standard headset 1 sets up a connection with the base headset, the connection between standard headset 2 and the base headset is retained and the base headset switches over automatically to three-party conference mode.

The microphone must be switched on in order to speak (see section 2.5). When the connection is active a sidetone is audible in the headset while speaking. This is for the purpose of control.

Connection release: Briefly press the push-button » ① « on the left-hand headset muff of your standard headset 1. The standard headset 1 disconnects itself from the base headset. This procedure is acknowledged by a high beep tone in standard headset 1 and in the base headset. If a connection still exists at this time between the base headset and standard headset 2, the connection between the base headset and standard headset 2 is retained. Not until the push-button » ① « on standard headset 2 is pressed briefly does standard headset 2 disconnect itself from the base headset and the three headsets are on standby.

4.4.2 Connection setup and release by the base headset

(1) Prerequisites

- Headsets subscribed (sections 3...3.2.2)
- Headsets switched on and synchronized (section 4.3)

(2) Two-party conference

Connection setup: Briefly press the push-button » ① « on the left-hand side of the headset muff of your base headset. When the connection is set up a high beep tone sounds in the calling base headset and in the called standard headset. Subsequently duplex communication (speech and simultaneous listening) is possible for both parties.

The microphone must be switched on in order to speak (see section 2.5). When the connection is active a sidetone is audible in the headset while speaking. This is for the purpose of control.

Connection setup: Briefly press the push-button » ① « on the left-hand side of the headset muff of your base headset. The base headset disconnects itself from the standard headset. A high beep tone then sounds in the base headset and in the standard headset. The base headset and standard headset are now on standby.

(3) Three-party conference

Below the designations standard handset 1 and standard headset 2 are used only for the purpose of better differentiation in the operating instructions. Both standard headsets operate with equal entitlement.

Connection setup: Briefly press the push-button » ① « on the left-hand headset muff of your base headset. The base headset sets up automatically a connection with the active standard headsets 1 and 2. Upon setup of the connection a high beep tone sounds in the calling base headset and in the called standard headsets 1 and 2, and the base headset switches over automatically to three-party conference mode.

The microphone must be switched on in order to speak (see section 2.5). When the connection is active a sidetone is audible in the headset while speaking. This is for the purpose of control.

Connection release: Briefly press the push-button » ① « on the left-hand headset muff of your base headset. The base headset disconnects itself from the standard headsets 1 and 2. This procedure is acknowledged by a high beep tone in the base headset and in the standard headsets 1 and 2. The three headsets are now on standby.

4.5 End of operation

Switch off the Headset with the ON/OFF switch and volume control knob (switch position OFF). This guarantees a longer usage from the rechargeable battery. If necessary recharge the headset battery.

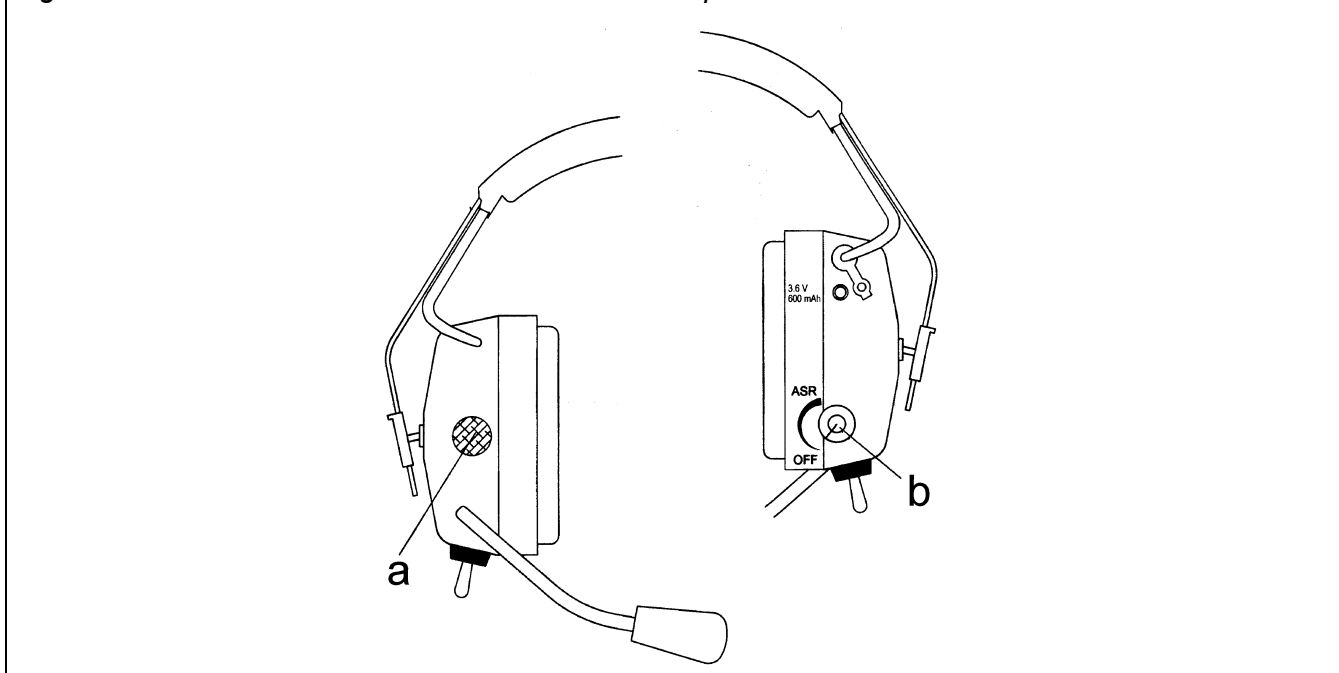
5. Headset with level-limited ambient sound reception

5.1 General

The headset with level-limited ambient sound reception (ASR) (Fig. 3) is used mainly where ambient sounds, warning signals etc, have to be heard perfectly alongside voice communication.

With ASR, ambient sounds can be received via a second microphone (Fig. 3/a) on the front side of the right-hand headset muff and can be heard via one ASR speaker each in the right-hand and left-hand headset muffs. The hearing of voice communication is also effected via one speaker each in the right-hand and left-hand headset muffs. Even when receiving a message the external sound reception is in operation.

Fig. 3 Headset with level-limited ambient sound reception



In the case of external sound levels of over 85 dB(A) the sound level emitted by the ASR speakers in the headset muffs to the ear is limited to a maximum of 85 dB(A). The overall noise attenuation of the headset is, however, limited to passive noise attenuation of the headset muff.

5.2 Operator control

Described below are only the operating control differences relating to external sound reception.

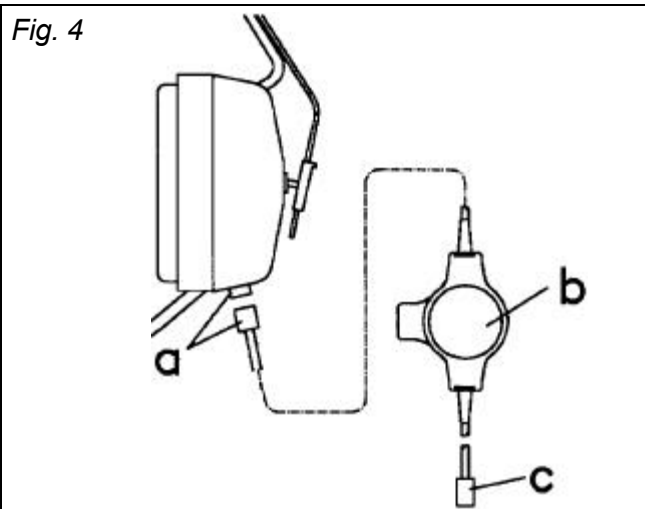
Switch on the ambient sound reception by means of the rotary knob »ASR« (Fig. 3/b) on the rear side of the right-hand headset muff and adjust by means of this rotary knob the desired volume for the ambient sound reception. The ambient sound reception is switched off in position »OFF«.

It is possible to use the headset for ambient sound reception only via the separate On/Off switch and volume control »ASR«.

6. Headset with radio set connection

Two communication circuits are realizable with the additional radio set connection (example Fig. 4). Both the base headset and the standard headset can be equipped with a radio set connection. Connection to the radio set is effected via a radio set adapter which consists as a rule of the following parts:

- Inline PTT button with fastening clip on the rear side (Fig. 4/b)
- Connection cable with socket for connection to the headset (Fig. 4/a)
- Connection cable with radio set plug (Fig. 4/c) depending on the radio set



Communication circuit 1

Communication between the user of the base headset and a max. of two other users of standard headsets within the headset frequency range. The standard headsets must have logged into the base headset.

Communication circuit 2

Communication in connection with an additional radio set on the radio set channel. The radio set is connected to the headset via the radio set adapter.

Commissioning and operation

Described below are only the differences relating to the additional radio set connection.

- a. Insert the plug connection (Fig. 4/a). Connect the radio set adapter via the radio set plug (Fig. 4/c) to the accessory connection of the radio set. Fasten the inline PTT button (Fig. 4/b) by means of the clip on the rear side to a suitable place on your clothing. Switch on the radio set and adjust on the radio set the basic volume for the headset. Take heed of the operating instructions for the radio set issued by the radio set manufacturer. Switch on the headsets as per section 4.3, wait until the standard headset has synchronized itself with the base headset and adjust the desired speaker volume on the headsets.
- b. **Voice communication circuit 1:** See sections 4.4...4.4.2.
- c. **Voice communication circuit 2:** To transmit press the inline PTT button (Fig. 4/b), i.e. in order to key the radio set transmitter. You can speak into the headset microphone as long as you keep the key pressed. Upon releasing the key the radio set is back on standby/reception. A message that is received via the radio set is audible only in the right-hand headset muff of the headset which is connected to the radio set.

When you press the inline PTT button and speak into the headset microphone, the message transmission path is dependent on the position of the microphone switch »Mic.–OFF–Mic.« (Fig. 1/h).

- Microphone switch »Mic.–OFF–Mic.« in middle position »OFF«: The message is transmitted to the radio set only
- Microphone switch »Mic.–OFF–Mic.« in key position »Mic.« or in the »fixed« switch position »Mic.«: The message is transmitted to the radio set and to the headset or to the two headsets with which an active connection setup exists.

7. Headset muffs for helmet fastening

The two headset muffs can be supplied without a head band for lateral fastening to a helmet. Different fastening parts are available depending on the helmet type. Separate installation instructions are available for fastening to the helmet, these being provided together with the delivery of the fastening parts. Lay the connection cable between the two headset muffs in the helmet so that it causes no annoyance. In addition you can also use the head strap that is provided with each headset (see section 4.2).

If no noise protection is required for the activity, you can fold the two fastening arms with the headset muffs outwards and away from the helmet.

8. Safekeeping – storage

Store the cleaned device in a clean, dry place at normal room temperature and in normal relative air humidity.

9. Recharging the batteries

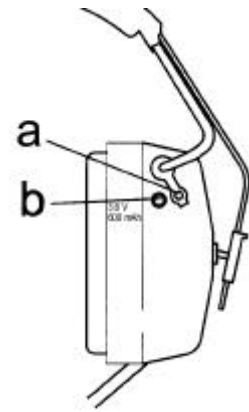
CAUTION

Never use battery chargers to charge non-rechargeable batteries. Never open rechargeable batteries or throw them into fire. Used (defective) rechargeable batteries are subject to special waste disposal. Do not put them in the household refuse !

Use a CeoTronics charger (see section 11) to charge the 3.6 V/600 mAh battery in the headset. Using other chargers can cause rechargeable batteries to become damaged. The charging time of a battery is dependent on the charger you are using. Separate CeoTronics operating instructions are available for this purpose.

The battery charging socket (Fig. 5/b) is located on the right-hand headset muff and is sealed with a stopper (Fig. 5/a). Before connecting the charger pull the stopper out of the battery charging socket and re-insert it after recharging.

Fig. 5



WARNING

To recharge the battery always switch off the headset (On/Off switch and volume control in position »OFF«).

10. Maintenance

10.1 Visual inspection

Regularly examine the headset muffs and in particular the ear cushions for signs of fractures, cracks and wear. If the headset muffs are damaged, replace them and send them in to CeoTronics for repair. Replace damaged or worn ear cushions in accordance with section 10.4, and, even if not damaged, every 6 months of use at the latest.

10.2 Cleaning

WARNING

When cleaning ensure that no moisture penetrates inside the unit. Do not use any solvents (e.g. benzine, alcohol, etc.) for cleaning purposes !

Remove any loose dust with a soft brush. Clean, if necessary, the outside with a suitable clean cloth that has been slightly moistened with clear water, and rub the parts dry afterwards. If heavily soiled, some dishwashing liquid can be used in addition.

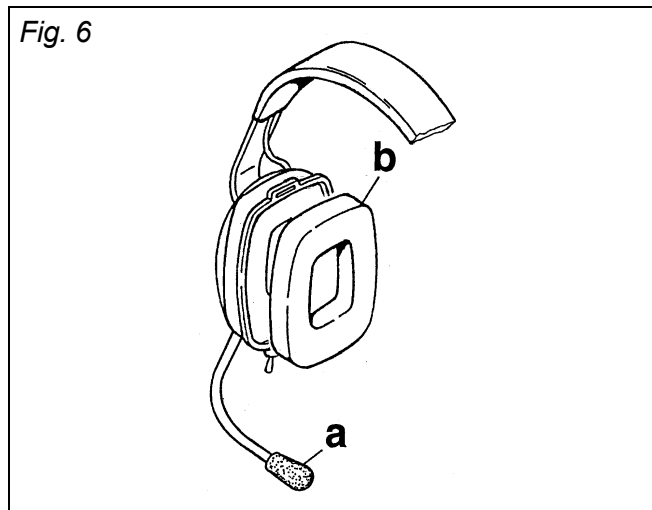
10.3 Replacing the windshield on the microphone

Pull the windshield (Fig. 6/a) off the microphone and replace it.

10.4 Replacing the ear cushions

Pull the ear cushion (Fig. 6/b) off the headset muff and replace it. Ensure that the new ear cushion fully engages.

Fig. 6



11. Accessories and consumable parts

Designation and description	Art. No.
Carrying case for transceiver headset, colour grey	40 35 030
Single-unit quick charger, charging time approx. 30 minutes For a mains voltage of 100...240 V AC and for operation on a car's 12 V DC electrical system	09 10 100
For a mains voltage of 100...240 V AC and for operation on a car's 12 V DC electrical system (charger without main cord)	09 10 110
Single-unit plug-in charger, charging time approx. 7 hours For a mains voltage of 230 V AC. Charger with »Euro« plug (CENELEC standard)	40 06 525
For a mains voltage of 115 V AC mains. Charger with »US« plug (US standard)	40 06 530
Ear cushion, 2 pcs.	50 00 501
Windshield for microphone, 10 pcs.	50 02 201
Comfort set consisting of 50 pcs. (25 pair-pack) sweat absorbing cotton pads	40 10 025