

KP32 Foot Switch

Switch 5: Footswitch Enable / Disable*

Default = Open: Disabled.

Description: The optional Connector Module has a footswitch (GRP CALL) input. If the footswitch is enabled (DIP switch 5 set to the "Closed" position), then keys that are latched on will not activate until the footswitch is closed. Latched keys are indicated by winking green talk LEDs (on time less than off time), and when the footswitch is activated, the LEDs provide the normal talk-on indication.

- Notes:**
- 1 If the talk key is held down in Footswitch mode the channel will be activated until the user releases the key. The use of this function does not require the footswitch to be used.
 - 2 If DIP switch 1 is set to the "Closed" position, nothing will latch.
 - 3 Individual keys can be set to non-latching via ADAM Edit. If this is done, the footswitch has no effect on the keys that have been set to non-latching. Please see ADAM Edit help for more information.

Foot Switch/Speaker

Type:

9-pin male D-Sub (labeled Foot SW/Speaker)

Pin-out:

Pin 1: Gnd

Pin 2: Speaker Minus (-)

Pin 3: Gnd

Pin 4: No connection

Pin 5: **Foot Switch**

Pin 6: Speaker Plus (+)

Pin 7: No connection

Pin 8: No connection

Pin 9: **Gnd** Note A switch contact closure from the

footswitch input to ground will activate the footswitch input.