

6.5 Crossmute Cable diagram

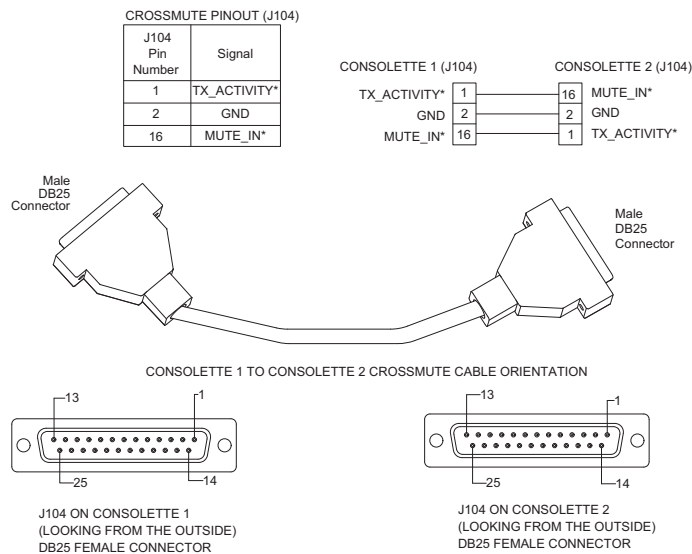


Figure 6-5. Crossmute Cable

6.6 Rear Panel Connector Pin Descriptions

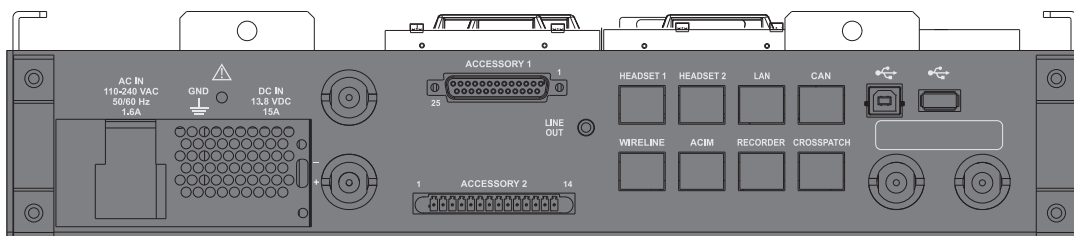


Figure 6-6. Rear Panel

6.6.1 CAN J14 (RJ45)

Table 6-1. CAN

Pin	Signal Name	Description
1	CAN_PWR_L	CAN Power Low Bus
2	CAN_PWR_H	CAN Power High Bus
3	CAN_DATA_L	CAN Data Low Bus
4	CAN_DATA_H	CAN Data High Bus
5	CAN_LOOP_REAR	CAN Termination Control
6	GND	Ground
7	CAN_AUDIO_L	CAN Audio Low Bus
8	CAN_AUDIO_H	CAN Audio High Bus

6.6.2 USB J16 (USB-A)

Table 6-2. USB HOST

Pin	Signal Name	Description
1	VBUS_HOST	USB Host Power Connection - Power supplied out to external USB device
2	D-_HOST	USB Host Data-
3	D+_HOST	USB Host Data+
4	GND	Ground

6.6.3 USB DEVICE J15 (USB-B)

Table 6-3. USB DEVICE

Pin	Signal Name	Description
1	USB_VBUS	USB Device Power Connection - Power sourced from external USB host
2	USB_DM	USB Device Data-
3	USB_DP	USB Device Data+
4	GND	Ground

6.6.4 ACCESSORY 2 CONNECTOR J103 (14PIN TERMINAL BLOCK)

Table 6-4. ACCESSORY 2

Pin	Signal Name	Description
1	EXT_SPKR+	Speaker high audio to the externally connected speaker.
2	EXT_SPKR-	Speaker low audio to the externally connected speaker.
3	VIPOUT1	Logic output VIP Output 1
4	SWB+	Switched +13.2Vdc or battery voltage
5	VIPOUT2	Logic output VIP Output 2
6	SWB+	Switched +13.2Vdc or battery voltage
7	VIPOUT3	Logic output VIP Output 3
8	SWB+	Switched +13.2Vdc or battery voltage
9	VIPIN1	Logic input VIP Input 1
10	GND	Ground
11	VIPIN2	Logic input VIP Input 2
12	GND	Ground
13	VIPIN3	Logic input VIP Input 3
14	GND	Ground

6.6.5 ACCESSORY 1 CONNECTOR J104 (DB-25)*Table 6-5. Accessory 1*

Pin	Signal Name	Description
1	TX_ACTIVITY*	Active low logic output to indicate when the Consolette is transmitting.
2	GND	Ground
3	N/C	Not Used
4	RX_AUDIO[A(rx)]	Receive audio from Codec at a fixed level of approximately 300 mVrms. Part of the APCO interface.
5	FORCE_FAIL*	Active low logic input to bootstrap Consolette Controller.
6	N/C	Not Used
7	N/C	Not Used
8	EXT_PA_AUD	Receive audio and tones from Codec at a fixed level (300 mVrms) for use with an external PA.
9	EXT_PA_ACTIVITY*	Active low logic output to indicate when there is activity on the EXT_PA_AUD output pin.
10	PTT*	Active low logic input for brick transmit. Corresponds with AUX_TX [A(tx)] audio path. Part of the APCO interface.
11	N/C	Not Used
12	GND	Ground
13	EMERGENCY*	Active low logic input to activate an emergency transmission.
14	N/C	Not Used
15	N/C	Not Used
16	MUTE_IN*	Active low logic input to instruct all audio outputs to be muted.
17	AUX_TX[A(tx)]	Transmit audio w/o mic biasing. Goes with PTT*. Nominal level is 300mVrms. Part of the APCO interface.
18	VCC_5V	5Vdc output from consolette when system on.
19	N/C	Not Used
20	N/C	Not Used
21	CHAN_ACT_RELAY_IN	Input to solid state relay to indicate when the RX_AUDIO path is being driven. Relay is closed upon verification of a qualified signal being presented by the receiver. May still be active even if speakers mutes. (ex. Headset audio)

Pin	Signal Name	Description
22	INT_SPKR_ACTIVITY*	Active low logic output to indicate when there is valid audio on the internally housed Consolette speaker.
23	EXT_SPKR_ACTIVITY*	Active low logic output to indicate when there is valid audio on the external secondary speaker.
24	MONITOR*	Active low logic input to allow monitoring of channel traffic on conventional channels by defeating the coded squelch.
25	CHAN_ACT_RELAY_OUT	Output of solid state relay to indicate when the RX_AUDIO path is being driven. Relay is closed upon verification of a qualified signal being presented by the receiver. May still be active even if speakers mutes. (ex. Headset audio)

6.6.6 HEADSET 1 J11 (RJ45)

Table 6-6. Headset 1

Pin	Signal Name	Description
1	N/C	Not Used
2	HDST1_SENSE*	Active low logic input to indicate Headset 1 attached
3	HDST1_SPKR-	Speaker low output for use with Headset 1. Tied to ground.
4	HDST1_MIC-	Mic low connection for use with Headset 1. Tied to ground.
5	HDST1_MIC+	Mic high connection for use with Headset 1.
6	HDST1_PTT*	Active low logic input for Headset 1 PTT
7	HDST1_SPKR+	Speaker high output for use with Headset 1.
8	GND	Ground

6.6.7 HEADSET 2 J12 (RJ45)

Table 6-7. Headset 2

Pin	Signal Name	Description
1	N/C	Not Used
2	HDST2_SENSE*	Active low logic input to indicate Headset 2 attached
3	HDST2_SPKR-	Speaker low output for use with Headset 2. Tied to ground.
4	HDST2_MIC-	Mic low connection for use with Headset 2. Tied to ground.
5	HDST2_MIC+	Mic high connection for use with Headset 2.

Pin	Signal Name	Description
6	HDST2_PTT*	Active low logic input for Headset 2 PTT
7	HDST2_SPKR+	Speaker high output for use with Headset 2.
8	GND	Ground

6.6.8 WIRELINE J21 (RJ45)

Table 6-8. Wireline

Pin	Signal Name	Description
1	N/C	Not Used
2	N/C	Not Used
3	LINE1+	TX and RX high audio for 2-wire operation or RX high audio for 4-wire operation. 600 Ohms or Open Impedance.
4	LINE2+	TX high audio for 4-wire operation. 600 Ohms or Open Impedance.
5	LINE2-	TX low audio for 4-wire operation. 600 Ohms or Open Impedance.
6	LINE1-	TX and RX low audio for 2-wire operation or RX low audio for 4-wire operation. 600 Ohms or Open Impedance..
7	N/C	Not Used
8	N/C	Not Used

6.6.9 RECORDER J23 (RJ45)

Table 6-9. Recorder

Pin	Signal Name	Description
1	REC_AUDIO	Receive audio, tones, and/or transmit audio from the Codec at a fixed level of approximately 300mVrms.
2	GND	Ground
3	REC_ACTIVITY*	Active low logic output to indicate when there is activity on the REC_AUDIO output pin.
4	N/C	Not Used
5	N/C	Not Used
6	N/C	Not Used
7	N/C	Not Used
8	N/C	Not Used

6.6.10 CROSSPATCH J24 (RJ45)

Table 6-10. Crosspatch

Pin	Signal Name	Description
1	RX_AUDIO	Receive audio from the Codec at a fixed level of approximately 300mVrms.
2	CP_CHAN_ACTIVITY*	Active low logic output to indicate when the RX_AUDIO path is being driven with valid audio, tones.
3	GND	Ground
4	N/C	Not Used
5	N/C	Not Used
6	GND	Ground
7	CP_PTT*	Active low logic input for transmit. Corresponds with CP_AUX_TX audio path..
8	CP_AUX_TX	Transmit audio to Codec w/o mic biasing. Goes with CP_PTT* . Nominal level is 300mVrms.

6.6.11 ACIM J22 (RJ45)

Table 6-11. ACIM

Pin	Signal Name	Description
1	N/C	Not Used
2	N/C	Not Used
3	N/C	Not Used
4	ACIM_TX	Data from the ACIM.
5	N/C	Not Used
6	ACIM_RX	Data to the ACIM.
7	N/C	Not Used
8	GND	Ground

6.6.12 LAN J13 (RJ45)

Table 6-12. LAN

Pin	Signal Name	Description
1	LANTX+	Ethernet Transmit Data+
2	LANTX-	Ethernet Transmit Data-
3	LANRX+	Ethernet Receive Data+
4	GND	Ground
5	GND	Ground
6	LANRX-	Ethernet Receive Data-

Pin	Signal Name	Description
7	GND	Ground
8	GND	Ground

6.6.13 LINE OUT P100 (AUDIO JACK 3.5MM)

Table 6-13. Line Out

Pin	Signal Name	Description
1	GND	Ground
2	RX_AUDIO_BUFF	RX_AUDIO signal for use with a powered external speaker
3	RX_AUDIO_BUFF	RX_AUDIO signal for use with a powered external speaker