

# SeaCom 220 operating instruction

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## Features

Handset/ headset	The SC220 is always mounted with a handset or a headset or both. The picture above shows an installation with handset only
Call sound	The speaker will sound the alert sound whenever the telephone is ringing. Many installation have external horn/flash for boosting call indication.
Call indicator	A red indicator flashing when a call comes in
Call activity indicator	A green indicator showing that the telephone is active Flashing when the conversation is in push-to-talk mode
Num. keys	Keys for dialing
Headset key	Key for starting and terminating a call using the headset only
Transfer key	R key is used for transferring a call to a 3 <sup>rd</sup> party
Push-to-talk key	When pressed for more than 0.5 seconds, the microphone of the handset turns into push-to-talk mode. In this mode the microphone of the handset is only turned on when the push-to-talk key is pressed, and it is muted when the key is released. This is usefull in noisy environment. Return to full duplex mode can be done by pressing the push-to-talk key shortly (less than 0.2 sec).

## Making calls

Using handset Lift handset from its cradle and await the continuous dialtone to sound  
Dial the number  
Await the answering  
Conduct the conversation  
Terminate call by replacing handset

Using headset Press the headset key and await the continuous dialtone to sound  
Dial the number  
Await answering  
Conduct the conversation  
Terminate call by pressing the headset key or by pressing the push-to-talk button of the headset 3 times fast.

**NOTE that the station will NOT terminate automatically.**

## Receiving calls

Using handset When a call comes in, lift handset from its cradle  
Conduct the conversation  
Terminate call by replacing handset

Using headset Press the headset key or the push-to-talk button of the headset  
Conduct the conversation  
Terminate call by pressing the headset key or by pressing the push-to-talk button of the headset 3 times fast.

**NOTE that the station will NOT terminate automatically.**

## Conducting a call

Push-to-talk When operating in a noisy environment, it can be convenient to mute own microphone when not speaking. This leads to better sound quality as noise picked up by own microphone is not mixed into earpiece of handset or earcups of headset. Push-to-talk mode for handset is controlled by the push-to-talk key of the keyboard whereas push-to-talk mode for headset is controlled by the push-to-talk button of the headset.  
For both buttons, press the button when speaking, and release it when not speaking. Returning to full duplex with the microphone steady on is done by giving the push-to-talk key a short push.  
Push-to-talk mode is indicated by the green indicator flashing, and full duplex is indicated by the green call activity indicator steady on.

Transfer handset-headset After starting a call using the handset, it is possible to turn the call into a headset call by pressing the headset button and returning the handset into its cradle.

Transfer headset-headset After starting a call using the headset, it is possible to turn the call into a handset call simply by lifting the handset from its cradle.

## Headset connector

A headset can be connected using a water tight connector set. The connector allows for removing the headset when not in use. The connector is **NOT** water tight when left open, so it is important to mount the cover properly when the headset is removed, in order to leave it tight and closed for moisture. Failure to do so will reduce lifetime.