Next Steps

Check you included hardware against the quickstart guide.

Visit www.Q5X.com/support

Update the firmware.

Register the warranty.

Download digital manuals and additional resources.

Q5X® Have questions? We're listening.

| www.Q5X.com | info@Q5X.com | 519-675-6999 |

Q5X®

Digital PLAYERMIC

QT-AD10P (PS) Quick Start Guide

User Tips:

When using the PlayerMic, it is suggested that a strain relief method be used to ensure that there is no direct pulling force on the microphone connector during use or during removal. One method is to loop the microphone cable back and tape the connector to the edge of the transmitter.

Q5X Support

Scan here to visit our online support and get access to FAQ, firmware updates, warranty registration, and more.

Q5X® Quick Start Guide Digital PLAYERMIC QT-AD10P (PS)

This Quick Start Guide is an overview. Users are asked to review the entire manual for detailed instructions

Included Hardware:

- Carrying pouch.
- Digital PlayerMic transmitter (QT-AD10P or PS).
- Micro USB Charging cable.

Users Also Need:

- Q5X Gateway (remote control)
    - Handheld MicCommander (QG-H2) or
    - Network Gateway (QG-N3).
- Shure Axient Digital receiver.
- Microphone (1-pin Lemo connector).

Transmitter Dimensions:

PlayerMic S: 74.5mm x 42mm x 11.5mm

PlayerMic: 97.5mm x 42mm x 11.5mm

Battery Life:

PlayerMic S   4 hrs @ 2/10mW   2 hrs @ 20mW

PlayerMic8 hrs   @ 2/10mW   4 hrs @ 20mW

Prepare the PlayerMic Transmitter:
Bring the transmitter out of storage mode (minimal battery draw) and into standby mode (detectable but the UHF radio is off) using either of the following methods.

- Hold the ON/OFF button until the status LED changes from flashing rapidly to slowly, or
- Plug and unplug a powered micro USB charging cable into the side of the transmitter.
- Connect the 1-pin Lemo microphone

Prepare the Gateway remote control (H2 or N3):

- Install the antenna on the top. (NEVER power the unit without the antenna in place.)
- Power the Gateway as instructed in its manuals.
- Turn on the unit by pressing the power button.

Pair the PlayerMic and Gateway remote control:

- The screen on the Gateway displays the serial number of paired transmitters.
- Press the <MENU> button to either scan for transmitters or add the serial number found on the PlayerMic antenna.
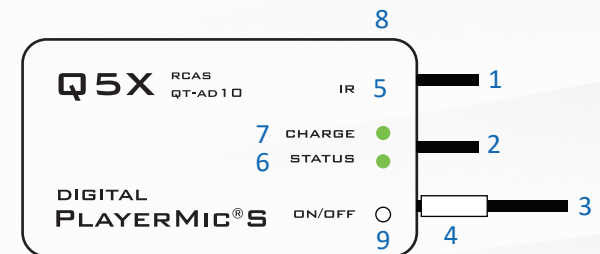
Adjust:

- Set the functions in the two transmitter menus of the Gateway.
- Screen one includes frequency, power On/Off, battery level, mic mute/live and mic offset.
- Screen two includes: transmitter name, group, RF power, 2.4GHz channel, storage and reboot.

IR Sync:

- Use IR Sync to form an audio channel between the transmitter and receiver. The receiver band must match the band of the transmitter.
- Select a receiver channel.
- Tune the channel to an available frequency using group scan or manually tune to an open frequency.
- Assure transmitter is in standby or ON mode.
- Press the SYNC button on the receiver.
- Align the IR windows between the transmitter and the receiver so that the IR LED illuminates red.
- When complete, "Sync Success!" appears.

Hardware Diagram:

Key:

1. **2.4 G antenna**: For the RCAS control channel.
2. **Audio input**: Connects to a waterproof microphone with a 6-pin Lemo connector.
3. **UHF antenna**: For RF signal transmission.
4. **Serial number**: The unique number for RCAS ID and control is on the back of the AquaMic.
5. **IR port:** Infrared sync with the receiver for set-up, initiating encryption and installing firmware updates.
6. **Status LED**: See manual for details on LED patterns and colours.
7. **Charge LED**: Red = charging, green = charged and flashing red/green = error.
8. **Charging port**: AquaMic charges through the same connector as the audio input using the charge dongle.
9. **On/Off button**: There is no manual power control button on the AquaMic to maintain the waterproof seal.