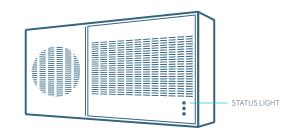


Topcat Instructional Audio System

FIRST, ENSURE THE SYSTEM IS POWERED ON

When powered on, the white LED on the Topcat speaker panel will glow.



USING THE FLEXMIKE



Remove microphone from charger. Press the mute button to unmute, hold near your mouth and begin speaking.

ALIGN WITH COLLARBONE

POWER/MUTE BUTTON TALK (BLUE) MUTE (WHITE) ADJUST VOLUME

USING THE SHAREMIKE



Remove microphone from charger and press the mute button to begin speaking.



CHARGE MICROPHONES NIGHTLY

Place the microphones into the cradle charger. The power status light will glow red when it is charging.

When charging is complete, the power status light will glow green.

It takes about 5-6 hours to fully charge the microphone battery.



PAIRING MICROPHONES TO TOPCAT



Your system is shipped with microphones and base units pre-paired for quick and easy use. If you ever need to pair new components, follow this pairing process:

PLEASE NOTE: Microphones should be out of the charger while pairing.



POINT MICROPHONES AT TOPCAT

From a powered off state, point the IR transmitter lens toward the base unit (for Sharemike, the transmitter lens is located on the back of the microphone).



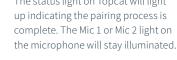
PRESS AND HOLD POWER BUTTON

Press and hold the power button for 5 seconds until the Mic 1 and Mic 2 lights start flashing, then release the button and let the pairing process finish.







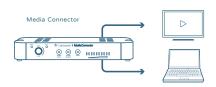


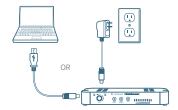


SHAREMIKE



Topcat with optional Media Connector







DETERMINE LOCATION

Media Connector is designed to be connected to the primary media source in the classroom, usually the computer or display panel.



Connect the USB cable power cord to a computer, or use the USB power adapter to plug into wall outlet.

Plug the USB cable into the USB input on the back of the Media Connector.



When powered on, the white LED on the front panel will glow.

Topcat does not need to be powered off at the end of day, but if desired, you may power down Topcat by powering down the Media Connector.

CONNECTING MEDIA CONNECTOR TO AUDIO

Audio can be connected using either a digital 2-way USB audio or analog audio.

USB Audio

If locating and connecting to computer USB, Media Connector will default to digital USB audio (3.5mm analog audio ports will be disabled). USB audio enbles a 2-way audio link to:

Send audio from the computer to Topcat to ensure all audio can be played through the Topcat speaker.

Send audio to the computer from Topcat to ensure the teacher's Flexmike and any student microphones are clearly picked up by a video conferencing solution.



COMPUTER SETTINGS

Once connected, open computer sound setting to select "Lightspeed Audio" as the microphone and speaker.



Analog Audio

Plug your external audio equipment (e.g., video display) into one of the Audio input jacks.



AUDIO INPUT SELECTOR

Adjust the volume as needed by pressing the Audio Input selector and adjusting the level knob as needed.

PAIRING TOPCAT TO MEDIA CONNECTOR



Your system is shipped with microphones and base units pre-paired for quick and easy use. If you ever need to pair new components, follow this pairing process:

PLEASE NOTE: Microphones should be out of the charger while pairing.





FLEXMIKE PAIRING MODE

From a powered on state, point the IR transmitter lens toward the base unit.

Press and hold the Flexmike power button for 5 seconds until the Mic 1 and Mic 2 lights start flashing, then release the button.



At this point, the status light on Topcat will blink for 30 seconds.

If after 30 seconds the status light blinks rapidly, you will need to start the pairing process again.



With the Media Connector powered off, press and hold the tone button to put it into pairing mode.

When the status lights are solid on both Topcat and Media Connector, pairing is successful.



USER MANUAL

For complete operating instructions, go to www.lightspeed-tek.com/TCN-usermanual (or scan the QR code).



INSTALLATION GUIDE

For installation instructions, go to www. lightspeed-tek.com/support/topcatinstallation-guide-3/ (or scan the QR code).