

# Setting up your Parrot Transmitter



## Step one

Press and hold the power button to turn the receiver on. The screen will glow to indicate it is on.



# Step two

Connect to an audio source using the cables provided.



# Step three

Connect a microphone. Only use the supplied microphones.



# Step four

Change the channel by pressing and holding the M button. The display will flash to indicate you're ready to change the channel.



# Step five

Cycle through the channels by pressing the C^ and Cv buttons. The Channel you've select will display on the device.



# Troubleshooting

Check out the back of this sheet for tips on solving problems that you may run into.







а

### **Mode Button**

Pressing and holding the mode button allows you to unlock the channel button.

d

### Aux 3.5mm jack input

Input for headphones or speakers.

b

### Channel button

Changes the channel you're transmitting to.

е

# Mic Input

Direct input for microphones. Only use SDK supplied microphones. Power button

Switches the receiver on and off.

f

### **Battery cover**

Press and pull the clips to remove the battery cover and replace the batteries.

# Troubleshooting'=

# No Audio?

- Check your music playing device is working, connected correctly, playing music with volume turned up full.
- $\cdot\;$  Try a different device and audio cable.
- Ensure receivers / headphones are switched on, connected to correct channel colour and has the volume turned up.

### No Power?

 $\cdot\;$  Check the transmitter has fresh batteries and is switched on.

# Signal cuts out, interference or reduced range?

- Set up one channel at a time, the display on the transmitter will indicate the channel.
- Ensure there is no interference caused by other wireless equipment in the vicinity.
- If using 2 or more transmitters simultaneously they must be on different channels (frequencies). If 2 transmitters are on the same channel in the same place they will cancel each other out, resulting in little or no signal.
- · Make sure the receiver/ headphones are in range.









