



## PS 630

# SIX CHANNEL SPEAKER STATION



## USER MANUAL

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### DESIGNED AND MANUFACTURED BY:

ASL INTERCOM BV  
ZONNEBAAN 42  
3542 EG UTRECHT  
THE NETHERLANDS  
PHONE: +31 (0)30 2411901  
FAX: +31 (0)30 2667373  
E-MAIL: [info@asl-inter.com](mailto:info@asl-inter.com)  
WEB: [www.asl-inter.com](http://www.asl-inter.com)

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## 1.0 INTRODUCTION

The PS 630 is a six channel speaker station designed for use in both portable and fixed intercom systems. It incorporates a loudspeaker and a gooseneck microphone and provides full duplex communications within an ASL intercom system. The PS 630 RM model has a small built-in electret microphone.

Each channel has a Volume (listen level) control, a TALK and CALL button with LED indicators and a two-stage side tone trimmer. A master volume controls the speaker/headset volume.

The unit is equipped with a limiter for the gooseneck microphone, allowing to speak close into the microphone without giving rise to overload and distortion. Loudspeaker dimming is automatic when the microphone is active. Private conversation may be carried out with a headset or telephone handset connected to the unit. When a headset is plugged in, both gooseneck microphone and loudspeaker are disabled automatically.

As an option, a XLR-5 headset connector can be fitted for binaural use of the headset: each channel can be assigned to either the left or the right headset can, or to both headset cans.

The PS 630 has an electronically balanced program audio input for local volume controlled monitoring only. The program audio does not appear on the intercom lines.

Special attention has been paid to the intelligibility of speech. By applying low noise/high speed op-amps, a speech presence filter and proprietary and bridged headphone amplifiers, communication is very comfortable even in environments with high background noise level. There are separate amplifiers for headset and loudspeaker.

The unique ASL CALL system provides both a flashing red LED and a very distinctive characteristic sound signal. Smooth operation is guaranteed with the CALL button. Only a slight touch makes the red LED flash, whilst holding the button for two seconds activates the CALL sound signal. The volume of the sound signal (buzzer) can be adjusted at the front panel.

The pre-amplified microphone signal is electronically balanced available at the 'Mic Direct Out' connector at the rear panel. This signal may be sent to any PA or paging system.

Fully electronic switching increases reliability and allows for :

- 'soft' microphone ON switching, latched or momentary
- remote Mic Mute facility
- automatic speaker attenuation, when the microphone is activated

## 2.0 UNPACKING

The shipping carton contains :

- The PS 630
- User manual
- 19" rack mount flares

If any are missing, contact your dealer.

ASL has taken great care to ensure this product reaches you in flawless condition.

After unpacking the unit please inspect for any physical damage to the unit, and retain the shipping carton and relevant packing materials for use should the unit need returning. If any damage has occurred, please notify your dealer immediately so that a written claim can be initiated. Please also refer to the guarantee section of this manual.

## 3.0 INSTALLATION

This PS 630 may form part of an existing or new intercom system. To connect the PS 630 to the system, use professional flexible microphone cable with 2 wires and 1 shield only. Connect the intercom cables to the LINE connector sockets at the rear panel.

The PS 630 is fully protected against eventual wiring mistakes (reverse power) or a short circuit in the interconnect cables.

A special kit is included for mounting the PS 630 in a 19" rack, taking 2U of rack space.

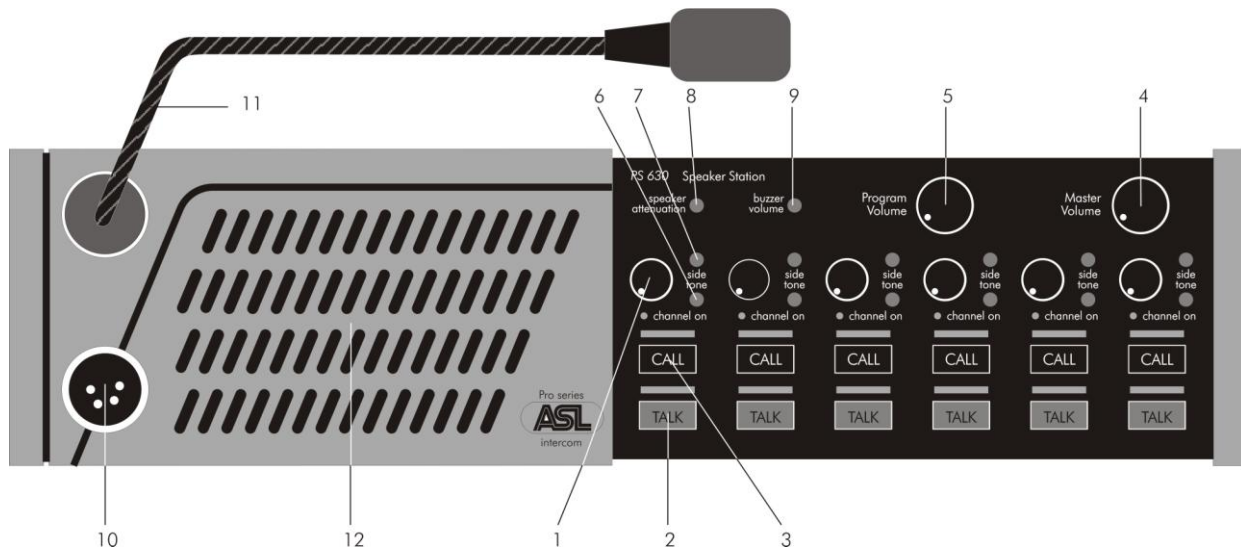
## 4.0 WARRANTY

This unit is warranted by ASL Intercom to the original end-user purchaser against defects in workmanship and materials in its manufacture for a period of one year from date of shipment to the end-user.

Faults arising from misuse, unauthorized modifications or accidents are not covered by this warranty. If the unit is faulty it should be sent in its original packing, to the supplier or your local ASL dealer, with shipping prepaid.

A note must be included stating the faults found and a copy of the original suppliers invoice.

## 5.0 FRONT PANEL CONTROLS & CONNECTOR



### 1 LISTEN LEVEL control knobs

These knobs preset the listen level for each intercom channel. By turning the knob fully counter clockwise, the channel is switched off. For receiving a Call signal whilst the channel is switched off, see #17.

### 2 TALK buttons

These buttons allow talking to each channel separately or to some or all channels simultaneously. When a TALK button is switched on, its large green LED is lit.

#### *Momentary switching:*

When a TALK button is pushed and held, the microphone signal is sent to the referring intercom channel until the button is released.

#### *Latched switching:*

When a TALK button is pushed shortly, it is electronically latched and the microphone signal is sent to the referring intercom channel. When pushed again, the Talk button switches off.

#### *Mic Mute when latched on:*

After on an intercom channel a so-called Mic Mute signal has been received from a PRO Series master station or power supply the connection between microphone and the referring intercom channel is interrupted. By pushing the TALK button, the connection is restored and one can talk to the intercom channel again.

### 3 CALL buttons

These push buttons activate the call system, for each channel separately. By a momentary push a call signal is sent to all stations connected to the referring intercom channel and all Call LED's start flashing. Pushing and holding the CALL button for 2 seconds activates the call buzzer, if not muted by a Buzzer Mute signal received from a PRO Series master station or separate power supply. After the CALL button is released the LED's continue to flash for a further 2 seconds.

### 4 MASTER VOLUME knob

This knob functions as the master volume control of the listen levels of the 6 intercom channels (see also #1), for both the speaker and the headset.

### 5 PGM VOLUME knob

This knob adjusts the volume of the Program audio, both for the speaker and the headset. Depending on the setting of internal jumpers (see #18), the master volume knob functions as a master control for both PGM and intercom volume.

### 6 SIDE TONE LEVEL trimmers

These trimmers (one for each channel) control the level of your voice as heard in your own loudspeaker or headset.

### 7 SIDE TONE HI trimmers

These trimmers (one for each channel) control the rejection in the high frequency range.

The trimmers #6 and #7 also minimize the speaker feeding back into the gooseneck microphone (unit feedback). Adjustment procedure for both side tone trimmers, for each channel separately:

- set trimmer in start position : fully clockwise
- switch off the microphones of all connected (speaker-) stations
- Connect a headset to this PS 630
- push the TALK button of the channel of which the side tone is supposed to be adjusted
- turn up the listen volume of the PS 630.
- speak into the headset microphone.
- adjust the listen level (your own voice) by turning the side tone trimmer.

The operating area is between fully clockwise and minimum level.

For optimum result, repeat above mentioned procedure for trimmers #6 and trimmer #7.

Adjusting side tones does not affect the level of your voice as it is heard by other stations.

## 8 SPEAKER ATTENUATOR trimmer

This trimmer adjusts the extent to which the loudspeaker is automatically dimmed when the gooseneck microphone is switched on. It prevents unit feedback if side tone rejection is not sufficient. It also minimizes system feedback or a 'hollow' sound when the gooseneck mics of other speaker stations are switched on.

Adjustment procedure :

- switch off the TALK buttons
- inject an audio signal into one of the channels
- turn up the listen volume of the selected channel
- activate the microphone (push the TALK button)
- adjust the degree of attenuation.

The speaker attenuator has no effect when a headset is connected

## 9 BUZZER VOLUME trimmer

This trimmer adjusts the volume of the internal buzzer, which is located behind the front panel. The buzzer is activated if the CALL button of the PS 630 (or a CALL button of any other station on the channels to which the PS 630 is connected) pushed for longer than 2 seconds.

The buzzer may be muted after a so-called All Buzzer Mute signal has been received from a PRO Series master station or separate power supply.

## 10 HEADSET connector

An XLR-4 connector for the connection of a local headset when private conversation is desired. The headset must have a can impedance of minimum 200 ohms. When the headset has two cans in parallel, each can must have an impedance of minimum 400 ohms. The headset microphone may be of the dynamic or electret type.

Pin assignments :

Pin 1: Shield mic. (GND)

Pin 2: mic. +

Pin 3: phones +

Pin 4: phones -

When connecting a headset, loudspeaker and gooseneck microphone are disabled automatically

The PS 630 can optionally be equipped with a XLR-5 headset connector for binaural use. Jumpers on the internal front PCB (see #16) determine the routing of each channel to the headset cans: either to the left can, or the right can or to both cans or to none of the cans.

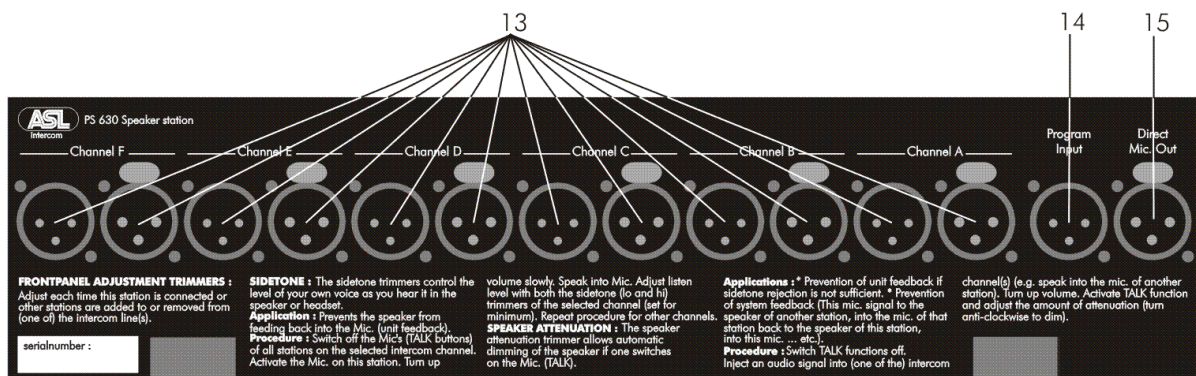
## 11 GOOSENECK microphone

This is a high quality electret noise cancelling microphone. A limiter prevents the mic pre-amp from clipping when speaking close in the microphone.

## 12 LOUDSPEAKER

This is a high quality loudspeaker driven by a 2.9 Watt amplifier..

## 6.0 REAR PANEL CONTROLS & CONNECTOR



## 13 LINE connectors (A thru F)

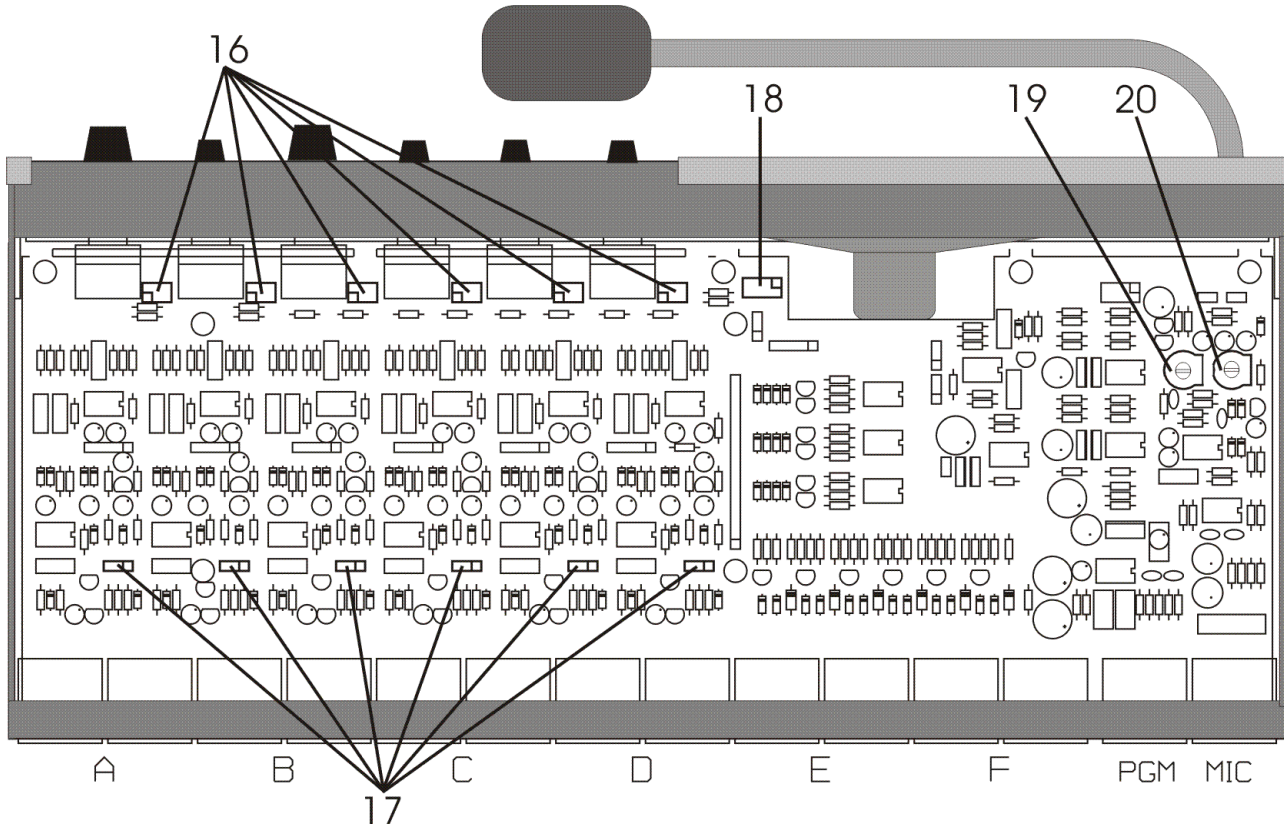
These twelve XLR-3 connectors are for connecting the PS 630 to the party lines of the intercom system. Each channel has an XLR-3 female connector (input) and an XLR-3 male connector (link).

## 14 PROGRAM AUDIO INPUT connector

This input is electronically balanced and accepts line level signals. In case of binaural use of the PS 630, 2 internal jumpers (see #18) determine the routing of the PGM signal to the headset.

## 15 DIRECT MIC OUT connector

This connector outputs the pre-amplified microphone signal, electronically balanced. For output signal levels see section 8 'Technical Specifications'.



On the main PCB inside the unit there are several adjust controls :

**16 BINAURAL ROUTING jumpers**

In case of binaural use of the PS 630, these jumpers determine – for each channel separately - the routing of the intercom audio to the headset.



Left&right    Left only    Right only    None

**17 CALL RECEIVE jumpers**

For each channel separately, these jumpers enable or disable the reception of a CALL signal when the channel is switched off.

- Call receive enabled when channel off
- Call receive disabled when channel off

**18 PGM ROUTING jumpers**

With these two jumpers one determines whether the PGM (program audio) listen level is also controlled by the Master Volume knob (see #4) and – in case of binaural use of the PS 630 - the routing of the PGM signal to the headset.

*PGM routing jumpers:*

PGM mode	PGM independant from master volume	PGM followed by master volume
PGM to left & right		
PGM to left only		
PGM to right only		

**19 HEADSET MIC GAIN**

This trimmer controls the gain of the headset microphone.

**20 GOOSENECK MIC GAIN**

This trimmer controls the gain of the gooseneck microphone.

## 8.0 TECHNICAL SPECIFICATIONS PS 630

### System

dynamic range: 80 dB  
call send signal: +2.8 mA  
call signal threshold (receive): +2.4 V DC  
supply voltage: +30 V DC (12 - 32 V DC)  
power interrupt time (mic mute): 0.1 sec

### Intercom Line

Impedance: 350  $\Omega$  (1kHz), 2.2 k $\Omega$  (DC)  
audio level: nom. -18 dBu, max. +4 dBu

### Mic. Pre-amps

gooseneck mic: noise cancelling electret  
headset mic. impedance: 200  $\Omega$   
gain: 40 - 60 dB (adjustable internally)  
presence filter: +6 dB at 5 kHz  
frequency response: 200 Hz - 13 kHz (-3 dB)  
power to electret mic: +9 V DC

### Side Tone

Rejection: 0 - 30dB adjustable

### Buzzer

max. SPL: 85 dBA

### Speaker Driver Amp

speaker impedance: 25  $\Omega$   
max. output power: 2.9 Wrms

### Headphones Driver Amps

max. output level:  
monaural: 14 Vrms @ 200  $\Omega$   
binaural: 2x 10.6 Vrms @ 400  $\Omega$   
max. output power:  
monaural: 1 Wrms @ 200  $\Omega$   
binaural: 2x 0.28 Wrms @ 400  $\Omega$

### Program Audio Input

input impedance: 11 k $\Omega$  (balanced)  
nominal input level: -12 to +6 dBu  
max. input level: +21 dBu

### Direct Mic Output

output impedance: 50  $\Omega$  (balanced)  
nominal Output Level: +6 dBu  
max. Output Level: +24 dBu

### Power Consumption PS 630

current (at 30 V DC):  
105 mA quiescent, 140 mA signaling  
280 mA at max. output + signaling

### Dimensions & Weight PS 630

width: 337mm / height: 87 mm  
depth: 155 mm / weight: 2940 grams

*0 dBu is defined as 775 mV into open circuit*

ASL reserves the right to alter specifications without prior notice

## 9.0 PARTY LINE, TECHNICAL CONCEPT

User stations in an ASL intercom system are connected via one or several 'party lines'. A party line offers two way ('full duplex') communication and consists of standard microphone (multi-pair) cable. One wire is used as an audio line, one as a power line and the screen of the cable functions as earth/return.

Current drive is used for signal transfer. Each station utilizes a current amplifier to amplify the microphone signal and place it on the common audio line where, due to the constant line impedance (situated in the power supply between XLR pin 3 and 1), a signal voltage is developed which can be further amplified and sent to the headphones or loudspeakers.

This principle has three advantages:

- the use of a single audio line allows several stations to talk and listen simultaneously
- due to the high bridging impedance offered by each station, the number of stations on the party line has no influence on the level of the communications signal
- power and audio to the intercom stations use the same cable

The Call signal is also sent as a current on the audio line. It develops a DC potential over the line impedance which will be sensed by each station and interpreted as a Call signal.

The intercom lines (the 'party lines') are of the shielded two-conductor microphone cable type. The intercom line connectors are of the XLR-3 type. Audio and Call signals are on pin 3, DC power is on pin 2 and pin 1 is connected to the shield of the cable which functions as the common return for audio and power.

The audio signal is transferred in an unbalanced way (see 'Party Line, Technical Concept').

To avoid earth loops (hum), the possible effect of electromagnetic fields and to minimize power loss, certain rules have to be obeyed when installing the cabling of an intercom system :

#### **Use high quality cable**

Use high quality microphone cable (shielded two conductor cable, minimum 2x 0.30 mm<sup>2</sup>).

In case multi-pair microphone cable is used, it should be of high quality and each pair should consist of two conductors (minimum 2x 0.15 mm<sup>2</sup>) with separate shield and an overall shield.

#### **Use flexible cable**

Use flexible single and multi-pair microphone cable instead of cable with solid cores, especially when the cable is subjected to bending during operation or installation.

#### **Cable screens to XLR pin 1**

The screen of each separate microphone cable and/or the screen of each single pair in a multi-pair cable, should be connected to pin 1 of each XLR-3 connector. Do not connect these screens to the metal housing of ASL unitst or XLR-3 wall boxes. See section 'Earthing Concept'.

#### **Connect metal cable trunks, wall boxes and overall multi-pair cable screens to clean earth**

Metal cable trunks, metal wall boxes and overall multi-pair cable screens should be interconnected and, at the 'central earth point' in the intercom network only, be connected to a clean earth or a safety earth. (see section 'Earthing Concept').

#### **Keep metal connection boxes and cable trunks or pipes isolated from other metal parts**

Metal trunks or pipes for intercom cables and metal connection boxes should be mounted in such a way that they are isolated from any other metal housing or construction part.

In case of more complex installations, don't hesitate to contact us. Please send us a block diagram of the planned intercom network with a list of all user stations and their positions, and we are happy to advise you on cabling lay out

#### **Keep cables parallel as much as possible**

When two (multi channel) units in a network are connected by more than one cable, make sure that these cables are parallel to each other over the whole distance between those units. When using multi-pair cable, parallelism is ensured in the best possible way.

#### **Avoid closed loops**

Always avoid that intercom cables are making a closed loop. So-called 'ring intercom' should not physically be cabled as a ring..

#### **Keep cables away from electromagnetic sources**

Keep intercom cables away from high energy cables, e.g. 115/230/400V mains power or dimmer controlled feeds for spotlights. Intercom cables should cross high energy cables at an angle of 90° only. Intercom cables should never be in the same trunks as energy cables.

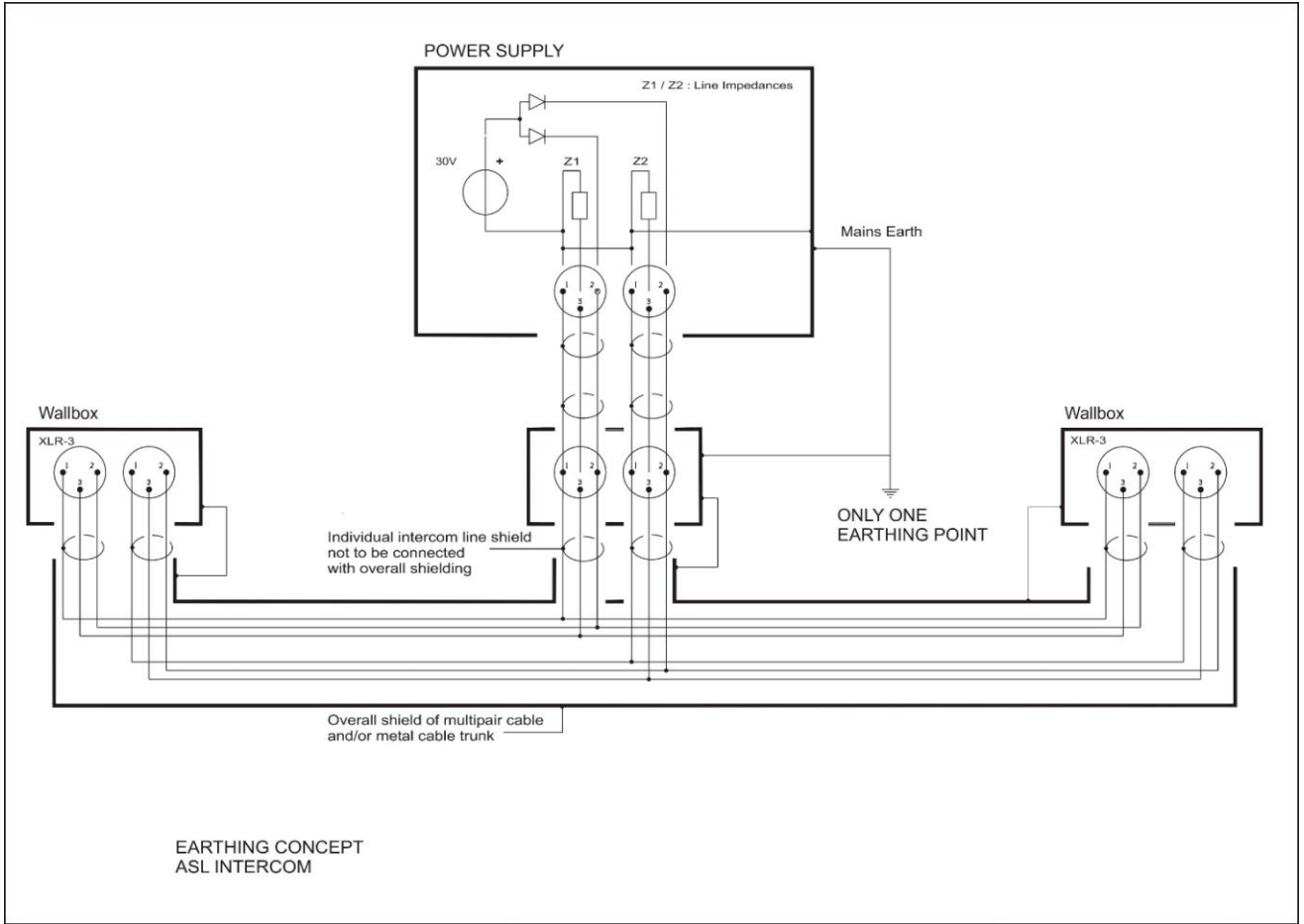
#### **Place power supply in a central position**

In case of a system powered by a separate power supply: In order to diminish power losses, place the power supply as close as possible to where most power consumption occurs, in other words most user stations are placed.

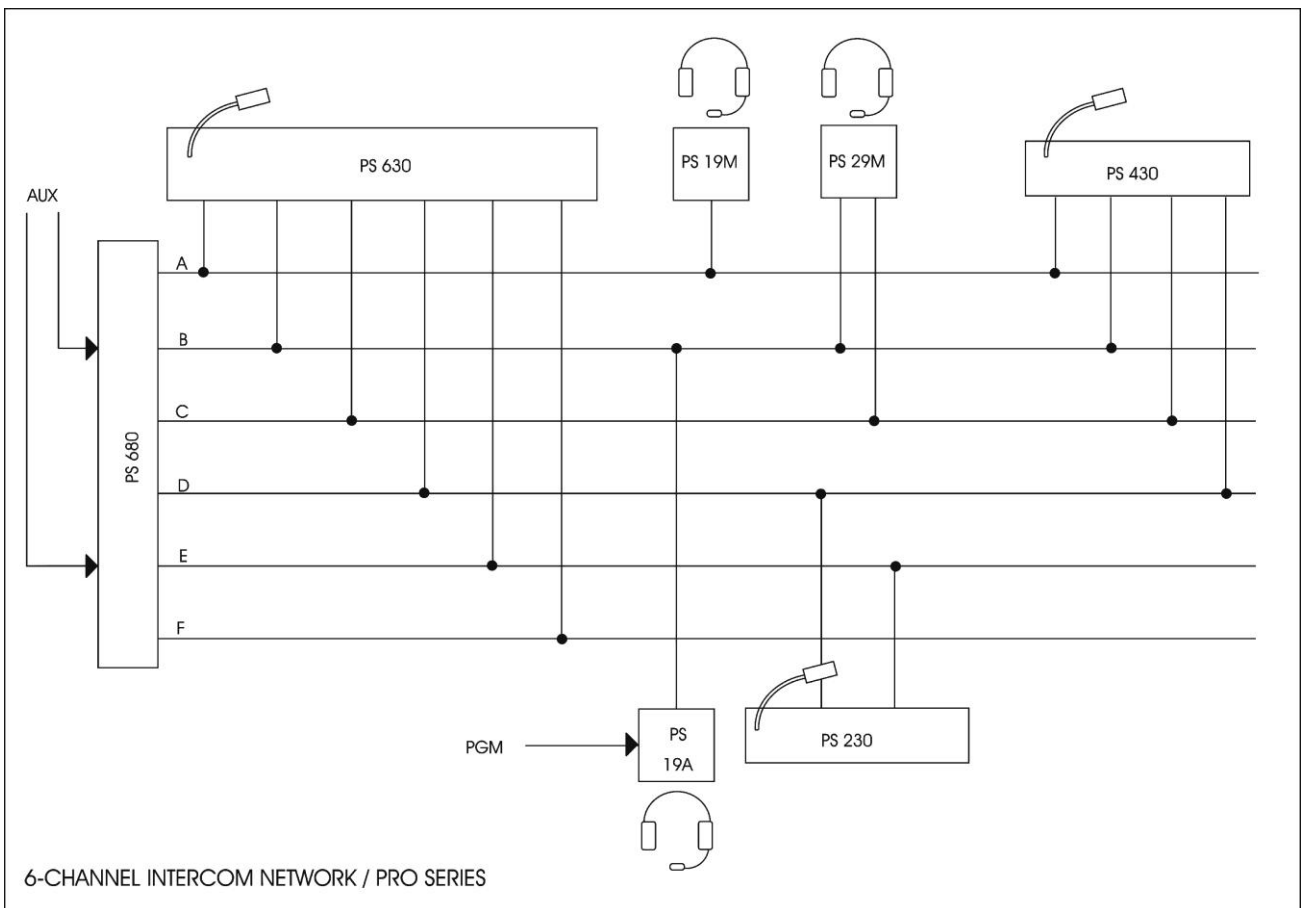
#### **ASL powered units to a 'clean' mains outlet**

Master stations or power supplies should be connected to a mains outlet with a clean earth. Other audio equipment may be connected to this mains outlet, but avoid using an outlet which also powers dimmer controlled lighting systems.

## 11.0 EARTHING CONCEPT



## 12.0 SYSTEM CONFIGURATION



**13.0 PS 630 BLOCK DIAGRAM**

