

# Interpreter Desk Instruction

Quick Start

## Quick Start Guide for Lingua Interpreter Desk

### Menu Navigation

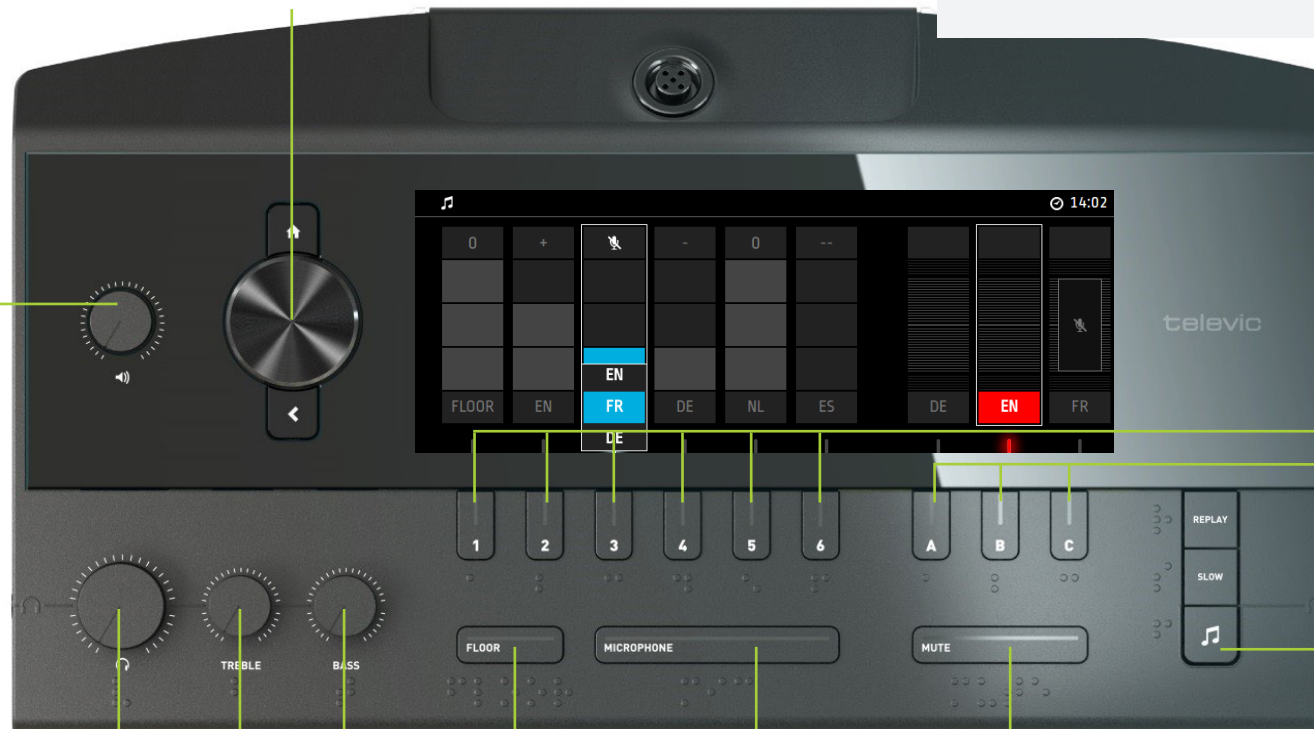
- » Push Jog Wheel to enter Menu
- » Push Jog Wheel to confirm selection
- » Rotate clockwise to navigate down, rotate counter-clockwise to navigate up
- » Home Button returns to top menu
- » Left Arrow moves back one level

### Changing Relays & Outgoing Channels

To change the Relay or Outgoing Channel language, press the button underneath and **simultaneously** rotate the Jog Wheel to open up a menu of available languages. Use the Jog Wheel to scroll through the list and press the Jog Wheel to confirm the language.

### Speaker Volume

- » Rotate to change volume
- » Change channel in menu (Floor by default)



### Relay 1-6

Push to select incoming channel

- » **WHITE:** active

### Outgoing Channel A-C

Push to select outgoing channel

- » **GREEN:** selected
- » **RED:** active

### Audible Beeps

Press and hold (1s) button to enable auditory feedback for:

- » Microphone button
- » Mute button
- » Channel already in relays
- » Incoming message

### Headphone Volume, Bass & Treble

- » Rotate clockwise to increase headphone volume/treble/bass
- » Rotate counter-clockwise to decrease volume/treble/bass

### Floor

Activate floor sound

- » **WHITE:** active

### Microphone

Activate microphone

- » **RED:** active

### Mute

Hold button to mute microphone

- » **WHITE:** muted

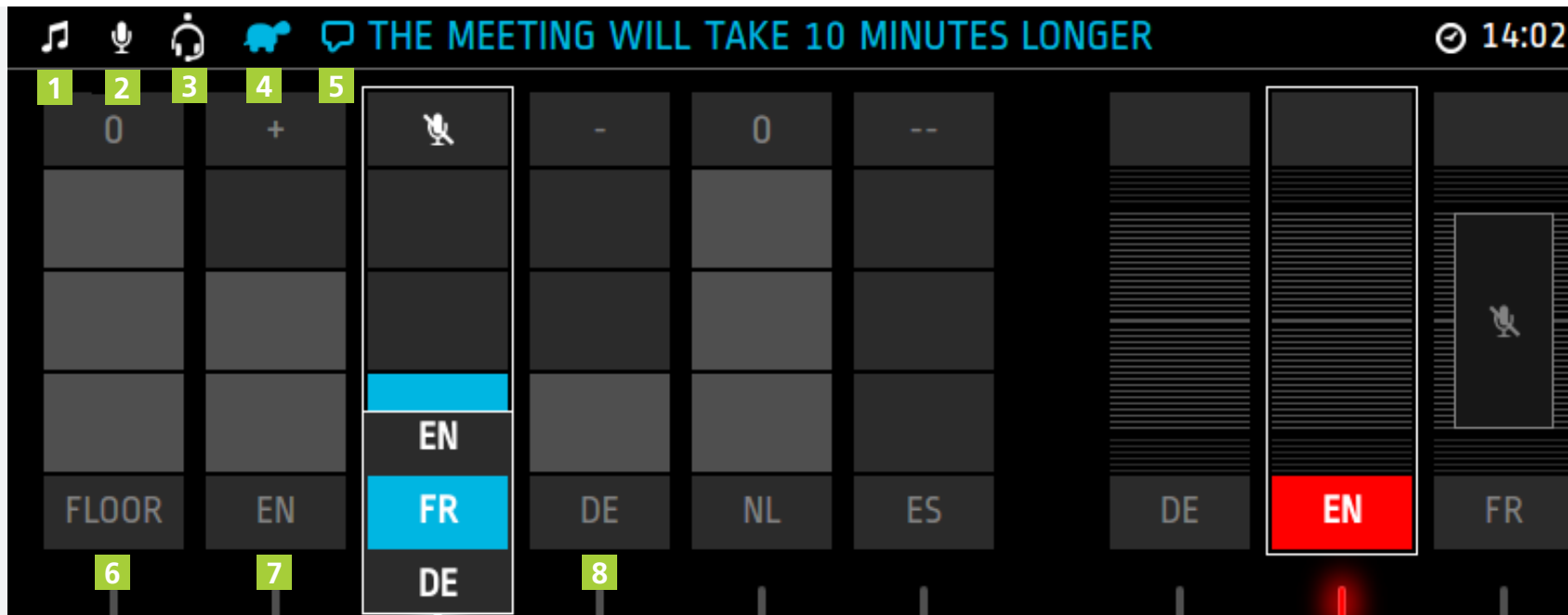
- 1 Auditory feedback is active
- 2 Gooseneck microphone is active
- 3 Headset is active
- 4 Slowdown message has been sent to speaker
- 5 Incoming message
- 6 Direct interpretation from *Floor* (3 blocks, *Floor*)
- 7 Relay interpretation from English (2 blocks, +)
- 8 Double relay interpretation from German (1 block, -)

### Microphone Input Select

The icon in the top left corner displays the microphone input: headset or gooseneck microphone. The dot next to the headset indicates where the headset is plugged in (left, top, or right).

### ATTENTION!

Please note that if headset microphone input is selected, even by mistake, the gooseneck microphone on the console is automatically deactivated!



### Configuring Outgoing Channel & Relay

Press and hold the button (B or C, A is fixed) and use the jog wheel to scroll between available languages.



Outgoing Channel Muted



Interpreter within same booth on Outgoing Channel (active)



Interpreter from other booth (language indicated) on Outgoing Channel

