

## **DIGIMIC** CMic CSV

Delegates' Conference Unit with channel selector and voting functionality

Article no.: 05.0165.M



### Description

Whether board meeting or discussion forum - with the DIGIMIC CMic CSV you are optimally equipped for your conference.

The CMic CSV has a microphone with push-to-talk function. The microphone button and ring light up red when you speak. The integrated loudspeakers ensure decentralized sound reinforcement. The loudspeakers are automatically muted when the microphone is switched on.

All commercially available headphones (3.5 mm jack) can be connected to the headphone socket. The volume is adjustable.

The DIGIMIC CMic CSV transmits up to 8 channels – floor and 7 language channels. Voting is easily done at the push of a button. The CMic CSV is operated via five buttons. The OLED display adapts to the lighting conditions of its surroundings.

### Technical Data

#### Features

- Easy voting
- 8 channels - floor and 7 language channels
- Microphone button lights up red when speaking
- Loudspeaker switches off when microphone is switched on
- Adjustable headphone input
- Display brightness adapts to its environment

#### Digital Audio

- High quality digital audio
- Sample Rate: 48 kHz
- Frequency response: 20 – 20,000 Hz

#### Connectors

- Headphone socket (3.5 mm jack)

#### Housing

- Housing upper part: aluminum
- Housing lower part: plastic
- WxHxD: 139 x 22 x 142 (mm)
- Weight: approx. 400g

### System requirements

#### Supported Central Control Units

- D Cen  
Article no.: 05.0010
- D Cen mini  
Article no.: 05.0410

#### Microphones

- TMD/01  
Article no.: 01.0701
- TM58/6  
Article no.: 01.0560
- TMD/382  
Article no.: 01.0740
- TMD/CL  
Article no.: 01.0750

(all microphones are available in different lengths)

#### Other components

- D Ext  
Article No.: 05.0025
- C Chair CSV  
Article No.: 05.0185.M

#### Software

brählerOS conference software for network-based control of all DIGIMIC system components. Simple configuration of all delegate units from a single point