

Cellular Phone Compatibility

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Now that you've identified a product that will enable you to send and/or receive audio from your cell phone, the next question is "Will it work with *my* cell phone?" The answer is "Probably." As fast as new cell phones are introduced, it is just not possible, or practical, for us to test each model. Here are some general guidelines:

Headset Connectors

If your cell phone has a 2.5 mm, 3-conductor (you will see 2 black rings on the plug) headset jack and works with any standard headset, it should work fine. There are some models of cellular phones (such as some models from Nokia and Samsung) that have a 2.5 mm jack for the headset but they use a proprietary 4-conductor (3 rings) stereo headset jack. After-market adapters are available from many internet stores that will convert that 4-conductor jack to a standard 3-conductor jack so it will be compatible. Many of the newer cellular phones have a larger 3.5 mm headset jack. Make certain that the adapter you get to convert that to 2.5 mm also has a 3-conductor jack.

Some new phones (such as the Motorola Razr) have an Enhanced Mini USB jack for the headset. Again, there are adapters available to convert the EMU to a standard 2.5 mm 3-conductor jack. They reportedly work great. As with all third party adapters, check with the manufacturer for compatibility with your model cell phone.

If your cell phone has *Bluetooth* Wireless Technology, you can use a *Bluetooth* enabled interface product to connect your cell phone to your audio equipment. Check out:

<http://www.jkaudio.com/bluepack.htm>

http://www.jkaudio.com/remotemp_blue.htm

<http://www.jkaudio.com/daptor3.htm>

<http://www.jkaudio.com/remotemix-4.htm>

2-Way Radio Service

We strongly discourage using any of our products with any cell phone equipped with 2-way radio capability such as Nextel push-to-talk service. These phones emit strong RF pulses during paging that can interfere with any audio equipment in the vicinity.

What is Sidetone, and why do I need it?

If you intend to use a JK Audio CellTap to record your cell phone interviews, your next consideration is the issue of sidetone. Sidetone is a return of your voice from the microphone to the earpiece. Sidetone enables you to hear yourself as you speak into a headset, ensuring that you are talking directly into the mic. An increasing number of cell phone manufacturers have removed sidetone from their phones to avoid problems with feedback. CellTap allows you to record the signal that goes to the earpiece. If your voice is not present at the earpiece output, it cannot be recorded. This is a function of the telephone, not CellTap.

A quick way to test your cell phone for sidetone is to connect your headset and place a call to someone. Listen carefully in the earpiece to see if you can hear your own voice when you speak. If you can hear your voice, it will likely allow a good recording of both sides of the conversation. If you cannot hear your voice, you might consider changing phones, or consider using a microphone and headphones along with one of our other cell phone enabled products.

Digital Bag Phones and Satellite Phones

Digital bag phones such as Motorola's M800 and M900 have a 2.5 mm jack that the handset is connected to. Simply disconnect the handset and plug in the JK Audio cell phone adapter cable to use the bag phone with any of our cell phone interface products. A satellite phone should also work well if it has a standard 2.5 mm headset jack which may be the jack that the telephone's handset is connected to or it may have a separate headset jack.

JK Audio Cell Phone Interfaces

CellTap

CellTap is the simplest way to record your cell phone conversation. Connect the supplied cable from CellTap to the headset jack of your cell phone, and then connect the output to your portable recorder or to the mic input on your computer. Now connect your headset to CellTap. You get a balanced mix of your audio and the caller's audio on your recording. You can even connect this output to a powered speaker so a group of people can hear the conversation, while only the person wearing the headset can speak to the caller.

<http://www.jkaudio.com/celltap.htm>

Daptor Two

Use Daptor Two to connect your cell phone to your audio equipment. It will provide balanced and unbalanced audio connections to your cell phone. Daptor Two comes with a specially designed cable that plugs into the 2.5 mm headset jack of any cell phone that accepts a standard third party headset or earpiece. Your cell phone will recognize Daptor Two as a headset which will disable the mic and speaker in the cell phone. You can now send and receive audio from your mixer or tape recorder through the cell phone. You can adjust volume levels on your mixer and on your cell phone for best performance.

<http://www.jkaudio.com/daptor2.htm>

Daptor Three

Use a Daptor Three to connect your *Bluetooth Wireless Technology* enabled cell phone to your audio equipment. It will provide balanced and unbalanced audio connections to your cell phone. Daptor Three will link up with your cell phone just like any *Bluetooth* enabled headset. Connecting in Hands Free mode to a cell phone will allow 3.4 kHz telecom bandwidth. Daptor Three will transmit and receive audio signals up to 25 feet from your *Bluetooth* device.

<http://jkaudio.com/daptor3.htm>

RemoteAmp Blue

RemoteAmp Blue allows IFB monitoring through a cell phone equipped with *Bluetooth Wireless Technology*. This is a listen only connection designed for voice IFB or full bandwidth stereo

music listening. RemoteAmp Blue pairs to your cell phone like any *Bluetooth* wireless headset. The line input jacks and separate volume controls allow wired operation in parallel with the *Bluetooth* connection.

http://www.jkaudio.com/remotemp_blue.htm

BluePack

This professional microphone preamp and powerful headphone amplifier in a sleek belt pack design allows live interviews through your *Bluetooth* enabled cell phone. BluePack pairs to your cell phone like a *Bluetooth* wireless headset. A 3.5 mm stereo line input jack allows recordings to be mixed into the broadcast. You can also use BluePack to listen to stereo *Bluetooth* audio from music players or notebooks equipped with the *Bluetooth* A2DP profile.

<http://www.jkaudio.com/bluepack.htm>

ComPack

This is a very versatile tool that can access audio through your cell phone, an analog or digital PBX system, or a standard analog phone line. Use ComPack for remote broadcasts, IFB feeds, or to conduct interviews over any phone connection. You can connect your mic and headphones directly to ComPack. The balanced XLR output can be connected to a mixer or to a recording device.

ComPack also functions as a simple telecom interface for your beltpack intercom system. This no-frills feature allows you to connect the 3 pin male XLR to your belt pack party-line intercom system. This provides a full duplex, always-on connection to any telephone network.

<http://www.jkaudio.com/compack.htm>

RemoteMix Sport

Like a ComPack, this unit can also send and receive audio through your cell phone, an analog or digital PBX system, or a standard analog phone line. RemoteMix Sport adds a mixer so you can connect up to three microphones and headphones. It's perfect for remote broadcasts, sporting events, and field reporting from any location.

<http://www.jkaudio.com/remotemix-sport.htm>

RemoteMix 4

This four channel field mixer combines a four channel headphone amp with a cell phone interface, *Bluetooth Wireless Technology*, a phone line hybrid and keypad, and a universal PBX handset interface, all in a tough, portable unit. Phantom power is available on all four microphones. RemoteMix 4 also features a balanced XLR output, mini jack input and output, last number redial, and a Bass Boost make this all-in-one field mixer ready for anything.

<http://jkaudio.com/remotemix-4.htm>