

Satelco MOH Professional 50 Installation Guide



Use 64kbps or greater Stereo or Dual Channel Mono MP3 files for best audio quality.

1. Wall Mounting: Mount the MOH Professional 50 to a clean, dry surface using the screws supplied with your player.
2. Shelf Mounting: Apply the non-marring feet to the bottom of the player.
3. Using the supplied audio cable connect the audio output on the digital player to the music on hold jack located on the key service unit.
4. Connect the AC wall transformer to the power jack on the digital player and plug the transformer into the wall outlet.
5. Insert USB-Flash-Drive into the front of the MOH Professional 50.
6. The audio will start playing in about 5 to 10 seconds. The audio may be previewed by turning the speaker on. Always turn speaker off for normal use.
7. Use the volume control on the MOH Professional 50 to adjust the volume to the desired level.

New Message

1. Remove the USB-Flash-Drive from the MOH Professional 50 player. Insert the USB-Flash-Drive into the USB port of any computer that contains the new message or messages to be transferred.
2. Wait approximately 30 seconds for the computer to recognize the USB-Flash-Drive.
3. Double click on My Computer, double click on the MOH DRIVE to display its contents. If "MOH DRIVE" is not in the list, remove (wait 5 seconds) and re-insert the drive.
4. Delete any unwanted messages on the USB-Flash-Drive.
5. Drag and drop or copy and paste any new message file to the MOH DRIVE.
6. Take the USB-Flash-Drive back to the MOH Professional 50 and insert the drive into the player. The new message will start playing in about 5 to 10 seconds.

If you want to store audio files on the USB Drive, but not have them play, simply create a folder called un-used messages (or what ever name you like) on the USB Drive and save the audio files to that folder. The audio files will be on the drive but will not play. When you want an un-used file to play simply drag the audio file out of the folder and the Professional 50 will play it.