RF AMERICA, INC. Discovery DRM Receiver INSTRUCTION MANUAL

DRM Receiver Introduction:



FRONT PANEL

DISCRIPTION:

- 1. SWITCH TO SELECT CHANNEL TO MATCH CHANNEL OF DHP INTRAORAL CAMERA.
- 2. RCA CONNECTOR FOR INPUT FROM COMPOSITE VIDEO SIGNAL.
- 3. BUTTON TO SWITCH BETWEEN WIRELESS DHP INTRAORAL CAMERA MODE (CAM) AND OTHER COMPOSITE VIDEO INPUT MODE (WIRED DHP INTRAORAL CAMERA).
- 4. INFRARED REMOTE CONTROL RECEIVER.
- 5. POWER BUTTON TO ACTIVATE DMR RECEIVER.
- 6. LED INDICATOR FOR POWER ACTIVATION. WHEN POWER BUTTON IS PRESSED, LED WILL LIGHT.



REAR PANEL

DESCRIPTION:

- 1. DC INPUT JACK FOR SUPPLIED 12V POWER ADAPTER CONNECTION.
- 2. INPUT JACK FOR FOOT PAD CONTROL CONNECTION.
- 3. OUTPUT CONNECTOR FOR S-VIDEO SIGNAL.
- 4. OUTPUTCONNECTOR FOR RCA COMPOSITE SIGNAL.
- 5. CONNECTOR FOR WIRELESS ANTENNA RECIEVER.

DRM Receiver Application:

1. Wireless connection



- Connect DRM receiver as show in diagram.
- Select DRM channel to match DHP intraoral camera.
- Be sure that the button is in "CAM mode" for wireless operation.
- Press "Power ON" to activate DRM receiver.
- Switch on DHP intraoral camera power. Image will appear on monitor screen.
- System is now ready to capture intraoral images. In order to get the best image quality, experiment with appropriate distance from the tip of the intraoral camera to the object to be captured. Press freeze button on DHP intraoral camera to freeze the image. To unfreeze the image, press freeze button once again. At the same time the previously frozen image will be saved into DRM memory. Repeat the same steps to take additional images.

2. Wired connection:



DRM AND DHP APPLICATION



Remote control operation

* \square/\boxplus : Button to select full page image or quad images.

- * Freeze : Button for capturing images (same function with footpad capture or capture button on hand piece).
- * Recall : Button for recalling the captured images. After pressing this button, the screen will show previously captured images starting from page 1.
- * Up and Down : After pressing recall button, press up or down button to get the expected image and press the recall button once again to get the live image.
- * Delete : Button for deleting unwanted images when recalling or previewing images.