

SIP Audio PCB Board

N-SP80SB

1. DESCRIPTION

N-SP80SB is a SIP-compliant hands-free Voice over IP (VoIP) PCB board that offers flexible audio communications using standard SIP protocol for parking facilities, college campuses, medical centres, and industrial parks. It can integrate with external SIP compatible systems through a SIP server. Peer-to-Peer mode is also available for easy system configuration without a SIP server.

The N-SP80SB design provides clear and intelligible communication over an Ethernet network. It is equipped with an assignable call switch and two control relay outputs.

Another feature includes a multicast audio stream for paging.

* 1 electret microphone included

2. SPECIFICATIONS

Phone Features	Web support multi-language Auto-answer Volume control Direct IP call without SIP proxy Auto-Provision
Network Features	2x10/100Mbps Ethernet Port Security: Password Protection, IP address filtering, SIP over TLS, HTTPS encryption, user access log, SRTP (Secure RTP) Protocols support: IPv4, HTTP, HTTPS, FTP, SNMP, DNS, NTP, RTSP, RTP, TCP, UDP, ICMP, DHCP, ARP
SIP Features	SIP v1(RFC2543), SIP v2 (RFC3261) Audio codecs: G.711a, G.711 μ , G.722, G.729 Speech Quality: 7kHz Audio Echo Cancellation Voice Activation Detection Comfort Noise Generator
Inputs	1x Microphone (electret or dynamic microphone)
Outputs	1x Speaker (2W @8 Ω) and 1x Line
Keyboard	Possibility for connection of 2 single buttons or a keypad
Control Input	2 channels, no-voltage make contact input, open circuit voltage: 5 V DC, short-circuit current: 10 mA or less
Control Outputs	2 channels, relay output, normal open/normal close output, withstand voltage: 30 V DC, control current: 1 A
Plug	pluggable screw terminals
IP Uplink/Downlink	shielded RJ45 modular jacks
Power supply	12VDC/1A or 24VDC/0.5A External Power Supply or PoE

PoE (Power over Ethernet)	IEEE 802.3af standard
Dimensions	115 (H) x 65(W) x 16(D)mm (4.52" x 2.55" x 0.629")
Operating temperature	-20°C ~ +55°C
Storage temperature	-20°C ~ +70°C
Relative Humidity	Up to 95% not condensing

3. APPEARANCE

