

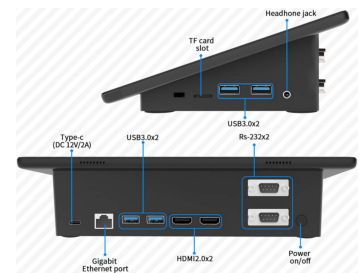
MusiCall Music & Message

MDM-2T/4T/8T 2/4/8 zone outputs

MusiCALL systems with Dante® are easily expandable, need an extra speaker? Plug it in where you want!

Networks can be expanded and reconfigured at any time with just a few clicks. If you compare a MusiCALL audio installation with a conventional audio system, it is striking how much fewer building blocks are needed to set up a complete system. Ease of installation is great for the installer.

The MDM-T series MusiCall Music & Message server is a desk version with 10.1" touchscreen. It can be used as central control unit and /or announcement console when combined with a microphone like MDM-MIC.



Software

The MusiCALL software is packed with features:

Easy to use graphical interface

Priority messaging. Scheduled audio files (or manually triggered) to start on time (such as class times at schools or commercials in shops)

Internetradio. Standard presets with 15 internet radiostations, expandable.

Playlist player(for example themes in museums)

Priority announcement. Groups or individual zones.

Auto start and stop of zones to save energy.

1 to 8 separate zones possible per main unit, upgradable.

Specifications

Hardware			
CPU	Intel Gemini Lake N4000 / N4120	Wifi	2.4 GHz & 5 GHz Dual frequency
Screen	G+G multi touch 10.1"	Bluetooth	Bluetooth 5.0
Resolution	1920 x 1200 (IPS)	Operating system	Windows IoT2021 LTSC
Graphics	Intel UHD 600	Wired network	1x R45 1000Mbps and 1x R45 1000Mbps via USB dongle
Memory	8GB	Ports	4x USB3.0 / 2x RS232
Storage	128GB EMMC drive and TF card slot	Headphone jack	Combo 3.5mm mic/headphone
Size	242 x 153 x 62mm	HDMI	2x HDMI 2.0 (4k support)
Operation temperature	-10°C ~ 50°C	Weight	772g
Software			
Zone outputs	MDM-T2: 2 (Dante® channels for 2 mono zones or 1 stereo zone MDM-T4: 4 (Dante® channels for 4 mono zones or 2 stereo zones MDM-T8: 8 (Dante® channels for 8 mono zones or 4 stereo zones	Inputs	MDM-T2: 8 (Dante® channels MDM-T4: 8 (Dante® channels MDM-T8: 8 (Dante® channels
Online support	3 years included		