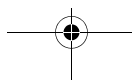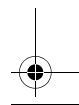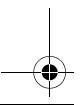**RadioShack**®

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SSM-1750 4-Channel Stereo Audio Mixer
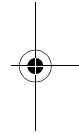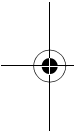
Owner's Manual

Please read before using this equipment.

❏ *Contents*

WARNING: To reduce the risk of fire or shock hazard, do not expose this product to rain or moisture.

⚠️ **CAUTION**
RISK OF ELECTRIC SHOCK.
DO NOT OPEN.

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICE-ABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.
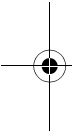
This symbol is intended to alert you to the presence of uninsu-lated dangerous voltage within the product's enclosure that might be of sufficient magnitude to con-stitute a risk of electric shock. Do not open the product's case.
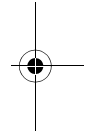
This symbol is intended to inform you that important operating and maintenance instructions are included in the literature accom-panying this product.
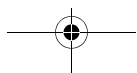
❒ *Features*

Your RadioShack 4-Channel Stereo Audio Mixer is a sophisticated control center, perfect for mixing sound from multiple playback sources such as a microphone, tuner, CD player, turntable, or the audio output from a VCR.

It is ruggedly constructed for home or professional use and its wide-range volume controls let you adjust sound levels to achieve the right mix for playing through your speaker system or for recording. The mixer's many features give you almost limitless sound combinations.
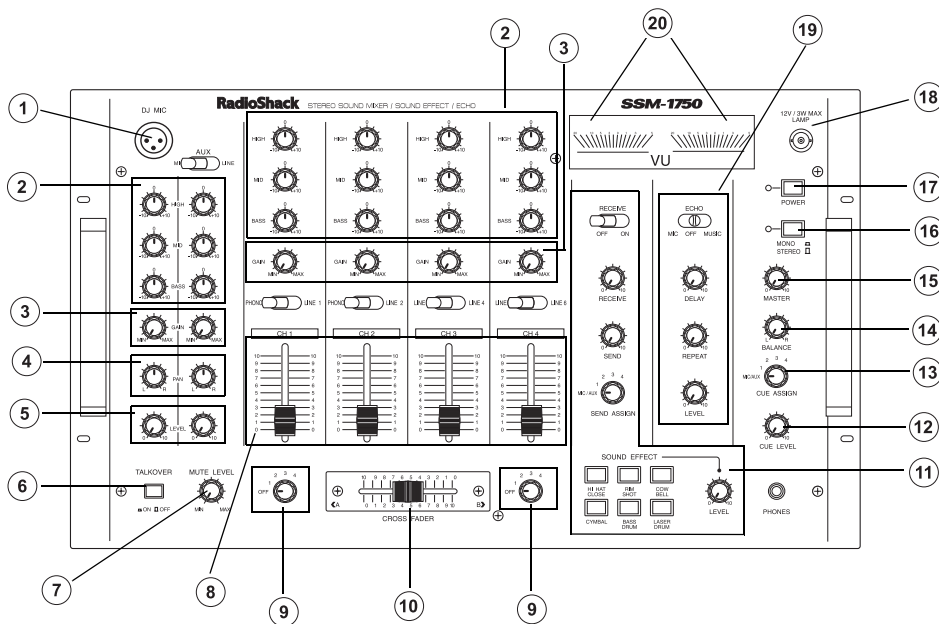
1 DJ MIC — lets you connect a balanced, low impedance microphone with an XLR plug.

2 BASS/MID/HIGH — let you adjust the tone of the selected input for customized sound.

3 GAIN — individual controls let you fine tune each input's volume.

4 PAN — lets you control the output of the **DJ MIC** and **AUX MIC/LINE**.

5 LEVEL — lets you adjust the microphones' volumes before mixing them in.

6 TALKOVER — decreases the volume of the input sources so you can talk over them using the microphone.

7 MUTE LEVEL— lets you adjust the background music volume when using **TALKOVER**.

8 CH1, **CH2**, **CH3**, **CH4 Slide Volume Controls** — for fingertip control of sound mixing and fading.

9 Assign Controls— let you select the input sources to be mixed.

10 CROSS FADER — lets you smoothly switch between two input sources.

11 SOUND EFFECT — let you create a special sound performance using the six preprogrammed sound effects.

12 CUE LEVEL — lets you adjust the headphone's volume.

13 CUE ASSIGN — lets you select the channel where the desired audio input source is located so you can monitor and prepare it before mixing it in.

14 BALANCE — lets you adjust the sound balance between the left and right speakers.

15 MASTER — adjusts the overall volume of **DJ MIG**, **AUX**, **CH1**, **CH2**, **CH3**, **CH4**, **RE-CEIVE** input, and sound effects.

16 MONO/STEREO Selector — lets you set the output to stereo or monaural.

17 POWER — turns the mixer on and off.

18 Lamp Jack — lets you install a 12V/3W lamp to light up the mixer controls.

19 ECHO Controls — let you tailor the sound to compensate for a location's conditions or for personal preference.

20 VU (Volume Unit) — two meters indicate the total stereo output signal levels.
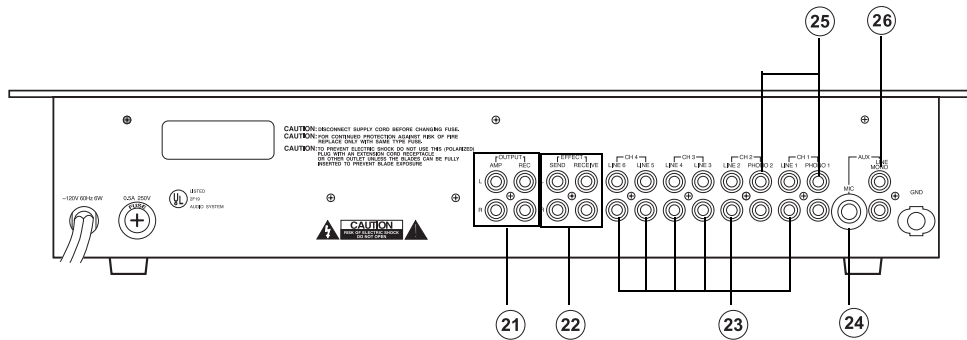
21 Stereo Line Outputs — let you connect the mixer's output to your receiver/amplifier and tape deck so you can play the sounds from your input sources through your speaker system, and record them.

22 Sound Effect Jacks — let you connect another sound effect device, such as an echo reverb, and either play the signal from it or play another input's signal through it. You can also vary the volume of the signal.

23 Stereo Line Inputs — let you connect most line-level audio sources such as a

CD player, tape deck, tuner, camcorder, or VCR.

24 Auxiliary Microphone Input — lets you connect a low impedance microphone with a $\frac{1}{4}$-inch plug.

25 Stereo Phono Inputs — for connecting low-level audio sources, such as a turntable with a magnetic cartridge.

26 Mono Line Input — lets you connect a mono input source, such as a wireless microphone receiver.

❒ *Preparation*

PRESETTING THE CONTROLS

Warning: A sudden high output from the mixer could damage your hearing, especially if you use headphones, and might also damage the audio devices connected to the mixer's output. Before using the mixer, make sure you set your receiver/amplifier's volume control to its minimum volume level setting.

Before you connect the power cord, make sure you set **POWER** to off. To avoid sudden and inaudible sound outputs from any audio devices that you connect to the mixer, be sure to have their power controls set to off, and any tone controls set to flat.

CONNECTING THE OUTPUTS

To play the mixer's output signal through your sound system (for events such as parties, dances, conferences, and so on), connect one end of an audio patch cord (not supplied) to the mixer's **OUTPUT AMP L** (white) and **R** (red) jacks, then connect the other end to your receiver/amplifier's left and right input jacks, matching left to left, and right to right.

To record the mixer's output signal, connect one end of an audio patch cord (not supplied) to the mixer's **OUTPUT REC L** (white) and **R** (red) jacks, then connect the other end to your tape deck's left and right line input jacks, matching left to left, and right to right.

CONNECTING INPUTS

You can connect up to ten audio input sources (such as cassette tape decks, CD players, tuners, two magnetic-cartridge turntables, a camcorder or a VCR) to the mixer's input jacks on the back panel. You can also connect microphones to the appropriate jacks on the top and back panels.

1. Connect the line-level outputs from up to six audio sources to the **LINE 1**, **LINE2**, **LINE 3**, **LINE 4**, **LINE 5**, and **LINE 6** input jacks, matching left to left, and right to right.

   Caution: Do not connect an audio source with a line-level output to the low-level **PHONO 1**, **PHONO 2**, or **AUX MIC** audio input jacks.

2. Connect the low-level outputs from up to two audio sources (such as magnetic cartridge turntables) to the **PHONO 1** and **PHONO 2** input jacks, matching left to left, and right to right.

   Note: If you connect magnetic cartridge turntables, connect their ground wires (usually black or green) to **GND**.

3. Connect a sound effect device (such as an echo reverb or a digital sampler processor) to the **EFFECT SEND** (output) and **EFFECT RECEIVE** (input) jacks, matching left to left, and right to right.

4. Connect a mono input source (such as a wireless microphone receiver) to the **AUX LINE MONO** jacks, matching left to left, and right to right.

Connecting Microphones

You can connect two microphones (not supplied) to the mixer.

Connect a microphone with an XLR plug to **DJ MIC** on the top panel's upper left corner.

Connect a microphone with a $^1/_4$-inch (6.35 mm) plug to **AUX MIC** on the back panel's lower right corner.

CONNECTING POWER

Note: Before you connect the mixer's power cord, make sure power is turned off by pressing **POWER** (if the control is out, the power is off).

Connect the power cord to a standard AC outlet.

Caution: The power cord has a polarized plug that fits only one way into a standard AC outlet. If the plug does not fit, turn it over so it fits properly. Do not force it!

CONNECTING A LAMP

The mixer has a **12V/3W MAX LAMP** socket for connecting a 12V/3W BNC lamp so you can see the control panel in dark or low light conditions.

CONNECTING HEADPHONES

To listen in privacy or monitor the audio source inputs so you can locate an exact passage or section before mixing it, connect a pair of stereo headphones (not supplied) with a $^1/_4$-inch (6.35 mm) plug to the **PHONES** jack on the mixer's lower right corner.

Your local Radio Shack store carries a wide selection of headphones.

Listening Safely

Do not listen at extremely high volume levels. Extended, high-volume listening can lead to permanent hearing loss.

To protect your hearing when you use headphones, always follow these guidelines to set the listening volume.

• Set **CUE LEVEL** to **0** before you begin listening.

• After you put on the headphones, adjust **CUE LEVEL** to a comfortable listening volume level.

• Once you set the headphones' volume, do not increase it. Over time, your ears adapt to the volume level, so a volume level that does not cause discomfort might still damage your hearing.

☐ *Operation*

1. Set the volume levels on the output devices (receiver, amplifier, or tape deck) to minimum and turn them on.

2. Press **POWER** to turn on the mixer. The POWER indicator lights.

3. Turn on the input sources you want to mix.

4. Preset the input signal levels (see "Presetting the Input Signal Levels" on Page 8).

5. Mix the audio input sources (see "Mixing the Inputs" on Page 10).

6. After you finish mixing, turn down the volume on the output audio devices, turn off the input and output audio devices (amplifiers, tape decks, and so on), then press **POWER** so it pops up to turn off the mixer. The POWER indicator turns off.

PRESETTING THE INPUT SIGNAL LEVELS

To avoid accidentally over-driving a channel or prematurely mixing in an audio input source, start with the following settings:

- All volume slide controls set to **0**.

- Both **ASSIGN** switches set to **OFF**.

- All **GAIN** knobs set mid level.

- All **HIGH**, **MID**, and **BASS** controls, **CUE LEVEL**, **DJ MIC LEVEL**, **AUX LEVEL, SEND**, **RECEIVE**, and **MASTER** set to **0**.

Rotate **MASTER** clockwise and temporarily set it to about the 5th marker.

Note: The **MASTER** volume control adjusts the overall volume of **DJ MIC**, **AUX**, **CH1**, **CH2**, **CH3**, **CH4**, **RECEIVE** input, and sound effects.

The mixer uses two volume unit (VU) meters to indicate the total stereo output signal level. For the best results, each input signal level should normally be set so the VU meters never move into the red range (**0** or above). Distortion is likely to occur on audio peaks if the meter moves into the red range.

For monaural output, set **MONO/STEREO** to **MONO**. For stereo output, set it to **STEREO**.

Presetting the Channel Inputs

Follow these steps to preset each channel input you plan to mix.

Notes:

- If you did not connect an input source to every jack or do not want to mix every input source connected to the mixer's input jacks, you do not need to preset every channel input. Decide which source(s) you want to preset and mix, then preset those inputs only.

- While you adjust the input signal levels for channels 1, 2, 3, and 4, either use the headphones or turn up the receiver/ amplifier's volume to a comfortable listening level (not necessarily the final usable level).

- Do not play a quiet portion of music while you adjust the volume levels, otherwise the volume levels for channels 1, 2, 3, and 4 will be over-driven during the loud portions of the music.

1. Set the channel selector to the desired input source.

2. Start playback of the selected input source.

3. Adjust the **HIGH**, **MID**, and **BASS** controls as desired. See "Using the Tone Controls" on Page 11.

   Note: If you are using an external equalizer, leave the tone controls set to **0** and adjust the tone on the external equalizer.

4. Slowly slide up the channel volume control until you get a reading of up to **0** on both VU meters.

Important: Note the channel volume level slide control's setting for the selected audio source, so each time you want to mix that source you can slide the volume control to the correct setting.

Notes:

- If it was necessary to set the channel volume level slide control to **10** to get a reading of up to **0** on the VU meter, then slide it down to about **8** and adjust the **GAIN** control to get a reading of up to **0** on the VU meters. (See "Using Gain" on Page 11.)

- If the above does not work, set **GAIN** to mid level and rotate **MASTER** clockwise until you get a reading of **0** on the VU meters.

- Readjusting **MASTER** affects the level of the previously set input sources. You must readjust those sources until you get a reading of up to **0** on the VU meters for each input source.

5. Stop playback of the selected input source.

6. Repeat these steps for each channel input you plan to mix.

Presetting a Microphone

1. If your XLR or auxiliary microphone has an ON/OFF control, set it to ON.

   If your XLR or auxiliary microphone does not have an ON/OFF control, set **DJ MIC LEVEL** or **AUX LEVEL** to **0**.

2. While talking continuously, adjust **DJ MIC LEVEL** or **AUX LEVEL** until you get a reading of up to **0** on both VU meters. (See "Using an XLR Microphone" on Page 12 and "Using an AUX Microphone" on Page 12.)

Important: Note the **DJ MIC LEVEL** or **AUX LEVEL** setting, so each time you want to mix the microphone, you can set the control to the correct setting.

Notes:

- If it was necessary to set **DJ MIC LEVEL** or **AUX LEVEL** all the way to **10** in order to get a reading of up to **0** on the VU meter, then turn it down to about **8** and adjust the **DJ MIC GAIN** control to get a reading of up to **0** on the VU meters. (See "Using Gain" on Page 11.)

   If that does not work, set **DJ MIC GAIN** or **AUX GAIN** to mid level and rotate **MASTER** clockwise until you get a reading of **0** on the VU meters.

- If you must readjust **MASTER**, remember, doing so affects the level of the previously set input sources. You must readjust those sources until you get a reading of up to **0** on the VU meters for each input source.

3. If your XLR or auxiliary microphone has an ON/OFF control, set it to OFF.

   If your XLR or auxiliary microphone does not have an ON/OFF control, set **DJ MIC LEVEL** or **AUX LEVEL** to **0**.

Presetting the Auxiliary Input

1. To preset the **AUX LINE** input source, set **AUX** to **LINE**.

2. Start playback of the selected input source.

3. Adjust the **HIGH**, **MID**, and **BASS** controls as desired. See "Using the Tone Controls" on Page 11.

   Note: If you are using an external equalizer, leave the tone controls set to **0** and adjust the tone on the external equalizer.

4. Slowly adjust **AUX LEVEL** until you get a reading of **0** on both VU meters.

Important: Note the **AUX LEVEL** setting, so each time you want to mix that source you can set the control to the correct setting.

Notes:

- If it was necessary to set the **AUX LEVEL** control to **10** to get a reading of up to **0** on the VU meter, then set **AUX LEVEL** to about **8** and adjust the **AUX GAIN** control to get a reading of up to **0** on the VU meters. (See "Using Gain" on Page 11.)

- If the above does not work, set **AUX GAIN** mid level and rotate **MASTER** clockwise until you get a reading of **0** on the VU meters.

- Readjust **MASTER** affects the level of the previously set input sources. You must readjust those sources until you get a reading of up to **0** on the VU meters for each.

5. Stop playback of the selected input source.

MIXING THE INPUTS

You can connect input signals from up to 12 audio sources, select any two of the channel input sources, then mix them so only one or both play through your sound system.

Mixing requires three operations:

- Playing one input source.

- Monitoring the next input source.

- Switching to the next input source.

You can start with either of the two selected sources.

To prevent prematurely mixing audio sources, set all volume level controls to **0**.

To avoid sudden and inaudible sound outputs from any audio devices that you connect to the mixer, be sure to set their power controls to off and any tone controls to flat.

Playing One Input Source

1. Set **ASSIGN A** to the desired source, then set **CROSS FADER** to **A**.

2. Select the mixer's input — **CH 1**, **CH 2**, **CH 3**, or **CH 4**.

3. Set the input selector control to the input source you want to play first through your sound system.

4. Adjust the receiver's or amplifier's (not the mixer's) volume control to the desired volume.

   Make sure the first input source's volume level slide control is set to the correct preset position.

5. Start playback of the input source.

Monitoring a Second Input Source

Monitoring a second input source's signal level requires selecting the input source that is not currently playing, finding the desired section you want to mix, then adjusting the source's sound level so it matches the volume level of the source currently playing.

1. Connect and put on headphones.

   Note: You can listen to one channel through the headphones while the other channel is playing through the sound system.

2. Set **ASSIGN B** to the second input source.

3. Set **CUE ASSIGN** to the audio input source (**CH 1**, **CH 2**, **CH 3**, or **CH 4**) you want to monitor.

4. Set the desired channel volume level slide control to the preset position.

5. Adjust **CUE LEVEL** to a comfortable listening level.

6. Start playback of the input source you want to play next through your sound system.

7. Set the input device to the desired section of music, then stop or pause the input device.

Switching to the Second Input Source

1. Start playback of the second input source.

2. Slide **CROSS FADER** from **A** to **B** when you are ready to play the second source's sound through your sound system.

   Slide **CROSS FADER**:

   • To the left to fade in the channel selected by **ASSIGN A** and fade out the channel selected by **ASSIGN B**.

   • To the right to fade in the channel selected by **ASSIGN B** and fade out the channel selected by **ASSIGN A**.

   • To the *center* to equally mix the two.

Notes on Mixing

• If you set **CROSS FADER** to **A** to play the channel selected by **ASSIGN A**, then you must set **CUE ASSIGN** to **CH 1** to monitor **CH 1**, to **CH 2** to monitor **CH 2**, to **CH 3** to monitor **CH 3**, and to **CH 4** to monitor **CH 4**. The same applies when you set **CROSS FADER** to **B**.

• To mix any two inputs selected by the **ASSIGN** switches, set each **ASSIGN** switch to the desired channel. Then use **CROSS FADER** to mix the two.

• Do not slide **CROSS FADER** to the center if you want to *monitor* one channel while the other is playing. Otherwise, the sound from the channel you monitor will also be heard through your sound system. Instead, slide **CROSS FADER** to the channel you are not monitoring. For example, to monitor channel 1 (selected by **ASSIGN A**) while channel 2 (selected by **ASSIGN B**) is playing, slide **CROSS FADER** to **B**.

• Use **CUE LEVEL** to listen to the input controlled by the **CUE ASSIGN** switch and what is playing on the currently selected output device.

USING THE SPECIAL CONTROLS

Using the Tone Controls

Your mixer has a set of tone controls for each microphone and for channels 1–4. You can tailor the high, middle, and low frequency sounds for each.

For normal sound, leave **BASS**, **MID**, and **HIGH** set to **0**.

Rotate **HIGH**, **MID** or **BASS** toward **+10** to increase, or toward **–10** respectively to decrease the high, middle, and low frequency sounds.

Using Gain

Since the input levels of each sound source are different, the **GAIN** controls let you fine tune each selected input's volume. Rotate the desired **GAIN** control toward **MAX** to increase the volume and toward **MIN** to reduce it.

Note: We recommend you not adjust the **GAIN** controls after you have preset the inputs as some sound imbalance could occur.

Setting the Sound Balance

BALANCE lets you adjust the sound balance between the left and right speakers. If your speakers are properly positioned and your listening area is centered between the speakers, the center setting of the control is usually the best.

If the sound seems to be louder from one speaker, adjust **BALANCE** until the sound seems to be coming from a point midway between the speakers.

USING A MICROPHONE

Using an XLR Microphone

To mix the microphone connected to the XLR jack with other audio input sources, adjust **DJ MIC LEVEL** to increase or decrease the microphone volume without affecting the volume of the other inputs.

Set **DJ MIC LEVEL** to **0** when you are not using the DJ microphone. Or, if the microphone has an ON/OFF control, set it to OFF and leave **DJ MIC LEVEL** at its preset position.

Using an AUX Microphone

To mix a microphone connected to the **AUX MIC** jack with other audio input sources, set **AUX MIC/LINE** to **MIC**. Adjust **AUX LEVEL** to increase or decrease the microphone volume without affecting the volume of the other inputs.

When you are not using an **AUX** microphone, set **AUX MIC/LINE** to **LINE**. This lets you mix the output from the device connected to **AUX LINE MONO** jacks.

Using TALKOVER

To use the microphone and reduce other audio inputs so the microphone can be heard more clearly, set **TALKOVER** to **ON**.

To turn off **TALKOVER**, set **TALKOVER** to **OFF**. All the audio inputs including **DJ MIC** and **AUX MIC** play at the same output level, and the background music volume is not reduced.

Using MUTE LEVEL

To increase background music when using **TALKOVER**, rotate **MUTE LEVEL** toward **MIN**. To reduce background music, rotate it toward **MAX**.

Using PAN

To play either microphone or the **AUX LINE** output on the left or right channel, adjust the appropriate **PAN** control. Set it to **L** to play through the left channel, to **R** to play through the right channel, or to any other position between **L** and **R** to play through both channels.

USING SOUND EFFECTS

There are six preprogrammed sound effects for your mixing selection — a hi-hat close, a rim shot, a cow bell, a cymbal, a bass drum, and a laser drum.

To play a sound effect, repeatedly press or hold down the desired **SOUND EFFECT** button.

Rotate **SOUND EFFECT LEVEL** left or right to increase and decrease the sound effect volume.

USING ECHO EFFECTS

The mixer plays echo effects, and lets you adjust the echo delay, the number of echo repeats, and the echo's volume.
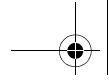
The echo is applied to the sound before all the inputs are mixed.

Set **ECHO** to **MIC** to turn on the echo effect for the microphones and the **AUX LINE** input.

Set **ECHO** to **MUSIC** to turn on the echo effect for Channels 1, 2, 3, and 4 outputs.

To turn off the echo effect, set **ECHO** to **OFF**.

Adjusting the Echo Delay, Repeat, and Volume

The **ECHO DELAY** control lets you adjust the time delay for an echo. Set **ECHO DELAY** to **0** for a minimum time delay and to **10** for a maximum time delay.

The **ECHO REPEAT** control lets you control the length of time a tone is repeated (reverberation). Set **ECHO REPEAT** to **10** for the longest time repeat and to **0** for the shortest.

The **ECHO LEVEL** control lets you adjust the output level of the echo effect. Rotate **ECHO LEVEL** toward **10** to increase the echo level and toward **0** to decrease it.
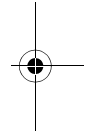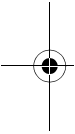
USING SOUND EFFECT DEVICES

Playing the Signal from the Sound Effect Device

To play signals from a device connected to the **EFFECT** jacks, set the **RECEIVE** switch to **ON**. When you are not using the connected inputs, set the **RECEIVE** switch to **OFF**.

Rotate **RECEIVE** to adjust the volume of the input connected to the **EFFECT** jacks without changing the sound effect device's volume. Rotate **RECEIVE** toward **10** to increase the volume and toward **0** to decrease it.

Playing Input Signals through the Sound Effect Device

You can play inputs selected by the channel selectors, **DJ MIC**, or **AUX** through other sound effect devices connected to the mixer, such as an echo reverb or a digital sampler processor, and control playback through the mixer. To play selected inputs through the sound effect device, set **SEND ASSIGN** to the selected input.

The **SEND** control lets you adjust the volume of the selected sound to the sound effect device without changing the device's volume. Rotate **SEND** toward **10** to increase the volume and toward **0** to decrease it.
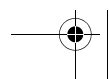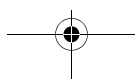
❒ *Care*

To enjoy your mixer for a long time:

- Keep the mixer dry. If it gets wet, wipe it dry immediately.

- Use and store the mixer only in normal temperature environments.

- Handle the mixer gently and carefully. Do not drop it.

- Keep the mixer away from dust and dirt.

- Wipe the mixer with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the mixer's internal components can cause a malfunction and might invalidate its warranty. If your mixer is not performing as it should, take it to your local RadioShack store for assistance.

REPLACING THE FUSE

Your mixer requires a 250-volt, 0.5-amp fuse to protect it from power surges and short circuits. If the mixer suddenly turns off or will not turn on, the fuse could be blown. Replace the fuse with a 0.5-amp, 250volt, fast-acting, $1^{1}/_{4}$ x $^{1}/_{4}$ inch fuse (not supplied).

Follow these steps to replace the fuse.

1. Using a Phillips screwdriver, unscrew the fuse compartment cap on the back of the mixer.

2. Remove the old fuse and replace it with an identical fuse.

   Caution: Never use a fuse of a different type or rating.

3. Replace the fuse compartment cap.

❒ *Troubleshooting*

We do not expect you to have any problems with your mixer, but if you have a problem, this information might help. If the problem persists, take the mixer to your local RadioShack store for assistance.

Problem	Possible Solution
The mixer does not work.	Check the AC power connection and make sure the AC outlet is "live."
	Check the power connection to the rest of the system (amplifier/ receiver, input sources, and so on).
	Check the fuse. See "Replacing the Fuse" on Page 14.
No signal from an audio input sources.	Make sure the **TALKOVER** switch is set to **OFF**.
	Check the mixer's and the source's control settings.
	Check the connection between the mixer and the input source.
You are getting a hum from the PHONO sources.	Make sure the turntable's ground wire (usually black or green) is connected to the **GND** screw on the back of the mixer.

Problem	Possible Solution
You are getting a hum from other input source	Make sure there are no low-level inputs connected to the **LINE** input jacks.
You are getting feedback noise.	Move the microphone further away from the output speakers or use a unidirectional microphone.

☐ *Specifications*

Input Sensitivity/Impedance
    DJ MIC (XLR jack) .... 1.5 mV, 600 ohms, Balanced/Unbalanced
    AUX MIC (Phone jack) .... 1.5 mV, 600 ohms, Unbalanced
    Phono .... 3 mV/50 kOhms
    Line .... 150 mV/27 kOhms

Output Level
    Main Out .... 2V/10 kOhms
    Record .... 150 mV/10 kOhms
    Send .... 150 mV/10 kOhms
    Frequency Response .... 20–20k Hz ±3 dB

S/N Ratio
    Mic .... 55 dB
    Phono .... 65 dB
    Line .... 75 dB

Distortion
    Mic 0.20%
    Phono 0.08%
    Line 0.05%

Tone Control, DJ MIC, AUX, CH 1, CH 2, CH 3, CH4
    HIGH Boost/Cut Range .... ±10dB at Center
    MID Boost/Cut Range .... ±10dB at Center
    BASS Boost/Cut Range .... ±10dB at Center
    ECHO Delay Time .... 50 –120ms
    TALKOVER Attenuation .... −8 to −38 dB

Power Source .... AC 120V, 60Hz, 20 Watt

Power Fuse .... 0.5 Amp/250 Volts

Dimensions (HWD)... $4\,^{7}/_{16} \times 19 \times 11$ Inches
                                                                                                                    $(113 \times 482 \times 280$ mm$)$

Weight .... 11 lbs 6 oz
                                                                                                                    (5.15 kg)

Specifications are typical; individual units might vary. Specifications are subject to change and improvement without notice.
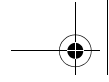
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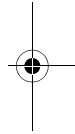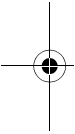
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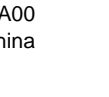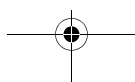RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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