

Technical Data Sheet for USBBLAST: PRO+

Product Information

1. Avoid misunderstandings and be ready with real proof of any conversation — at your fingertips. The USB Blast lets you do what expensive systems do at a fraction of the cost. Record phone calls and voicemail messages directly to your PC from any phone or phone system. You can even record room conversations, via the USB Blast's built-in microphone.

Search, sort, email recordings — add comments and bookmarks, too! You can instantly replay any conversation, or search for a recording any time in the future — by date or by topic. (The software time/date stamps each recording.) Archive your recordings on CD! Drop the audio files onto your website, or share them via email. Those who don't have PC speakers can listen via a headset or telephone handset.

No tapes or batteries — enjoy having no maintenance worries whatsoever! USB Blast uses your computer as its power source. If you've got USB Blast plugged into your phone (through the handset cable) and into your PC's USB port, you're all set to record any time. You can even set the USB Blast to record automatically as soon as it detects audio.

2-Minute setup — install it yourself easily! The software leads you through a very simple and intuitive procedure.

Clear sound with no static — plugs right into your USB port, so it can't pick up any hardware or sound card noises or static.

Free software upgrades via web — rest assured you will never have to purchase anything else to keep your USB Blast up to date.

Record from phone or room — just hit the "Rec Phone" or "Rec Room" button, or use the software to set USB Blast for automatic recording.

Leave the room during conference calls — just have USB Blast record the conference, and you can listen later to anything you missed.

Monitor calls in "real time" — listen in, with a 2-second delay for a supervisor to listen on, a call being recorded on another phone. Each phone needs to have its own USB Blast connected, to use this feature of the software.



New Up Date: Up until now, The R-1000 and the Pro both recorded a telephone conversation by recording the handset speaker signal only. That signal was usually sufficient to record both sides of the telephone conversation because there was sufficient "sidetone" in the tel set or phone system to record the local caller. On some systems, however, the sidetone level is very low resulting in the recorded level of the local caller being very low. The Pro+ remedies this problem by adding a second record path that records the handset microphone signal for the local caller. This path has an adjustable record volume control so that the local caller and remote caller can be recorded at the same level. The volume control is located in the user interface under the device control tab. Note that the gain control only appears for Pro+ and is not available for R-1000 or Pro. The default value for Pro+ gain is 0; and it can be adjusted anywhere between 0 and 255. It should only be adjusted if the low sidetone problem exists as described above. Once set to a satisfactory level, there should be no need to re-adjust it because the system will remember and recall the setting every time the recorder interface is started.

2. Playback level to the remote caller has been increased in hardware.
3. In version 2.07 of the USBBLAST software, there is also an adjustable playback level control in the upper right corner of the GUI This allows for a + or - 20 db of playback level adjustment. Note that in order for this feature to appear in the GUI and to work, a copy of "Sox.exe" software must be installed in the default C:\Usbxrec directory on the host PC. Sox is free but must be used under a GNU public license and the redistribution requirements of that license must be met.
4. Pro+ is also headset compatible ~2.5mm jack.
5. Instant play back OVER THE PHONE to the second party.

The USB Blast works on most home and office phone systems, including PBX systems, IP phones, and headsets. No additional hardware is required.

1 Year manufacturer's warranty.

