#### INTRODUCTION

Thank you for purchasing the new MFJ-1262. Your new microphone control center allows you to switch between two microphones with the push of a button. From a boom mic/headphone to a desk or hand mic, a hi-fi ragchewing mic to a hard-hitting DX mic, or a hand mic to a desk mic, switching microphones is now quick and easy. Moveable jumpers allow you to make any 8-pin microphone compatible for use with any radio. Plug in an external PTT foot switch to free your hands for contesting and DXing. Alternatively, let a computer or voice keyer control the PTT line for automated operation. Plug in headphones and set the volume to privately monitor

transmissions. Or, push in the speaker ON/OFF switch to broadcast your transmissions over your radio's speakers.

## **COMPONENTS**

#### FRONT PANEL:

Accepts a standard 8-pin microphone plug; an 8-pin modular for the

MFJ-1262M

Accepts a standard 8-pin microphone plug; an 8-pin modular for the

MICROPHONE A MFJ-1262M

Selects microphone A or B. Out selects Mic A and in selects Mic

MICROPHONE B B

ONE D

MIC SELECTOR Accepts standard '/+ inch stereo jack. Allows the user to insert

SWITCH headphones to monitor transmissions
Turns output speakers on and off

**HEADPHONES** Sets the volume to the headphones

**SPEAKER** 

**VOLUME** 

Push-to-Talk. Accepts standard '/, inch mono plug

REAR PANEL:

3.5mm stereo jack that runs from the output of the radio to the

PTT input of the MFJ-1262 or MFJ-1262M

**SPEAKER IN** 3.5mm mono jack connects to station loudspeaker or other audio

accessories normally connected to radio speaker jack

**SPEAKER OUT** Standard 8-pin microphone plug connecting the unit to the radio

microphone input; an 8-pin modular (RJ-45) plug is used for the

MFJ-1262M

**OUTPUT CABLE** 

### MICROPHONE AND RADIO CONNECTIONS

Different manufacturers and different radios may wire the same style connectors differently. The MFJ-1262 and 1262M have internal headers that use small moveable jumpers. The MFJ-1262 uses common round 8-pin microphone connectors found on most transceivers. The MFJ-1262M comes with an 8-pin modular microphone jack (like telephones might use).

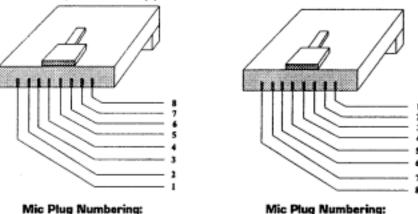
Internal jumpers are used to program connections for any radio that connects to the prewired connectors. This feature eliminates the need for soldering jacks or purchasing adapter cables. The MFJ-1262/1262M must be configured using the internal jumpers before use.

The microphone/radio setup procedure requires a few minutes of time. Before you start, you will need the manual of your radio and microphone readily available.

#### IMPORTANT INFORMATION CONCERNING THE MFJ-1262M

*Note:* The MFJ-1262 and MFJ-1262M jumpers only allow for the programming of one microphone pin-out to one radio pin-in. To use another microphone, it must have the

The MIC pins on the Radio Shack and ICOM radios are numbered 1 through 8, from left to right. Yaesu and Kenwood radio MIC pins are numbered 8 through 1, from left to right. The MFJ-1262M modular mic-pin numbering system matches Kenwood and Yaesu, which is opposite the Radio Shack/Icom numbering method.



Mic Plug Numbering: I Icom & Radio Shack

When using the MFJ-1262M with an Icom or Radio Shack transceiver, DO NOT install jumpers in accordance to pin numbers listed in Radio Shack or Icom manuals. Jumper designations must be counted in the order used by Kenwood and Yaesu. Radio Shack and Icom's pin 1 actually is wired to pin 8 inside the MFJ-1262. Pin 8 on the Icom/RS plug numbering system is pin 1 inside the MFJ-1262. Count RS/Icom plugs as shown for Kenwood and Yaesu when wiring inside our unit. RS/Icom 1 becomes 8, RS/Icom 2 becomes 7, RS/Icom 3 becomes 6, etc.

same 8-pin output configuration as the microphone currently programmed for use.

Kenwood & Yaesu

### PROGRAMMING INTERNAL JUMPERS

The MFJ-1262 comes pre jumpered. If your microphone and radio have the same 8-pin configuration then no jumper changes are needed. However, if your microphone and radio do not have the same 8-pin configuration, you must program the internal jumpers to make them compatible. The pre jumpered configuration for microphones A and B is input pins 1 through 8 are jumpered to output pins 1 through 8, respectively (input pin 1 to output pin 1, input pin 2 to output pin 2, etc.). The pre jumpered configuration for the PTT is input pin I to PTT ground (sleeve) and input pin 2 to PTT hot (tip).

*Note:* For the MFJ-1262M, be sure to read the graphic titled "Important Information Concerning the MFJ-1262M" on the previous page. The 8-pin configuration of your unit could be referenced differently from that of your microphone or radio.

To program the internal jumpers, begin by removing the screws from the sides of the cabinet. Lift the cover off, and look from the front view. Notice the group of pins and black jumpers on the left side between the microphone input jack and microphone output wire. The input pins start at the back and are labeled I through 8 before repeating at the next output pin group. These pins program the eight pins of the microphones.

Now locate headers five and six that run perpendicular to headers one through four. Notice that the input pins go from left to right and are labeled 1 through 8. These pins program the PTT of the unit. The Jumper Graphic on the next page shows each pin's designation. Notice that the output pins are located on the outside rows of each header, and the input pins are located on the inside rows of each header. Also, notice the pre jumpered configuration for the microphones and the PTT. Use the graphic to reference the correct pins when programming the jumpers.

#### **HEADERS**

HD1: Combines output pins 1 and 2 and their corresponding eight-pin inputs

HD2: Combines output pins 3 and 4 and their corresponding eight-pin inputs

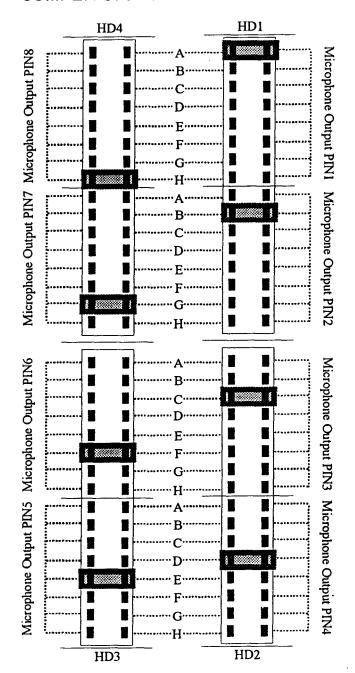
H D3: Combines output pins 5 and 6 and their corresponding eight-pin inputs

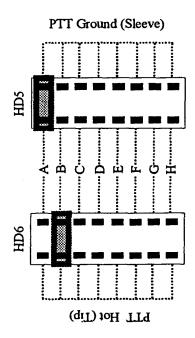
HD4: Combines output pins 7 and 8 and their corresponding eight-pin inputs

HD5: Combines PTT ground (sleeve) with the 8-pin microphone inputs HD6:

Combines PTT hot (tip) with the 8-pin microphone inputs

## **JUMPER GRAPHIC**





# Jumper Key

- A = Microphone Input 1
- **B** = Microphone Input 2
- C = Microphone Input 3
- D = Microphone Input 4
- E = Microphone Input 5
- F = Microphone Input 6
- G = Microphone Input 7
- H = Microphone Input 8

# **SCHEMATIC**

