

Point Source Audio CM-i5 In-Ear Headset



Point Source Audio (PSA) expands its line of patented in-ear headsets to include a new slimmer, lighter condenser microphone model, the CM-i5.

Designed for clarity and all-day wearing comfort, the CM-i line is the world's only series of modular in-ear headsets offering a combination of in-ear performance, lightweight comfort and earphone modularity. The robust feature set makes these headsets ideal for House of Worship broadcast teams from directors to camera operators who rely vitally on the ability to hear clearly.

The binaural headset is so low profile it can be worn even by handheld camera operators, who typically wear one-eared headsets to avoid interference with on-shoulder cameras.

For worship tech teams looking to increase audio clarity and reduce background noise, the CM-i5 is a great solution. The earphones upgraded design provides up to -24dB of noise reduction and, like the popular CM-i3, are interchangeable depending on the user's personal preference. The condenser mic sits at the end of Point Source Audio's "unbreakable boom", which is flexible to 360 degrees for

optimal microphone to mouth placement.

"The dual in-earphones offer a great balance of noise isolation when needed, and the ability to hear ambient sounds with incredible ease simply by switching from left, right, or left and right listening modes with one finger—and without having to remove the entire headset," says Yvonne Ho, vice president of Marketing. "We are proud to know that our products are not just improving people's work, but also people's lives by giving them an alternative to better care for their hearing, and prevent unhealthy habits related to use of inadequate headsets."

At just 1.8 ounces, the lightweight CM-i5 also helps reduce neck strain; users won't believe they even have a headset on. Since the CM-i5 has a condenser mic, it will also work with various brands of intercom packs that provide phantom power such as Clear-Com, RTS and Telex.

Shipping: September 2017