

**SIP Explosion-Proof Phone, IP68**
**Description**

The SIP-EP68N/F Explosion-proof SIP Telephone supports standard SIP protocol, compatible with IP PBX and dispatch systems. Designed for harsh environments like tunnels, mines, and power plants, it resists water, dust, corrosion, and impact for reliable long-term use.

**Features**

- ▶ Manual Dialing – after pressing the hands-free key or lifting the handset (fiber version), users can manually dial numbers via the keypad.
- ▶ Auto Dialing – after pressing the hands-free key or lifting the handset (fiber version), the phone automatically dials a pre-stored number.
- ▶ One-Touch Dialing – designated keys can be configured for single-button quick dialing.
- ▶ Point-to-Point Call – supports direct IP-to-IP calling within the same LAN without SIP server registration.
- ▶ Dialing Rule Configuration – allows customized dialing logic, e.g., pressing ‘1’ automatically calls a predefined IP address or phone number.
- ▶ IP Address Announcement – long-press ‘#’ to hear the device’s current IP address.
- ▶ Dual SIP Line Support – supports registration of up to two SIP accounts for flexible communication management.
- ▶ Adjustable Volume – ring and call volumes can be adjusted independently.
- ▶ Network Compatibility – supports both IPv4 / IPv6, with DHCP or static IP configuration.
- ▶ PoE Powered – compliant with IEEE 802.3af, supports power over Ethernet from compatible devices.
- ▶ Integration Interface – multiple I/O contact points available for linkage with external equipment.



Model	SIP-EP68N (Network Cable Version)	SIP-EP68F (Optical Fiber Version)
SIP Lines	2	
DTMF	In-band/RFC2833/SIP info	
DNS SRV	RFC3263	
SIP Protocol	SIP 2.0	
Ingress Protection	IP68	
Network Features	LAN/WAN	
Codec	G.711(A/μ) / G.729A/B/AB / G.726 / iLBC / G.722/L16	
Firewall	VPN L2TP, DMZ	
Installation	Wall-mounted	
Housing Material	Aluminum Alloy	
Color	Yellow	
Operating Temperature	-40°C~70°C	
Humidity	≥95%	
Dimensions	420*260*150mm	
Net Weight	6.2kg	6.5kg
Power Supply	220V AC/5V DC	220V AC