

### AntennaWare's BodyWave for Raycom's Pebble



AntennaWare, specialists in antennas for difficult platforms, including on-body and on-metal applications, are delighted to announce the use of BodyWave antennas for radio Mic's working in the UHF 590-630 MHz frequency. Primarily used for wireless microphones, in-ear monitors (PMSE), and television broadcasting UHF BodyWave improves Non-Line-of-Sight from 50m to 120m. Antennaware are supplying the Bodywave antenna to Raycom who incorporate the part into their Pebble accessory.

The UHF BodyWave antenna is designed to address the highly detrimental effects of body-blocking which is particularly relevant for live production when trying to avoid audio dropouts and audible glitches. The BodyWave antennas are based on patented technology and improve link margins from 6 to 12dB which result in a material increase in range and / or a significant reduction in power i.e. "Double the distance, half the power".

The Pebble will be offered as an after-market accessory to sound recording engineers to address regular situations where the existing radio mic placed on actor / talent suffer dropouts. With an industry standard SMA connector, the Pebble can be easily used to replace the existing (and sub-optimal) monopole antenna. The Pebble was launched at NAB 2026 in Las Vegas and worldwide distribution will be through Viviana.

AntennaWare's CTO and Co-Founder Dr Matthew Magill comments, "AntennaWare with our patented BodyWave antennas have proven the market needs in DECT, Bluetooth and UWB. By adding UHF widens the scope for both longer range and more precise location while offering a doubling of the distance, halving the power. Working with Raycom has helped deliver a real and material benefit of BodyWave"

Pyers Easton, CEO of Raycom, added "we met with the AntennaWare team at IBC

## AntennaWare's BodyWave improves Raycom's Pebble Wireless Connectivity

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and quickly realised the BodyWave could offer the step change in radio mic behaviour and help to avoid the cardinal sin of audio in live production i.e. audible glitches."

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