



Available Models

EM38A: no internal relays.
 EM38A-R: 8 relays for simple control.
 EM38A-X: 8 relays for complex control.

Technical Specifications

Firmware Version
 3.0

Operation Mode
 playback only

Sound File Format
 MP3 (ISO 11172-3 up to 44.1KHz)

Max. Number of Sound Files
 Parallel / Direct Mode: 8
 Parallel / Binary Mode: 128
 Parallel / Extended Binary Mode: 255
 Parallel / Sequential Mode: 8 x 99
 Parallel / Round-Robin Mode: 8
 Parallel / Script Mode: 999
 Serial Port: 999

Memory Card Type/Capacity
 SD/SDHC up to 2GB/32GB

Max. Recording Time
 16.5 hours/GB @ 128 kbps

Supply Voltage
 12 ~ 30 VDC

Typical Standby Current
 60 mA

Audio Output
 (30V supply, 8 Ohm load, 10% THD+N)
 High efficiency class D
 Stereo: 15W per channel
 Mono: 55W bridge tied load (BTL)

Serial Interface
 RS-232 / RS-485

Trigger Inputs
 8 inputs, contact closure or 3.3V/5V logic

Relay Contact Rating (EM38A-R only)
 15A @ 125 VAC
 10A @ 250 VAC
 6A @ 28 VDC

Physical Dimensions
 EM38A: 5.3" x 4" x 1.35"
 EM38A-R & EM38A-X: 5.3" x 6.7" x 1.35"

Inputs, Outputs & Controls

Power Light (PWR)

The power light is turned on when power is applied.

Trigger Inputs Terminals: T1 - T8, GD

These inputs are internally pulled up to 3.3Vdc and seen as logic "1" if actively driven by a DC signal within the range of 3.3V to 5V (for units purchased before October 2015) or 3.3V to 40V (for units purchased in/after October 2015), or simply left undriven. To be seen as logic "0" these inputs must be actively driven to 0V (ground).

The GD terminal is ground, connected internally to the power ground.

Reset Input Terminal: RS

Pull this input down to the ground momentarily to reset the unit. Min. duration is 100 ms. This input has the same pull-up characteristics as the trigger inputs.

Busy Output Terminal: BY

This open collector output from an internal transistor can be controlled with more flexibility if the unit runs in the Script mode. In all other modes it is automatically turned on while playing audio, with a maximum sink current of 200 mA. It can be used to synchronously activate an external relay for switching on a device such as a lamp or a motor.

Power Input Terminals: V+, GD

Use a well regulated DC power supply to obtain the best sound quality. Connect the power supply's positive output to terminal V+, and the negative output to terminal GD. Alternatively, power can also be supplied via the 2.1mm center positive coaxial jack located on the left side of the unit.

Line Output (LINE): 1/8" Stereo Phone Jack

This jack provides single ended line output.

Balance Knob (BAL)

This knob adjusts the output balance between the two channels. It should be set at the middle (center detent) if the unit is configured for BTL (bridge tied load) mono out.

Volume Knob (VOL)

Turn this knob clockwise to increase the output volume. It affects both the speaker and the line out. A special version allows volume adjustment via push buttons connected to inputs T7 and T8 - **please contact your dealer for details.**

Speaker Output Terminals: LF (left channel), GD, RT (right channel)

See the Speaker Connections section.

Serial Port (DB9 Female)

The default setting is RS-232. To select RS-485, move the internal jumper JP1 to the "485" setting. The serial port is disabled by default. To enable the serial port, you must create a configuration file (MODE.TXT) on the flash card as described later. The trigger inputs are disabled automatically when the serial port is enable.

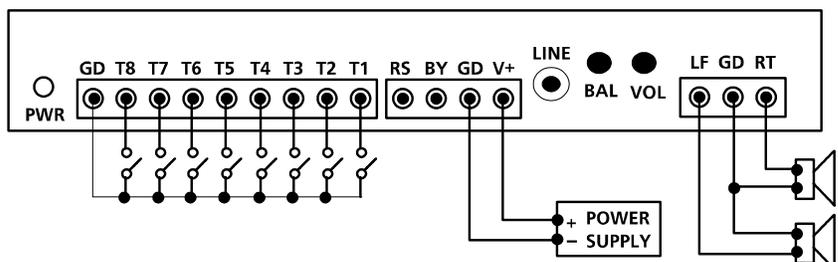
DC Adaptor Jack

Instead of the power input terminals, power can also be supplied via this 2.1mm center positive coaxial jack located on the left side of the unit.

Relay Output Terminals (EM38A-R & EM38A-X only)

Three terminals are provided for each relay: NC (Normally Closed), NO (Normally Open) and Common. The contact is rated at 12A/120VAC or 10A/24VDC.

Typical Wiring Diagram for Push Button Activation



Parallel Trigger Modes

Parallel Trigger Mode defines how the playback is to be triggered via the trigger inputs.

Direct Trigger (default)

In this mode each input directly triggers a corresponding file: T1 = File 001, T2 = File 002,, T8 = File 008.

A trigger is valid when the input is shorted to the ground for at least 50 ms. The Direct Trigger is prioritized from T1 (the highest) to T8 (the lowest). However, it does not mean a higher priority input can interrupt a lower one. It only means that if multiple triggers are applied at the same time, the highest priority wins.

Binary Trigger

Use the Binary Trigger to play up to 128 different files ranging from 001 to 128.

The first step is to present the file number in the binary format on T1 (LSB) ~ T7 (MSB), with 3.3V/5V being logic '1' and 0V (ground) being logic '0'. Use binary code 0000000 for file 128.

Thanks to internal pull-ups, all inputs are logic '1' when un-driven.

The second step is to pulse T8 to 0V (ground) for at least 50 ms. Inputs T1~T7 may be un-driven 50ms after the T8 pulse is over.

Extended Binary Trigger (V2.9 added)

Similar to the Binary Trigger, but T8 is used as part of the binary code instead. To play a file simply apply its binary code on T1 (LSB) ~ T8 (MSB) for at least 100 ms. Up to 255 files (001~255) can be played, and binary code 00000000 is used for "no trigger".

This trigger mode does not support Script Playback. Also, the Trigger Polarity (C/O/M/B) is "don't care" and may be omitted in the configuration file if the 4th configuration letter is not used.

Less trigger inputs may be used for playing fewer files. For example, only T1~T5 are needed for playing 31 files (001~031). In this case tie T6~T8 to the ground permanently.

Sequential Trigger

Use the Sequential Trigger to sequentially play up to 99 different files per input, but the total number of files cannot exceed 511 unless the memory card is formatted with the FAT32 file system.

T1 triggers File 001 ~ 099

T2 triggers File 201 ~ 299

.....

T8 triggers File 801 ~ 899

Each trigger on the same input activates the next file in the sequence. The sequence automatically restarts when either the end of the sequence is reached or there is a break in the sequence. For example, if there are only three files on the flash card: 001, 002, and 004, the system will only sequence from 001 to 002. File 004 will never be played because File 003 is missing.

The Sequential Trigger is prioritized from T1 (the highest) to T8 (the lowest). However, it does not mean a higher priority input can interrupt a lower one. It only means that if multiple triggers are applied at the same time, the highest priority wins.

Round-Robin Trigger

This mode is very similar to the Direct Trigger mode except that the inputs are not prioritized. So if multiple inputs are tied to ground then their files will be played one after another, instead of just the highest priority one. Round-Robin mode can only be used in conjunction with Non-interruptible Playback and Script Playback.

Parallel Playback Modes

Non-interruptible Playback (default)

The file is played once per trigger. The playback is not interruptible except by the system reset. Looping is possible by applying a constant trigger on the input.

Interruptible Playback

The file is played once per trigger if not interrupted. Any input can interrupt the playback except that an input cannot interrupt itself if the Trigger Polarity is either Closed or Open.

Holdable Playback

The file is played for as long as the input is triggered, looping if necessary. It is not interruptible except by the system reset.

Script Playback

This mode allows many alternative playback options such as background music and random play. Please see the Script Playback Mode section for descriptions.

Parallel Trigger Polarity

Closed Contact

Input is continuously triggered when it's at 0V (ground), e.g. while a ground-connected push button is pressed and held down.

Open Contact

Input is continuously triggered when it's left open or at 3.3V/5V, e.g. while a ground-connected push button is up.

Make Contact

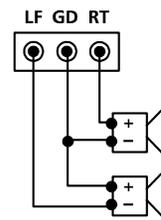
Input is triggered one time as it goes from 3.3V/5V to 0V, e.g. when a ground-connected push button is pressed down.

Break Contact

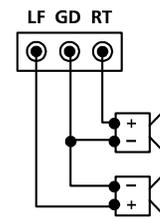
Input is triggered one time as it goes from 0V to 3.3V/5V, e.g. when a ground-connected push button is released.

Speaker Connections

Regular Stereo

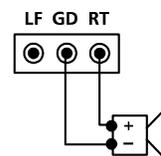


Virtual Surround Stereo

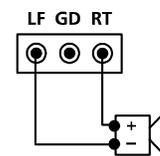


The left channel is internally inverted therefore the left speaker must be connected backwards for regular stereo output. The inversion can be disabled if needed - see System Configuration File.

Regular Mono



BTL Mono (4X Output Booster)



BTL mono is used to boost output at low supply voltage - don't use speakers lower than 8 Ohms to avoid overloading the power amp.

Script Playback Mode

Instead of playing a single sound file, the Script Playback mode executes a script of commands for each trigger. Note that the Busy output will not turn on/off automatically in the Script mode. It must be specifically turned on/off with the BN and the BF commands.

Written in the configuration file using plain text, the script consists of multiple lines each containing the commands for a particular trigger in the following format:

```
?nnn=Command1,Command2...
```

Here "nnn" is the trigger number and "?" is one of the following:

N - Non-interruptible

Execution of this trigger is not interruptible.

I - Interruptible

This trigger can be interrupted by another trigger but not itself.

H - Holdable

Execution continues for as long as the trigger is applied, repeating if necessary. Stops immediately when the trigger is removed.

There are 8 direct triggers (001 ~ 008, corresponding to T1 ~ T8) in the DS/RS mode, 128 direct triggers in the BS mode. In addition to the direct triggers, there are also indirect triggers. An indirect trigger can be activated only by jumping from another trigger using the Jump command. There are 991 indirect triggers (009 ~ 999) in the DS/RS mode, 871 indirect triggers (129 ~ 999) in the BS mode.

These are the script commands:

Fnnn - play File #nnn

Example: F168 plays file #168. Note that the next command (if any) will not be executed until the file has played to the end.

Wnnnnn - wait nnnnn units of 0.1 second

Maximum value for nnnnn is 65535 (6553.5 seconds).

Example: W00020 = wait 2 seconds.

Note: W00000 = wait forever.

Jnnn - jump to trigger #nnn

Example: J007 jumps to trigger 007.

BF - turn off the Busy output

Use this command to turn the Busy output off.

BN - turn on the Busy output

Use this command to turn the Busy output on.

Rgnn - random play

Play a random file from group g, within range 01 to nn. For example, R015 will random play a file within 001 to 015; R208 will random play a file within 201 to 208.

VnnNN - set volume

Set left channel volume to nn, right channel volume to NN. nn/NN is a decimal number ranging from 00 to 64 (loudest). Once set, the new volume stays effective until either it's changed by a new VnnNN command or the system powers down. The system always powers up in full volume.

Example: V5060 sets left channel to 50, right channel to 60.

XNn - turn on relay #n (EM38A-R & EM38A-X only)

Example: XN8 turns on relay #8.

XNN - turn on all relays (EM38A-R & EM38A-X only)

Example: XNN turns on all relays.

XFn - turn off relay #n (EM38A-R & EM38A-X only)

Example: XF6 turns off relay #6.

XFF - turn off all relays (EM38A-R & EM38A-X only)

Example: XFF turns off all relays.

Xnnn - send binary to relay (EM38A-R & EM38A-X only)

Example: X63 turns on relay #1~6 because 63 = binary 00111111.

END

Always add the word END at the end of the entire script. You may add any comments for your own reference after END.

Important Notes

- All command letters must be in upper case.
- Script lines must be separated by carriage returns (the Enter key).
- A script line is limited to 100 characters, excluding '=' and ';'. If more space is needed, use the Jump command.
- A command is always fully executed before the next one starts. For example, the command after 'F001' will not be executed until the 001 file has played to the end.

Automatic Execution of Script 000

Upon powerup or reset, the system will automatically execute script 000 once if it exists, even if the system is not configured in the script mode.

Script Examples

```
DS
N001=F007,BN,W00030,BF,J168
N002=V6300,F002,V6363
I168=F001,W36000,J168
H033=F273
END
```

DS is not really a script command, but it tells the system to enter the Direct Script mode. You can also use RS or BS to enter the Round-Robin Script mode or the Binary Script mode.

The T1 input triggers N001 which is executed as the following:

- play file #007,
- turn on the Busy output,
- wait 3 seconds,
- turn off the Busy output,
- jump to trigger 168 (I168).

The T2 input triggers N002 which is executed as the following:

- Mute the right channel
- Play file #002
- Un-mute the right channel

Trigger I168 is executed as the following:

- play file #001,
- wait 60 minutes,
- jump back to itself.

Since trigger I168 is interruptible, this endless loop can be broken by any future trigger.

Trigger H033 will never be executed because it is an indirect trigger in the DS mode, yet it is not jumped to by any other trigger.

Random Play Consideration

All files within a random range must exist, or the system will play nothing when a non-existing file is selected for random play. For example, the script command R926 randomly selects a file within 901 to 926, so every file from 901 to 926 must exist.

Note that random play does not guarantee that every file in the range will be played once before it selects the same file again.

System Configuration File

By default, the system works in the following mode without a configuration file:

Trigger Input: Parallel
Trigger Mode: Direct
Playback Mode: Non-Interruptible
Trigger Polarity: Closed Contact

To operate the system in any other modes, you need to create a plain text file called "MODE.TXT" with a line of three letters:

First Letter: Trigger Mode

D = Direct
B = Binary
E = Extended Binary
S = Sequential
R = Round Robin

Second Letter: Playback Mode

N = Non-interruptible
I = Interruptible
H = Holdable
S = Script

Third Letter: Trigger Polarity

C (or no letter) = Closed Contact
O = Open Contact
M = Make Contact
B = Break Contact

Fourth Letter: R or (none)

By default the left channel is inverted internally to facilitate the use of BTL Mono (4X power booster). But if the Line Output is to be converted to mono with a stereo-to-mono patch cord then the inverted left channel will cancel out most, if not all, of the right channel. In this case, add this letter 'R' to prevent the left channel from being inverted internally.

To enable the serial port (RS-232/RS-485), instead of the three letters described above, put a two-digit number ranging from 01 to 99. This number becomes the address of this unit on the serial bus and therefore should be unique.

For Script modes, enter the script starting from the second line. Be sure to add the word END at the end of the Script.

After editing the configuration file, be sure to save it as a "plain text file", "ASCII text file", or simply "text file". The system may not work if the configuration file is not created properly.

File Number Assignment

Sound files on the flash card must be assigned a unique file number for identification purpose. The file number must be a three digit number within the following range:

For Direct Trigger: 001 ~ 008
For Binary Trigger: 001 ~ 128
For Extended Binary Trigger: 001 ~ 255
For Sequential Trigger and Serial Control: 001 ~ 999

Simply add the file number to the beginning of the original filename, e.g. "001 tiger.mp3". Note that if you want to store the maximum number of files on the flash card, you should keep the filenames (including the file number) within 8 characters and use numbers and capital letters only.

Background Music

There are 2 ways to play background music (BGM) automatically when the system is idle.

Sequential BGM Playback

Just name the BGM files A01, A02 ... up to A99. Files must be numbered consecutively, and they will play sequentially.

Random BGM Playback (V2.8 added)

Just name the BGM files B01, B02 ... up to B99. Files must be numbered consecutively, and they will play randomly. However, the system will not start a new round of random play until all files have been played once..

Automatic Execution of Script 000

Upon powerup or reset, the system will automatically execute script 000 once if it exists, even if the system is not configured in the script mode.

Volume Control via Push Buttons

In addition to using the volume knob and the serial commands, the output volume can also be controlled via two push buttons connected to inputs T7 and T8. Please contact your dealer for details.

Relay Control (EM38A-R / EM38A-X only)

The relays are controlled differently in different modes:

QSA mode (EM38A-X only)

Relays are pre-programmed for synchronized activations during audio playback by using the following Windows program:
http://www.eletech.com/download/QSAplaySetup_v2.0.11.601.zip

Serial port mode

Relays are controlled by commands received via the serial port. Please see the Serial Commands section for details.

Script mode

Relays are controlled by script commands. Please see the Script Mode section for details.

All other modes

A relay will turn on when the corresponding file is being played. Relay #1 corresponds to file #001, relay #2 corresponds to file #002, and so on. For example, relay #8 will be turned on when file #008 is being played.

Trouble Shooting Guide

1. No sound.

- a. File numbers are not assigned properly.
- b. The system is in the wrong mode due to missing or incorrect configuration file.
- c. If the flash card is inserted when the power is on, the system may not work. To fix this problem, recycle the power or use the RS input to reset the system.
- d. The output volume may have been set too low. Try turning it up.

2. Plays the wrong file.

- a. File numbers are not assigned properly.
- b. The system is in the wrong mode due to missing or incorrect configuration file.

3. Noisy playback.

The speed of the flash card is too slow. Use a faster flash card or convert the file to a lower bit rate.

Serial Interface

When the serial interface is enabled, all parallel inputs T1 ~ T8 are disabled and all Parallel Modes are no longer available.

The serial interface consists of a female DB9 serial port supporting both RS-232 (default setting) and RS-485. To support RS-485, you must move the internal jumper JP1 to the "485" setting.

On the DB9 connector, three pins are used for RS-232: pin 2 for RX, pin 3 for TX, pin 5 for ground. Two pins on the same connector are used for RS-485: pin 1 for negative, pin 9 for positive.

The hardware protocol is fixed at 9600 baud, eight data bits, no parity and one stop bit (9600, 8N1). Other protocols may be supported by special request.

For RS-232 applications, the system (a DCE device) is connected to a DTE device (such as a PC) with a regular serial cable (not a null modem cable). For RS-485 applications, up to 32 systems, each assigned with a unique address, can be daisy chained on the same bus with a 2-wire cable.

To enable the Serial Mode on the system, the configuration file must contain a two-digit code ranging from 00 to 98. These two digits are the only text required for the configuration file. If the code is 00, the system enters the RS-232 mode. If the code is within 01 to 98, the system enters the RS-485 mode and uses the code as its address on the RS-485 bus.

The communication protocol uses software handshake on a per-byte basis. That is, for every byte it receives, the system sends an confirmation byte to the DTE. The DTE must not send the next byte until it receives the confirmation, otherwise commands may not be received properly.

Both the RS-232 mode and the RS-485 mode use the same command protocol except that in the RS-232 mode, the addressing step is omitted.

For the RS-485 mode, a communication session always starts with the addressing step. The DTE sends an ASCII 'A' first, followed by the binary code representing the address. The device should then respond by sending back an ASCII "a" within 100 ms. Otherwise the addressing step has failed and should be redone. The addressing step must precede each and every command, but is omitted in the RS-232 mode.

After the addressing step the DTE issues the command one byte at a time. For each byte sent, the DTE should wait to receive a proper confirmation within 100 ms. If the confirmation is missing, invalid or contains an error code, then the session has failed and may be re-started if necessary.

Relay State Change Report (EM38A-X only)

When EM38A-X is playing a QSA file, it will automatically report relay state change via the serial port. By monitoring the reports an external device can learn the progress of the playback. A report is issued when one or more relays change state, and the format is xnnn where nnn is the decimal value of the binary form of the current relay states. For example, x130 (binary form 10000010) indicates relay 2 and 8 are on and all others are off.

Note that the reports are always sent even if the system is not configured in the serial mode.

Testing the Serial Interface

The following test can be done on both RS-232 and RS-485 hardware configurations, even though the address code seems unnecessary for the RS-232 configuration.

Create a plain text file called "MODE.TXT" on the flash card. Put only two characters in the file: 66. This sets the player into the RS-485 mode with an address code of 66.

Put a test sound file "001.mp3" on the flash card.

Connect the player to the PC using a "straight through" serial cable, not a "null modem" one. A straight through cable has pin 2 connected to pin 2, pin 3 connected to pin 3, and pin 5 connected to pin 5. Those are the only three pins we use. Other pins, whether connected or not, do not matter.

Power up the player and run the serial communication program of your choice on the PC. Create a new connection on the COM port to which the player is connected, with the following parameters:

```
Bits per second = 9600
Data bits = 8
Parity = None
Stop bits = 1
Flow control = None
```

Now we are ready to send the following commands to the player.

We Type	Player Responds	
A	-	
B	a	(see notes below)
F	f	
0	0	
0	0	
1	1	

The test is successful if the player starts playing the sound file.

Note that we typed 'B' as the RS-485 address code because the binary value of ASCII 'B' is 66 - the number we put in the MODE.TXT file earlier. If we had written 00 in the MODE.TXT file earlier to put the system into the RS-232 mode, then we should skip 'A' 'B' and type 'F' directly.

If you made a mistake and typed a wrong letter during the test, the player will either respond with a letter 'e' (for error) or not respond at all, depending on the situation. In this case, you need to re-type the command from the very beginning.

Command Broadcast (firmware 2.6 and above)

Address code 99 can be used to broadcast a command to all units on the RS-485 bus. In this case, no unit will respond with any acknowledgement in order to avoid bus conflict. Therefore some commands, such as Busy? and Get Volume, are meaningless to broadcast.

Since we can no longer use acknowledgement for flow control, commands must be sent with a minimum interval of 50ms in between bytes. Also, we will not be able to know if commands are properly received by the units.

Command broadcast is usually used to make multiple units start playing at the same time for synchronization purposes. However, due to clock variation in each unit, the playback will still gradually go out of sync over time.

Serial Commands

The communication protocol uses software handshake on a per-byte basis. That is, for every byte it receives, the system sends an confirmation byte to the DTE. The DTE must not send the next byte until it receives the confirmation byte.

Play File

DTE Sends: F### (### is the three-digit file number)
System Confirms: f### (### is the same file number as above)

If the file exists, it will be played once. If the file does not exist, the system will simply ignore the command.

If the system is playing/paused when the 'F' letter is received, it will return the error code 'e' instead of 'f'. At this point the command should be aborted. You should use the Stop Playback command to stop the current playback first before starting a new one.

Loop File

DTE Sends: L### (### is the three-digit file number)
System Confirms: l### (### is the same file number as above)

If the file exists, it will be played repeatedly. If the file does not exist, the system will simply ignore the command.

If the system is playing/paused when the 'L' letter is received, it will return the error code 'e' instead of 'l' (lower case L). At this point the command should be aborted. You should use the Stop Playback command to stop the current playback first before starting a new one.

Stop Playback

DTE Sends: S
System Confirms: s

If the system is not playing/paused, it will simply ignore the command. Otherwise it will terminate the current playback.

Pause Playback

DTE Sends: P
System Confirms: p

If the system is not playing, it will simply ignore the command.

When the system is being paused, its Busy output (terminal BY) is still active.

Resume Playback

DTE Sends: R
System Confirms: r

If the system is not paused, it will simply ignore the command.

Busy?

DTE Sends: B
System Confirms: b (if playing/paused) or s (otherwise)

Query Parallel Input Status

DTE Sends: Q
System Confirms: one status byte read from the parallel input

This command is usually used when the parallel inputs are connected to switches, sensors and/or other similar devices, and you want to know the on/off status of these devices. Note that, although the status of these devices can be read, they cannot be used to trigger the audio because the Parallel Interface is disabled when the Serial Port is enabled.

The status byte has T1 as the LSB and T8 as the MSB. Note that an input is at logic "1" when connected to +5V or left unconnected, and it is at logic "0" when connected to 0V (the ground).

This command can be issued at any time.

Script Command

DTE Sends: C###C (### is one line of script commands)
System Confirms: c###c (### is an echo of the script line)

For example, if you send "CF001F002C" then the confirmation will be "cf001f002c". If a Script command is received when the system is busy, it will be executed when the system is no longer busy. A script command will be denied with the error code 'e' if there is already a script command waiting for execution.

Refer to the 'Script Playback Mode' section for details on how to write the script.

Relay On (EM38A-R & EM38A-X only)

DTE Sends: XN# (# is the relay number)
System Confirms: xn# (# is the same relay number as above)

For example, "XN3" turns on relay #3. To turn on all relays, use "XNN". This command can be issued at any time.

Relay Off (EM38A-R & EM38A-X only)

DTE Sends: XF# (# is the relay number)
System Confirms: xf# (# is the same relay number as above)

For example, "XF2" turns off relay #2. To turn off all relays, use "XFF". This command can be issued at any time.

Send Binary to Relay (EM38A-R & EM38A-X only)

DTE Sends: Xnnn (nnn is a 3-digit number with leading zeros)
System Confirms: xnnn (nnn is the same number as above)

For example, "X005" turns on relay #1 and #3 and turns off all others because the binary code for 005 is 00000101.

Get Current Relay Status (EM38A-R & EM38A-X only)

DTE Sends: Y
System Confirms: nnn

nnn is a 3-digit number equal to the decimal value of the binary form of the relays. For example, if nnn=128 (binary form 10000000) then relay #8 (MSB of the binary form) is on and others are off.

Set Volume

DTE Sends: V##nn
System Confirms: v##nn (##nn is the same number as above)

Ranging from 00 (silence) to 64 (loudest), ## and nn are the 2-digit volume level for the left and right channels respectively. The physical volume knob, however, is still functional and sets the max. which is divided into 64 levels for this command to set.

Get Volume

DTE Sends: W
System Confirms: ##nn

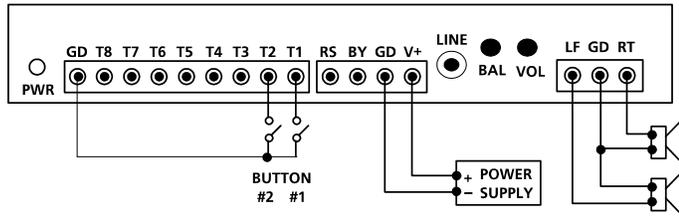
and nn are the 2-digit volume level for the left and right channels respectively.

Serial Command Error Code

The system will confirm with an "e" if an invalid command is received, or if a valid command is received at the wrong time. At this point, the command should be aborted.

Application Example

Triggering with Normally Open Push Buttons



1. Play without interruption.

Intended Operation

- Press button #1 to play file #001 once.
- Press button #2 to play file #002 once.
- When playing, pressing any button has no effect.

Required Text in MODE.TXT

None, this is the default mode (DN).

Notes

- The button can be released or held down when playing.
- If the button is held down when the playback finishes, the sound will be played again.
- If both buttons are pressed or held down at the same time, button #1 prevails.

2. Allow interruption during playback.

Intended Operation

- Press button #1 to play file #001 once.
- Press button #2 to play file #002 once.
- Playing can be interrupted by pressing any other button.

Required Text in MODE.TXT

DI

Notes

- When playing, pressing the same button again has no effect.

3. Play the sound only once even if the button is held down.

Intended Operation

- Press button #1 to play file #001.
- Press button #2 to play file #002.
- Don't repeat the sound even if the button is held down.

Required Text in MODE.TXT

DNM

- if playback is to be non-interruptible

DIM

- if playback is to be interruptible

4. Play only when the button is held down.

Intended Operation

- Press & hold button #1 to play file #001.
- Press & hold button #2 to play file #002.

Required Text in MODE.TXT

DH

Notes

- Playing stops as soon as the button is released. If the same button is pressed again later, playing re-starts from the beginning of the file instead of where it left off.
- If both buttons are held down, button #1 prevails. To play both sounds alternately when both buttons are held down, use the RH mode.

5. Play a list of sounds sequentially, one per trigger, when the same button is pressed.

Intended Operation

- Press button #1 to play file #001 the first time, file #002 the second time, and etc.
- Button #2 sequences through file #201, #202...
- When playing, pressing any button has no effect.

Required Text in MODE.TXT

SN

Notes

- Up to 99 files can be assigned to each button and file numbers but be consecutive.
- To allow playback interruption, use the SI mode.
- To play only when the button is held down, use the SH mode. In the SH mode, the same sound will repeat for as long as the button is held down. To advance to the next sound, the button must be released first.

6. EM38A-R: Turn on a single, different relay for each sound.

Intended Operation

- Turn on relay #1 when playing file #001.
- Turn on relay #2 when playing file #002.

Required Text in MODE.TXT

Only the mode letters are required, for example: DH.

7. EM38A-R: Turn on multiple relays for each sound.

Intended Operation

- Press button #1 to play file #007 and turn on relays #1 & 2.
- Press button #2 to play file #008 and turn on relays #2 & 3.

Required Text in MODE.TXT

DS

N001=XN1,XN2,F007,XFF

N002=XN2,XN3,F008,XFF

END

Notes

- XFF is used to turn off all relays.

8. EM38A-X: Pre-program relays for synchronized activations during audio playback.

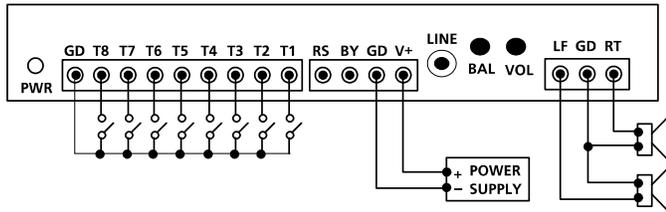
The relays will be activated automatically when playing QSA files. There is no required text in MODE.TXT.

9. Very weak or no audio from Line Output when it's converted to mono with a stereo-to-mono patch cord.

Add the fourth letter 'R' in MODE.TXT. See System Configuration File for details.

Application Example

Automatic Playback on Power-up



1. Repeat continuously on power-up.

Intended Operation

- Play file #001 on power-up if switch #1 is closed.
- Play file #002 on power-up if switch #2 is closed.
-
- Play file #008 on power-up if switch #8 is closed.
- If more than one switch is closed, play all corresponding files sequentially
- Repeat the file(s) until power is turned off.

Required Text in MODE.TXT

RN

Notes

- If priority is required, use DN instead of RN. In this case switch #1 has the highest priority, switch #2 has the second highest priority, and switch #8 has the lowest priority. If more than one switch is turned on, only the file for the switch of the highest priority will be played.

2. Repeat at intervals on power-up.

Intended Operation

- Same as the example above but play files at fixed intervals.
- Only files with corresponding switches closed will play.

Required Text in MODE.TXT

RS

N001=F001,W06000

N002=F002,W06000

.....

N008=F008,W06000

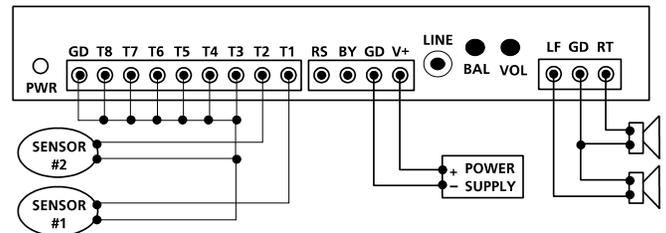
END

Notes

- W06000 is a delay loop of 6000 x 0.1 second = 10 minutes, so the file(s) will be played at an interval of 10 minutes, one file at a time.

Application Example

Triggering with Normally Closed Switches & Sensors



1. Play when the switch/sensor opens, with no priorities.

Intended Operation

- Play file #001 when sensor #1 opens.
- Play file #002 when sensor #2 opens.
- Repeat the sound for as long as the sensor is open.
- If multiple sensors are open at the same time, play all corresponding files sequentially.

Required Text in MODE.TXT

RNO

Notes

- Unused inputs must be connected to the ground, as shown in the wiring diagram.

2. Play when the switch/sensor opens, with priorities.

Intended Operation

- Same as the example above, but if multiple sensors are open at the same time, the sensor of the highest priority prevails.

Required Text in MODE.TXT

DNO

Notes

- The sensor connected to T1 has the highest priority, and the sensor connected to T8 has the lowest priority.

3. Play when the switch/sensor opens, but don't repeat.

Intended Operation

- Play file #001 when sensor #1 opens.
- Play file #002 when sensor #2 opens.
- Do not repeat the sound.

Required Text in MODE.TXT

DNB

- if playback is to be non-interruptible

DIB

- if playback is to be interruptible