GOLDING AUDIO LTD

DSU 6000 V2 Specification
Digital Audio Playback Card

Specification

Board Size	100x160x25mm
Supply	12-18v D.C.
Trip Input Lines	5v active LOW x 8
Stop Input	5v active LOW
Run Output	Open Collector (Max 35v 250mA)
Sync Input	5v -ve edge
Audio Output	0db Nominal (600 ohms)

Max Audio Storage / Audio Bandwidth
129 secs / High Res 15khz
162 secs / Mid Res 11Khz
258 secs / Low Res 7Khz

Features

This sound card is supplied with Volume Bass and Treble controls for audio level and EQ adjustments. An L.E.D run light will flash during play-back of any selected message. The card will also provide a run line output for the duration of any message played. All termination of this sound card is via a DIN 41612 edge connector.
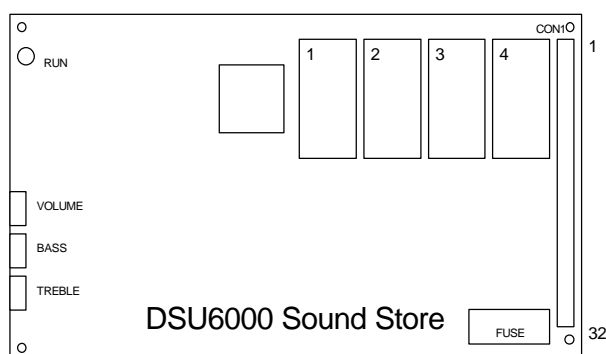
Din 41612 Edge connector

The control and I/O pins of the DSU 6000 Playback Card all appear on the 64way DIN41612 edge connector (CON1) on the rear edge of the PCB.

Control pins
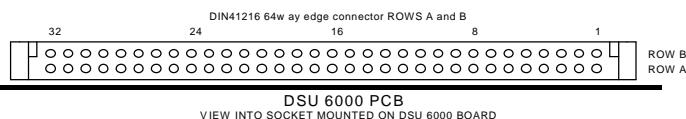
Control and I/O pins on the 64 way edge connector (CON1) are described below.

Audio Output - Pin A29
The Line level audio output from the DSU 6000 (0db 600ohms)

RUN Output - Pin B28
The RUN Output will provide a negative going signal for the duration of any sound track that is playing.

Sync Output - Pins A28
The SYNC Output will provide a negative going pulse at the end point of any sound track (Open Collector MAX 35v 250mW. Pulse duration 1m Seconds)

Trip Inputs - Pins A24-27 B24-27
The trip inputs are used to initiate playback of any stored message. Only one message will play at any time. If a second trip input is activated whilst a message is already playing the new trip input will not be accepted.

Stop Input - Pin B23
A LOW pulse on this line will stop and reset playback of any running message. If the stop input is held low it will prevent playback of any recorded message. (Stop input line 5v active low standard TTL levels)

Clock In / output - Pin A29
This pin is used for synchronised playback of multiple sound stores or MAPS (More detailed information on synchronisation Page 2/2.)

Power Input - Pins A31-32 B31-32
The Power requirements of this sound card is 12v - 18v. The input fuse rating is 250mA. It is not recommended that external equipment is run from the 5V pins (A1 and B1.)

External Memory These pins are used for a dedicated external memory card. It is not recommended that any connection is made to these pins.

Pin	ROW B	ROW A
1	5v Out	5v Out
2	A16	A18
3	A15	A17
4	A12	A14
5	A7	A13
6	A6	A8
7	A5	A9
8	A4	A11
9	A3	OE
10	A2	A10
11	A1	CSR
12	A0	D7
13	D0	D6
14	D1	D5
15	D2	D4
16	0V	D3
17	BS 2	BS 1
18	BS 4	BS 3
19	BS 6	BS 5
20	BS 8	BS 7
21	CS 2	CS 1
22	CS 4	CS 3
23	STOP - INPUT	N/C
24	TRIP 2 - INPUT	TRIP 1 - INPUT
25	TRIP 4 - INPUT	TRIP 3 - INPUT
26	TRIP 6 - INPUT	TRIP 5 - INPUT
27	TRIP 8 - INPUT	TRIP 6 - INPUT
28	RUN - OUTPUT	SYNC - OUTPUT
29	0V - Analogue	CLOCK - I/O
30	0V - Analogue	AUDIO - LINE OUT
31	Logic supply 0v	Logic supply 0v
32	Logic supply 12-18v	Logic supply 12-18v

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Configured to synchronise with Maps Card.

In the example below the DSU6000 Sound Store is controlling the MAPS card via the Sync and Run Inputs. (A28-B28) This configuration is useful for example: if Message 1 of the DSU6000 sound store is replayed in a loop by holding Trip input 1 active, at the loop point of the sound track the MAPS card is re-synchronised.
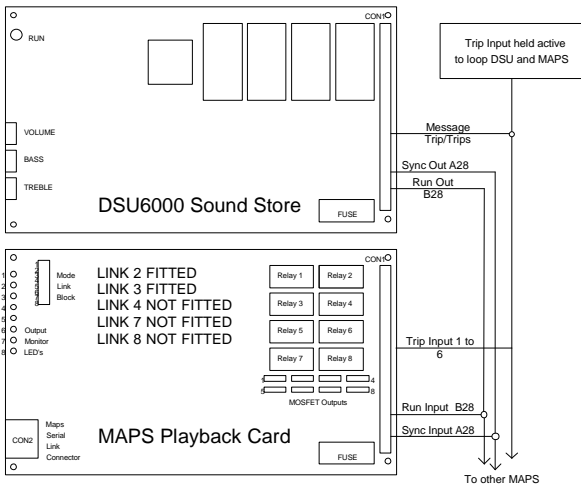
Note : For this mode of operation the following components must be fitted and all Ext clock links must be cut. Sync links must be cut on all slave boards.

Master :   R21 - 10R   Slave :   R22 - 470R
                  R22 - 470R
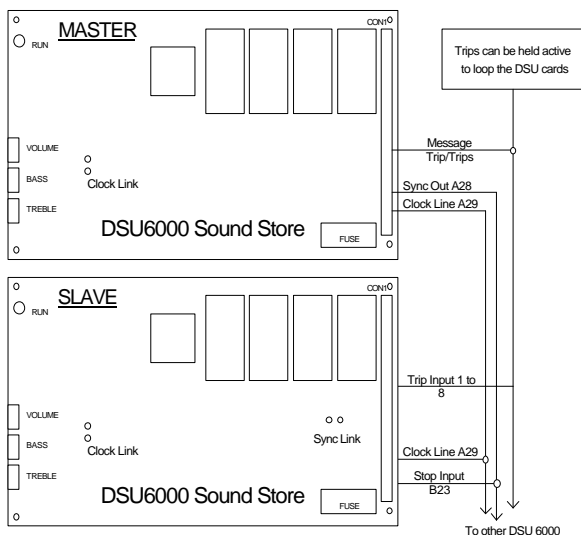   TR6 - BC182L

DSU 6000 Cased with Mains PSU

DSU 6000 Sound Store Can be mounted within a metal enclosure with a mains power supply and optional 30w audio amplifier.
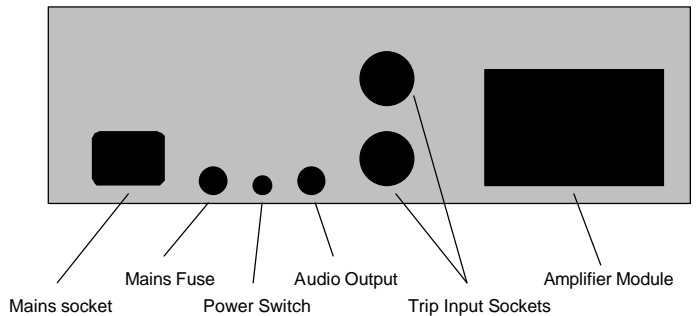
This cased unit will provide a power on led on the front of the unit with a trip switch to activate message location 1. Volume Bass and Treble controls are accessed via trimming holes. On the rear of the unit Trip inputs 1-8 can be accessed via 2 x 5 pin dins (180 deg). Mains input and the power switch is also mounted on the rear.

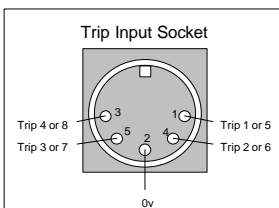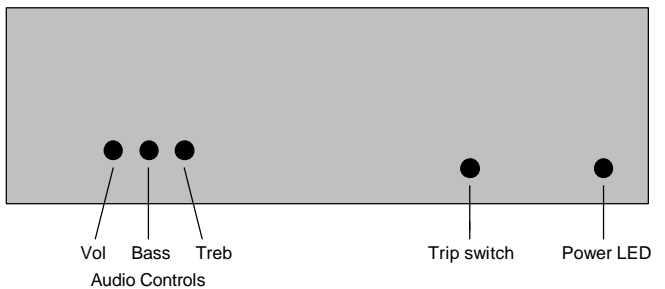### Multiple DSU 6000 synchronisation.

In the example below the DSU 6000 Sound Store is controlling another sound card via the Sync and clock output. (A28-A29). This configuration is useful for example: if you require synchronised multi track audio playback. The DSU 6000 sound store is replayed in a loop by holding Trip input 1 active.

Case Back

Mains socket | Mains Fuse | Power Switch | Audio Output | Trip Input Sockets | Amplifier Module

Case Front

Vol Bass Treb
Audio Controls
Trip switch   Power LED

Trip Input Socket

A contact closure is required from the trip input to 0v to activate the message location If an audio track is required to loop without pause, a contact must be held at the end point of the audio track.