



3.5mm Analogue to USB Digital Converter

Model: AUDV15

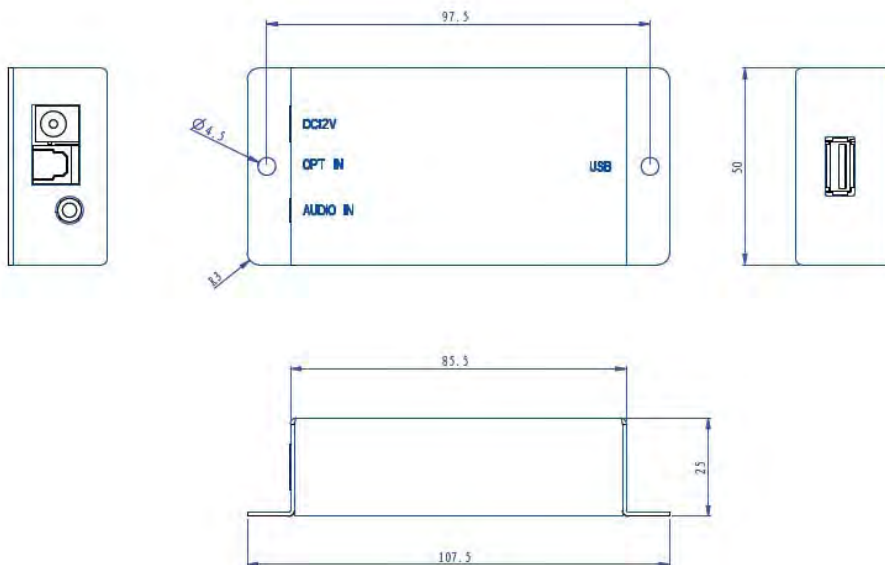
**Analog To Digital Audio Converter Box Turns 3.5mm Analogue Audio Into USB Digital Signals**

- > Support 3.5mm Analogue Audio Input As Well As Optical SPDIF/ Toslink Digital Audio Input
- > USB Type A Digital Output
- > Working As Stand-Alone Retail POP Accessory Or Integrated Into All Our Retail Audio Demonstration Solutions

**Specification:**

Sampling Frequency: 48KHz Output;  
 Input: 3.5 mm Analogue or SPDIF / Toslink Digital;  
 Output: USB Type A;  
 Maximum Transmission Distance: 5 meters;  
 THD+N: 0.07% at 1KHz @ reference level;  
 SNR: 81.5dB;  
 Frequency Response: 20 - 20KHz (+/- 0.609dB );  
 Power Requirements: 12V DC, 1 A Power Adapter;  
 Dimensions (WxDxH ): 107.5x50x25mm  
 Weight: 200g

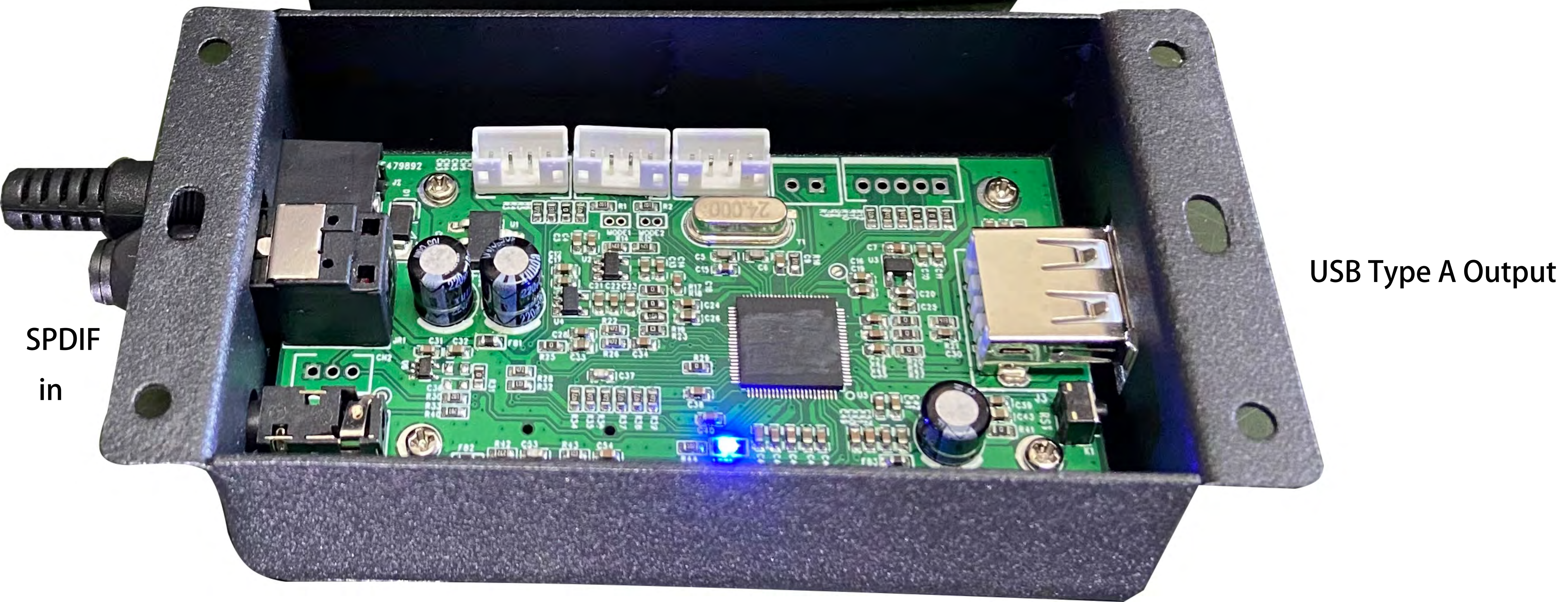
**Mechanical Drawing**





USB Type A Output

AUX in

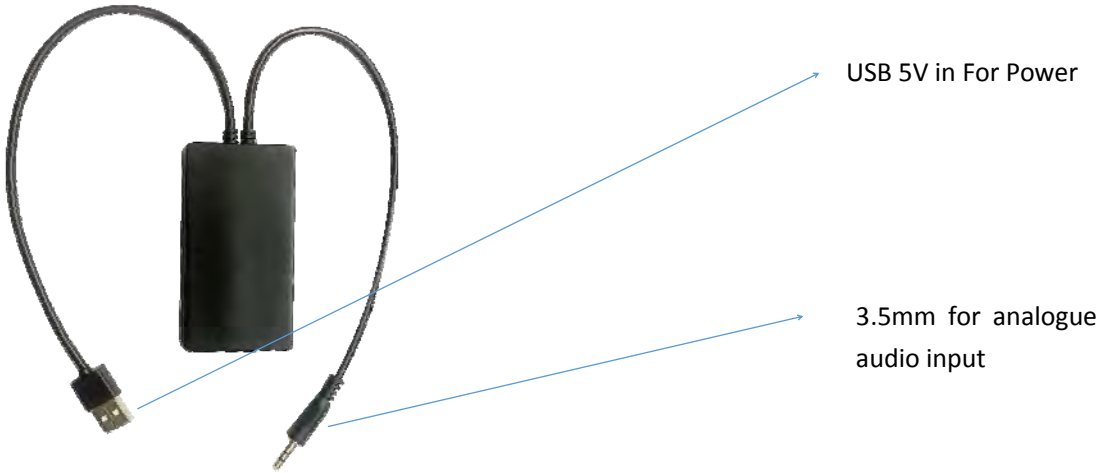


USB Type A Output

SPDIF  
in

# User Manual

- Appearance & Interface



- Connection



Make sure each 3.5mm audio output is connected with a transmitter, as shown on the left

- Matching & Firmware

Each Bluetooth transmitter is dedicated to connect the targeted demo item instead of any other device (e.g. a shopper's smartphone ), the demo item's Bluetooth MAC address is burned into the firmware. To update the firmware with new demo item, just replace the MAC address in the script file as below, and insert this text based file into a blank USB drive, insert this USB drive to update for 2 seconds (then pull it off to finish ).

<SETTINGS>

<CONMAC>5c:c3:8b:19:fa:28</CONMAC>

</SETTINGS>



Notes: this text file name must be settings.txt, any modification will make the firmware update fail.

- Reminder Tones

When the power is connected, there will be a reminder tone "Bluetooth connected" to confirm the connection, then the Bluetooth indicator LED on the demo item becomes constantly lighted.

When the power is disconnected, there will be a reminder tone "Bluetooth Disconnected" to confirm the disconnection, then the Bluetooth indicator LED on the demo item becomes blinking.

