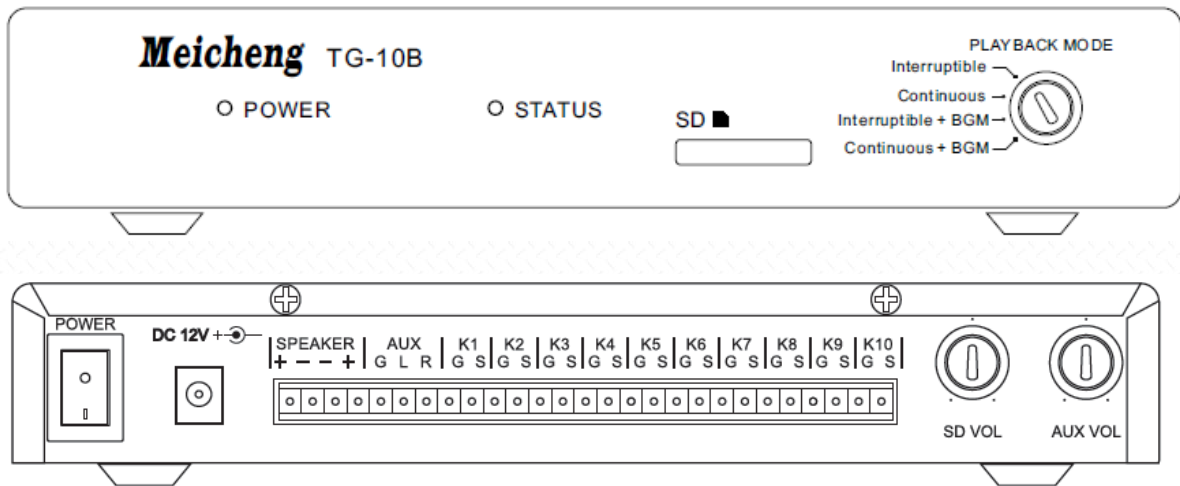


# Meicheng

# TG-10B

## Digital Audio Player



### ■ SPECIFICATION

Input Voltage : DC12V~15V

Standby Current : 0.2A

Speaker Output : 15W / 8Ω@14.4V, 1KHz

Total Harmonics Distortion (THD) : <1% @Po=2x18W

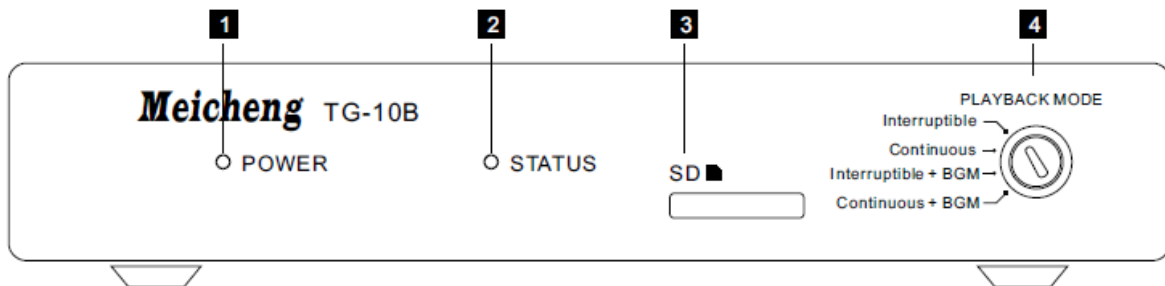
Input Impedance : 20K~30K

Audio Format : MP3 (support FAT12, FAT16, and FAT32 file format)

Domain Size : support 2K, 1K, 512Byte

Storage : Built-in SD Card Slot

## ■ FRONT/REAR PANEL DESCRIPTION



### 1. Power Indicator

Lights when the unit is powered up.

### 2. SD Card Status Indicator

Off: SD card is not ready

On: SC card is ready

Flash: SD card is playing

### 3. SD Card Slot

Insert an SD card into this slot to start playback.

Refer to p.3 for compatible SD card specifications.

### 4. Mode Selector Switch (MODE)

#### ■ Interruptible

Select the number of file (e.g. #1) and trigger K1 . File #1 will be played. If any other key (e.g. K2 ) is triggered during playback, file #1 stops instantly and file #2 starts.

#### ■ Continuous

Select the number of file (e.g. #1) and trigger K1 . File #1 will be played. If another key (e.g. K2 ) is triggered during playback, file #1 keeps playing but ignores K2 trigger. Wait for file #1 to finish and press K2 to start file #2.

#### ■ Interruptible + BGM (Background Music)

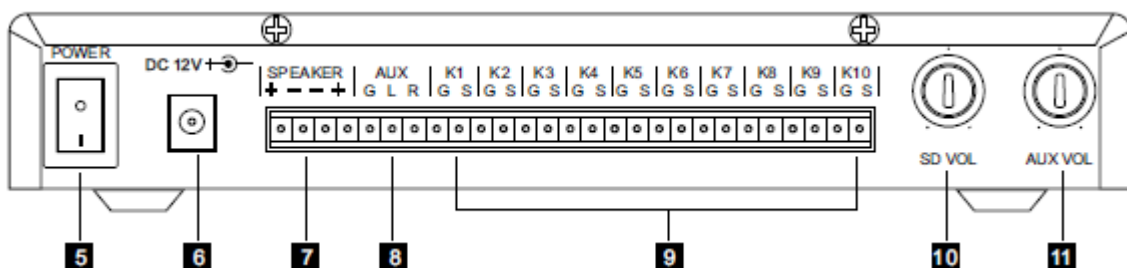
Based on **Interruptible** mode, background music channel will be played repeatedly between key triggers. If any key is triggered (e.g. #3), BGM stops instantly and play file #3.

#### ■ Continuous + BGM (Background Music):

Based on **Continuous** mode, background music channel will be played repeatedly after the end of a playing file. If any key is triggered (e.g. #3), BGM stops instantly and play file #3.

**Note:** (1) Background music function can be operated in both [Interruptible +BGM] and [Continuous +BGM] modes and it is only played in idle state, and it will stop when any other input terminal is triggered. For example, if K10 is background music, once any of K1~K9 terminal is triggered, K10 will stop; once message (any of K1~K9) finishes, K10 will automatically play.

**Note:** (2) AUX input serves as mixer, it will not stop when any of terminal K1~K10 is triggered.



### 5. Power Switch ON/OFF

### 6. DC12V IN

### 7. Speaker Output (L, R)

### 8. AUX IN (STEREO)

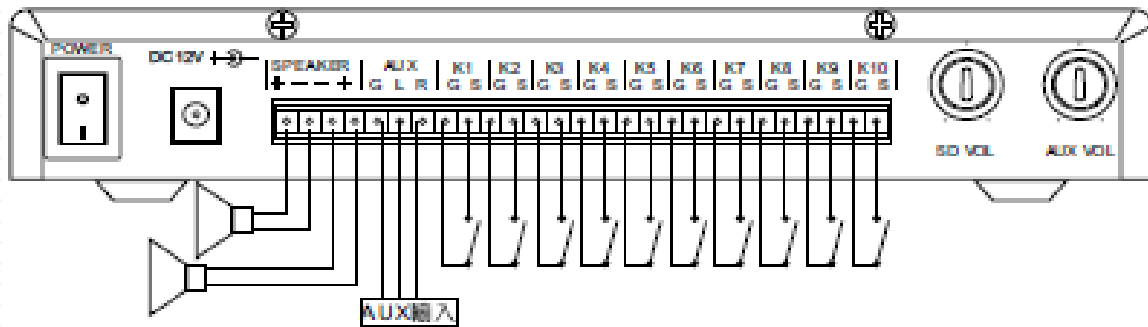
### 9. Input Terminal K1 ~ K10

Use push-button switches to connect S and G to trigger a specific key. DRY CONTACT ONLY. Do not trigger keys with DC or AC power sources which may damage internal circuit.

### 10. SD Volume

### 11. AUX Input Volume

## ■ REAR PANEL CONNECTIONS



### 1. SPEAKER

Connect one end of speaker cable (20 AWG) to speaker output terminal and the other end to speakers as shown above. Notice the polarity of speakers.

### 2. AUX

Connect one end of audio cable to AUX terminal and the other end to an external audio source.

### 3. K1 ~ K10

Connect one end of control cable (25 AWG) to S and G of K1 to K10 terminal and the other end to push-button switches.

## ■ BGM SETTING (Background Music)

### Setup BGM channel

1. Turn power off.
2. Switch PLAYBACK MODE to **Interruptible + BGM** or **Continuous + BGM**.
3. Choose ONLY ONE key (e.g. K3) as background music channel.
4. Connect S and G of K3 and hold.
5. Turn power on. K3 become background music channel.
6. S and G of K3 can either be connected or disconnected as BGM channel.

### Reset BGM channel

1. Turn power off
2. Release or remove any previous S and G pin connection. (Skip this step if not connected)
3. Turn power on

## ■ Aux Input Operation

connect an external audio source(e.g. a CD player) and set a proper level by AUX VOL knob. Aux input source will be mixed to main speaker output. (e.g.) It can function as a BGM channel. Connect an automatic switch to any key to control SD card file playback. Turn up SD VOL to proper level as main channel for commercial or PA applications.

## AUDIO FILES FORMAT IN SD CARD

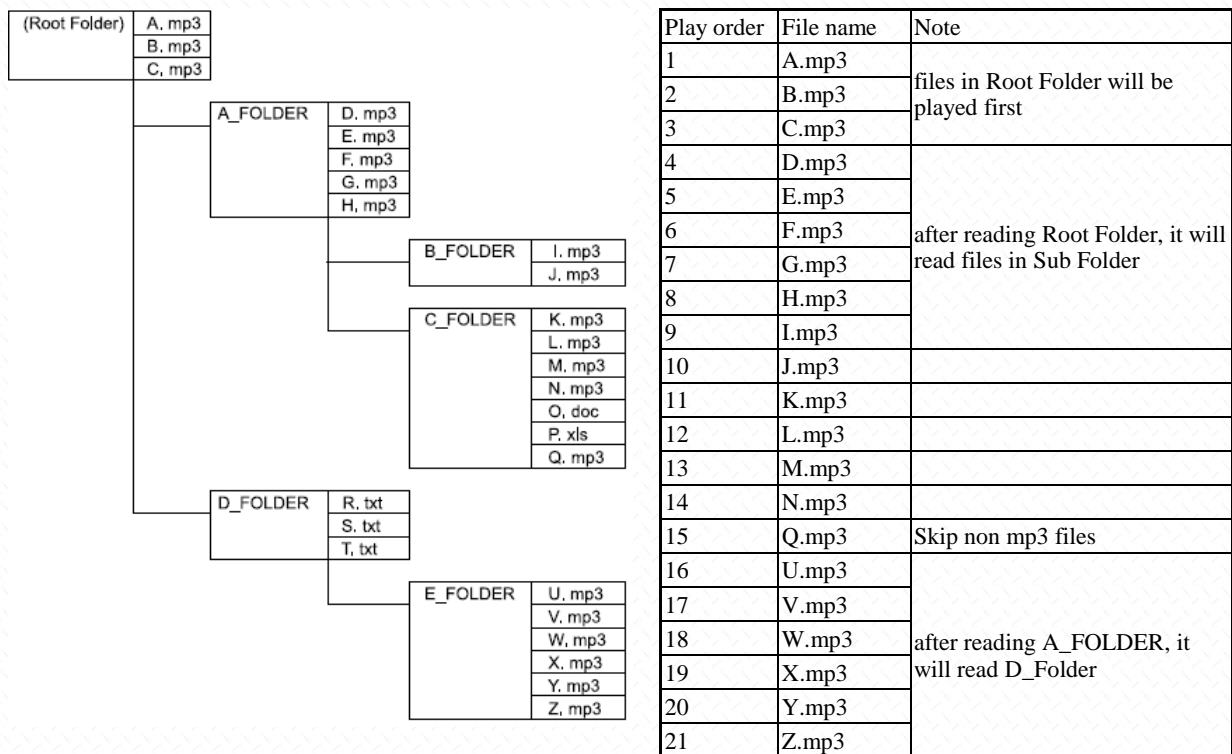
1. Support FAT16 and FAT36. (Does not support NTFS)
2. Format Control Panel > Administrative Tools > Computer Management > Storage > Disk Management  
Allocation unit size = Default (Choices are 512, 1024, 2048, 4096, 8192, 16K, 32k, 64k)
3. All MP3 can't be played if total audio files exceed capacity limitation. (see Table1 below)

Table1. Maximum number of file

Format	Root Folder	Sub Folder
FAT 16	512	2000
FAT 32	2000	2000

4. Files will be ordered by Unicode name if total number of files below 100, otherwise, it will be ordered by FAT table.
5. Read Root folder and sub folder
6. Support MP3 files
7. Is not compatible with Memory Card Reader

## FILE STRUCTURE / PLAY ORDER



## ■ Troubleshooting

Q How many hours of mp3 files can be stored in flash memory?

A It depends on memory size. 1MB of memory could store approximately 1 minute of mp3 file.

Q Why is playback level different from one mp3 file to another?

A It depends on the level of recording which requires proper skills to set. If recording level exceed (clip) frequently, distorted and unpleasant audio will be heard. If recording level is far below 0dB, hissing noise become another problem. Here is a simple tip to produce optimum recording:

- 1) make sure maximum recording level reach 0dB
- 2) do not exceed (clip) frequently
- 3) lower recording level if clipping occur frequently
- 4) increase recording level if 0dB is far away.

Q What can I do if my files were not playable?

A If TG-10B functions normally, your flash memory may have failed, please check:

- 1) SD card or card adaptor is properly installed
- 2) SD card or card adaptor functions normally.

**Meicheng<sup>®</sup>**

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