

Original sound goods :

The wireless microphone emits the receiving chip, uses 24Bit/48KHz 's high performance audio dedicated O-2 A/D and D/A processing, uses $1/4 \pi$ digital modulation and demodulation mode, full digital wireless transmission, which is different from the traditional FM modulation and demodulation mode. During audio transmission, there is no need for compression / expansion processing, also no need for pre-weighting / de-weighting, to retain the original sound, so the sound frequency, transient, ayanth and other indicators are very good, very close to the sound quality of the wired microphone. That is to say: the same cartridge, using the wire connection, can achieve the sound quality effect, using this chip, the wireless effect and wire effect can be very close.

To put it simply: the sound quality of the wireless microphone that everyone cares about, if the chip is used, the sound quality can be completely determined by cartridge. By replacing the cartridge, the mic core uses wire connection to test the sound. Find out the sound quality effect you like, and then install the core into the wireless microphone circuit with the chip, the wireless mic sound quality effect can be almost the same as the effect of the wired microphone. So the tone of the sound has become a reference, to the standard of a wired microphone, you can easily select the core to select the sound quality.

About crosstalk

The system has a seamless microphone transmitting and receiving chip, and the sound is transmitted digital encryption. Even if the same frequency is used, there will be no crosstalk as long as the user identifier code (D) is set differently. When the receiving chip is disturbed by RF, it will only affect the receiving distance and disturb the noise.

We used to do experiments in the KTV room: to appropriately reduce the launch power of the handle (20-30 meters in use distance), using the "map four color principle" method, each separated two rooms, set the same

K frequency (using different ID) with a total of only 16 frequency points, the entire KTV field dozens of rooms (can be done) Continue to extend the number of rooms. Use 2 microphones in each room. Although each room is subject to the same frequency interference from the two rooms, the sound can be received normally satisfying the normal use, and the overall working condition is good. This is the advantage of full digital processing chips. In many applications (including KTV rooms), the concept of "frequency reuse" can be popularized. There is no need for a lot of channels, the selection of frequency points is simple, and there is no need to worry about crosstalk. Of course, "frequency reuse" is a new concept, and the FM solution is hard to achieve. The FM scheme in the market, from 100 frequency points to 200 frequency points, from 200 frequency points to 400 frequency points, more and more frequency points, the market propaganda: 200 frequency point can do 100 KTV rooms; 400 frequency point can do 200 KTV rooms; 1000 frequency point can do 500 KTV rooms. The chip can use 16 frequency points to do 500.

Frequency multiplexing

Frequency reuse is a major feature of the chip. For details, please see the description of the "crosstalk" section above, which is also impossible for FM to do. In many applications, two receivers can consider frequency reuse and use the same frequency as long as they are separated by a certain distance (Such as 10 meters). In this way, it is much easier to choose the frequency point.

About ID code:

ID code is the standard function of the chip. In the transmission process, ID code is used to encrypt data, as long as ID code. Different settings, even if the same frequency, there will be no crosstalk phenomenon. The ID code is 32bit, so when pairing operation, just need to produce a ID code in a simple random way, the probability of the same two ID code is almost zero, which effectively solves the problem of long overhearing crosstalk.

About Matching

Matching code is a very meaningful operation in this scheme. It is recommended to use, similar to the bluetooth function of the mobile phone. It is a great place to manage the production, sale and after-sales service of the factory. Before pairing, the handset and the receiver are all common. After pairing, it becomes 1 to 1 bundles.



WIRELESS MICROPHONE

Hi-fidelity Uni-directional Dynamic Microphone
Excellent Reproduction Of Voice And Music
Professional

User's manual



PROFESSIONAL
MICROPHONE

Performance and special

- Using UHF 676 to 697 MHz band (channel A:677-686MHz: channel B:687-697MHz),strong interference resistance .
- Dopt 24Bit/48 KHz high performance audio dedicated AD and D/A theory .
- Use ID code + frequency for data encryption. Even if the same frequency is used, when the receiving chip is subjected to RF interference, it will only affect the receiving distance, and no noise will appear. If the two receivers are separated by a certain distance(for example 10 meters W, you can consider frequency reuse)
- With automatic mute and shock elimination circuit,to avoid the stroke and noise of the switch .
- The conference microphone has an LED digital tube display ,can directly the current display frequency
- Wireless transmission effective distance 30-50 M.
- Conference microphone adopts lithium battery circuit design, with overcharge and over discharge protection.
- Simple operation interface,very small adjustable components, can completely avoid malfunction caused by malfunction
- Launch conference microphone has a low voltage detection function, and the battery character flashes when the battery voltage drops to 2.2V.
- Extremely high sensitivity and excellent sound quality make your talking or singing easy
- Multiple devices can be used at the same time, without interference and frequency
- With power and wireless indicator lights
- Support single frequency
- Support to the Unit in the preparation of main technical

Specifications

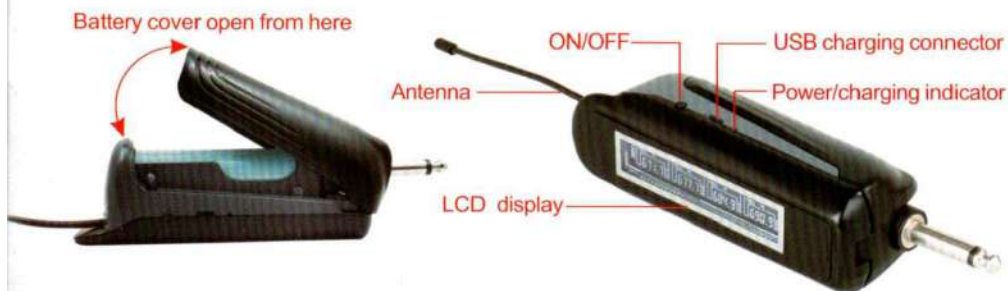
1.1 Transmitter specification

- Frequency :667.50-696.00MHz
- The channel number of 10 (conservative). The ID code changes randomly each time it is paired, within the frequency range set by the manufacturer.
- Oscillation mode DSP chip frequency lock
- Frequency stable ± 10 ppm
- RF efficiency 10dBm
- FG40-18000Hz
- Distortion $\leq 0.5\%$
- Battery specification 1.5V/AA Size Alkaline battery
- Renewal time 4-8 hours (depending on battery type and capacity)

2: receiver specifications

- Frequency :667.50-696.00MHz
- The channel number of 10 (conservative). The ID code changes randomly each time it is paired, within the frequency range set by the manufacturer.
- Oscillation mode DSP chip frequency lock
- Frequency stable ± 10 ppm
- Bonding instruction -95~-71dBm
- FG40~18000Hz
- Distortion $\leq 0.5\%$
- Signal ratio ≥ 90 dB
- Audio output 300mv (maximum)

User introduction



Functional introduction

Match/ change frequency switching operation (touch switch version);
ON/OFF : boot state,short press the switch key a boot,loog press 2 seconds to enter the shutdown



Change frequency : In the boot state,press the SET+/SET- switch once to adjust the frequency up/down, long press to adjust the frequency quickly/upward

Volume adjustment: short press VOL+/VOL- switch to increase/decrease the volume, long press to increase/decrease the volume



Pairing:

- handheld matching : In the off state ,at the same time hold down the SET+and power button foe about 4 seconds to observe the LED screen flashing appears about 1 second after releasing the hand, the handheld enters the pairing state, the LED screen keeps flashing
- receiver pairing :In the off state,within 2 seconds after the power switch dials the ON file, it will automatically enter the pairing status to see if there is a request for pairing. If a pairing request is received, the pairing will be automatically performed, and the pairing indicator will flash 3 times to confirm. paired successfully, then automatically quit Exit pairing: After the handheld successfully paired, press the SET+ switch once to automatically exit and perform the switching frequency operation. The handheld turns to the normal transmitting state, and the receiver's RF indicator lights up.

The whole process of matching is :the whole pairing process is: first let the launch into the pairing state (the launch will always issue the pairing pairing request), and then let the receiver enter the pairing state (the pairing will automatically exit after receiving), if there is "one The need to send more than one can continue to match other receiving.) Finally, let the launch manually exit the pairing state, and the pairing is completed.