



Allows you to record and play messages of up to 8 minutes long.

The K8094 allows you to record and play messages of up to 8 minutes long. Recording speed is continuously adjustable so that you can choose a perfect compromise between duration and sound quality. It also allows you to generate funny sound effects. Messages are retained in memory at power loss. The unit comes complete with microphone, line level in- and output and an output for a small speaker. Applications: Play messages in musea, stores, interactive installations, scale models, toys, as doorbell, gadget, etc...

## <u>Features</u>

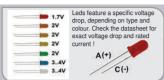
- record duration:
   o standard quality: 8 minutes
   o high quality: 2 minutes 40s.
- built-in microphoneline level in- and output
- pushbutton control (suited for open collector control)

#### **Specifications**

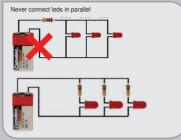
- power supply: 9...12VDC
- consumption:

   idle: <15mA</li>
   playback: 100mA max.
- speaker output: 500mW (8 ohm 10% THD)
- adjustable sample speed: 4...12KHz
  memory write up to: 100.000 recordings
- operating temp. range: 0..50°C / 32...122°F
- dimensions: 110x75x25mm / 4.33 x 2.95 x 0.98"

## Leds and how to use them







#### How to Calculate the series resistor:

Example: operate a red led (1.7V) on a 9Vdc source.

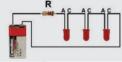
Required led current for full brightness: 5mA (this can be found in the datasheet of the led)





#### LEDs in series:

Example: 3 x red led (1.7V) on 9V battery Required led current for full brightness: 5mA (this can be found in the datasheet of the led)



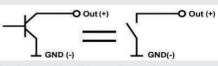
use an 820 ohm resistor

Supply voltage (V) - (number of leds x led voltage (V)) = series resistance (ohms)

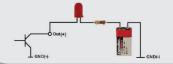
8V - (3 x1.7V) = -780 ohm

# open collector outputs

An open collector output can be compared to a switch which switches to ground when operated



Example: How to switch an LED by means of an open collector output





#### 1. Assembly (Skipping this can lead to troubles!)

Ok, so we have your attention. These hints will help you to make this project successful. Read them carefully.



#### 1.1 Make sure you have the right tools:

- · A good quality soldering iron (25-40W) with a small tip.
- Wipe it often on a wet sponge or cloth, to keep it clean; then apply solder to the tip, to give it a wet look. This is called 'thinning' and will protect the tip, and enables you to make good connections. When solder rolls off the tip, it needs cleaning.
- · Thin raisin-core solder. Do not use any flux or grease.
- A diagonal cutter to trim excess wires. To avoid injury when cutting excess leads, hold the lead so they cannot
  fly towards the eyes.
- · Needle nose pliers, for bending leads, or to hold components in place.
- · Small blade and Phillips screwdrivers. A basic range is fine.
- ₱ For some projects, a basic multi-meter is required, or might be handy

# 0.000

#### 1.2 Assembly Hints:

- · Make sure the skill level matches your experience, to avoid disappointments.
- · Follow the instructions carefully. Read and understand the entire step before you perform each operation.
- · Perform the assembly in the correct order as stated in this manual
- · Position all parts on the PCB (Printed Circuit Board) as shown on the drawings.
- · Values on the circuit diagram are subject to changes, the values in this assembly guide are correct\*
- · Use the check-boxes to mark your progress.
- · Please read the included information on safety and customer service

\* Typographical inaccuracies excluded. Always look for possible last minute manual updates, indicated as 'NOTE' on a separate leaflet.

#### 1.3 Soldering Hints:

- 1. Mount the component against the PCB surface and carefully solder the leads
- 2. Make sure the solder joints are cone-shaped and shiny



3. Trim excess leads as close as possible to the solder joint



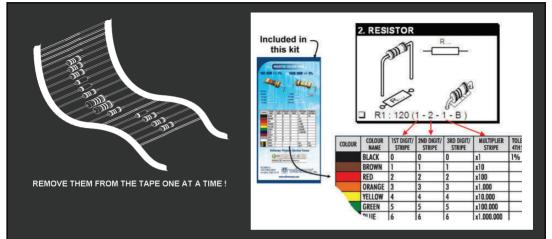












# DO NOT BLINDLY FOLLOW THE ORDER OF THE COMPONENTS ONTO THE TAPE. ALWAYS CHECK THEIR VALUE ON THE PARTS LIST!



## Resistors



- R1 ... R3 : 4K7 (4 - 7 - 2 - B)
- R4. R5 · 1K (1 - 0 - 2 - B) · 100K (1 - 0 - 4 - B)
- (4 7 3 B) R7 · 47K
- R8 : 390 (3 - 9 - 1 - B)
- R9 : 10 (1 - 0 - 0 - B)
- R10 : 10K (1 - 0 - 3 - B)

# Ceramic Capacitor



# Diode (Check polarity!)



D1: 1N4007

## IC-socket



- IC1:28p IC2:8p
- Ceramic Capacitor



# Trimmer



- RV1:100K (Sample Freq.)
- RV2:10K (volume)

## Push buttons



- ☐ SW1 : record ☐ SW2 : play
- □ SW3 : erase □ SW4 · next

## Voltage regulator



# Pin-header



# 10 Microphone





Watch the polarity!

MIC1: M300

# 11 DC-jack



☐ SK1:9...12VDC

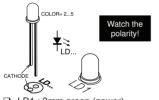




## **12** Board-to-wire connector



# **13** LEDs



- □ LD1 : 3mm green (power)
- LD2 : 3mm red (play/record)

# **14** Electrolytic capacitors



# 15 Terminal block



☐ SK5:2p (speaker)

## 16 Vertical cinch connector



☐ SK3 : Line in☐ SK4 : Line out

## **17** IC's



☐ IC1: ISD17240PY (voice REC/playback chip)

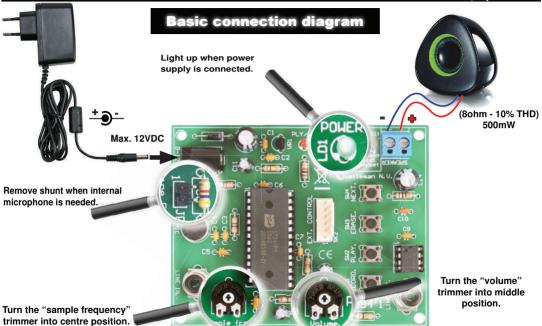
IC2: LM386

# Sampling Frequency



Turn RV1 left to decrease the sample rate and increase the total recording time, turn it fully clockwise to decrease the total recording time. The shorter the recording time the higher the quality of the played message.







#### Record a message:

- 1. Keep button **SW1** pressed to record.
- 2. Release button **SW1** to end recording.
- Repeat this procedure to record a next message.

## Play latest recorded message:

Briefly press button **SW2** to play the latest recorded message.

### Play all messages:

Keep button <u>SW2</u> pressed to play all message, releasing the button will end the play-function.

### Play next message:

Each time you press the button <u>SW4</u> you move the memory pointer 1 recorded message further

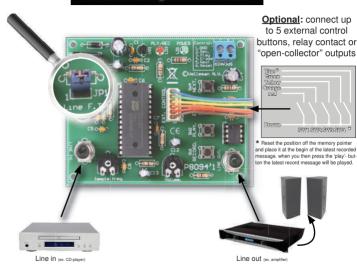
#### Erase latest message:

Briefly press button <u>\$\mathbb{S}\mathbb{3}\$</u> to erase latest recorded message. Led LD2 will flash 2x to confirm.

## Erase all messages:

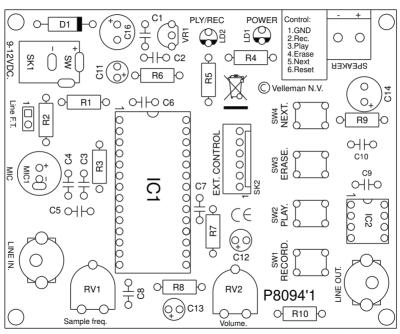
Keep button **SW3** pressed to erase all recorded messages. Led LD2 will flash 9x to confirm.

# **Extended possibilities**

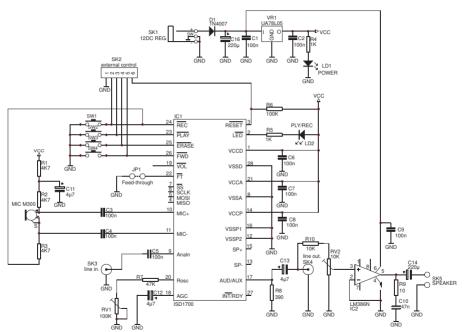


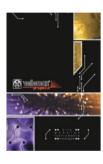
When you use a "line in" input mount a jumper on JP1 to disable the internal microphone.

Use the "Line out" output if the internal amplifier is not be sufficient enough.









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