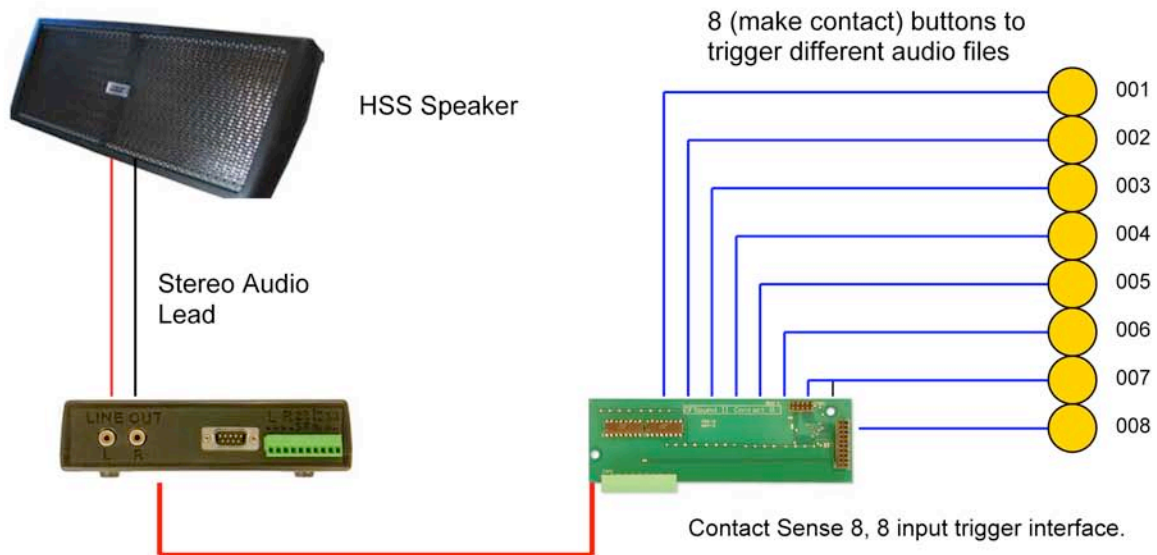


**SFPLAY III**

**Compact Flash Audio player with built in trigger I/O and expandable interface.**



**Setting up the SFPLAY with button triggers and HSS Directional speakers.**



## Specification:

- Feature Packed!
  - Two contact sense input triggers built in
  - Digital High Power stereo amp built in 20watt
  - PTT relay output contacts
  - Plays WAV files from Compact Flash Card
  - Built in optional BASIC program Language
  - Real Time Clock of time triggered sounds
  - Simple to Use
  - Record Wav files on your computer
  - Name the files how you want them to play
  - Copy them to a Compact FLASH Card
  - Plug the Compact FLASH card in
- 
- Quality Audio
  - 44kHz Mono & Stereo 16Bit CD/DVD
  - Studio Quality / No Compression
  - Up to 24 hours of playback with 4 gig card
- 
- Expandable
  - I/O Modules allow current/future expansion

## *Easy To Setup!*

### Just Three Easy Steps

1. Record your audio on your computer.
2. Copy the files to a Compact Flash card\*.
3. Plug the card into the CFSound and turn it on.

That's it! It's Just that simple!

\*Computer must have a Compact Flash slot, reader, or PCMCIA adapter

## *Easy To Operate*

Digital audio just doesn't get any easier than this!

### Recording:

It's simple to record the clip yourself or use existing audio clips. Just make your recordings on your PC using the Windows' Sound Recorder Program or use existing WAV files. WAV files, are digital audio files used on almost all computers, and the format of CD audio.

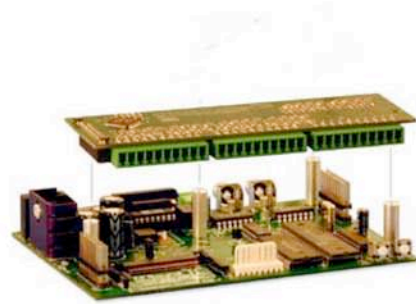
### Naming of Files:

The naming of the WAV files configures how and when they will play. If a WAV file is on the Compact Flash card named "BACKGRND.WAV", it will play in the background(when no other sound is playing). To make a WAV file play when input #1 closes, you name the WAV file you want to play "O1C.WAV". You can use "O" to play when an input opens, "C" to play when an input closes. Adding an "R" in the filename causes the WAV file to Repeat over and over as long as the inputs "O" or "C" condition is true. Adding a "P" in the filename causes the WAV file to play only while the inputs "O" or "C" condition is true. Nothing complicated, it's just that easy.

### Copy the Files:

Copy the files to the Compact Flash Card using a Compact Flash card reader or PCMCIA to Compact Flash adapter, and its done. Its just that simple! Really, what could be easier?

Clearly, the ACS CFSound II provides easy recording, easy changing of audio themes/tracks and hours of trouble free solid state operation. No moving parts! In ten years, it will sound as good as it does today!



Expanding the SFPLAY couldn't be easier just slot in 8/24 way optional I/O boards.