

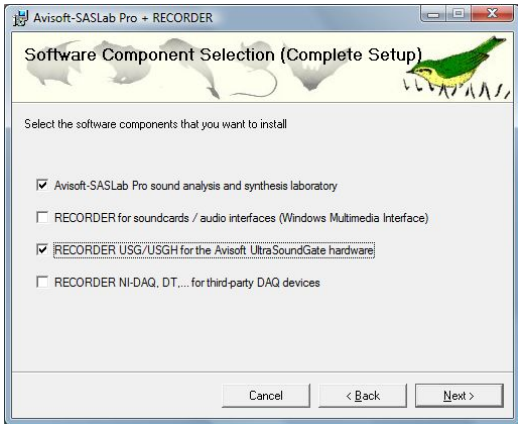
## Introduction

Thank you for purchasing Avisoft UltraSoundGate Player 216H. This bus-powered USB device provides two 16 bit D/A converters, power amplifiers and a bias voltage generator for driving electrostatic speakers.

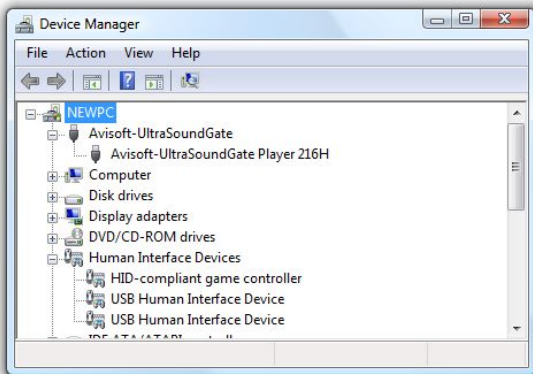
The accompanying recording software Avisoft-RECORDER USGH can play standard .wav files acquired by the Avisoft-UltraSoundGate ultrasound recording interfaces or other third-party equipment.

## Installation procedure

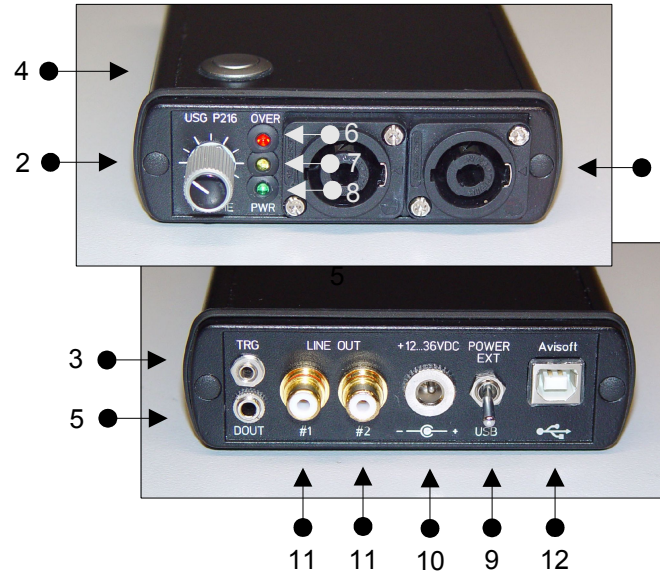
First install the RECORDER USGH software from the supplied software installation media. The installation procedure will require administrator rights. Check the option "RECORDER USG/USGH for the Avisoft UltraSoundGate hardware" on the Software Component Selection panel:



During the installation, the required device driver files (usgh\_x16h.inf, usgh.sys) for the UltraSoundGate XX16H devices will be installed. When the installation procedure has completed, the UltraSoundGate unit can be connected to the computer. The device should then be detected as an "Avisoft-UltraSoundGate Player 216H" and the pre-installed driver should be finally activated. The amber PLAY LED (7) should be flashing. Windows will also detect a logic joystick device (HID-compliant game controller) that represents the trigger button of the device.



## Components of the UltraSoundGate Player 216H



### 1 Speaker Output Connectors

The 4-pole Speakon connectors provide the analog speaker outputs and a 200V bias voltage for driving electrostatic speakers. The connector scheme is as follows:

- 1- Speaker ground
- 1+ Speaker output signal
- 2- Unconnected
- 2+ +200V bias voltage

### 2 Playback volume adjustment knob

This control knob adjusts the analog output level of the power amplifier. In addition to that, the output level can be attenuated in the RECORDER USGH software from the command Play/Playback volume...

### 3 TRG input

This 2-pole (mono) 2.5 mm mini-jack connector is electrically connected to the TRG button (4) and allows connecting an external trigger. This input is TTL-compatible (there is additionally an internal pull-up resistor of 10 kOhm to Vcc). Pulling this input to ground (for instance by closing a simple switch) will activate the logic **TRG button**.

### 4 TRG button

This button represents a logic game controller button that can be used to start the playback of .wav files in the RECORDER USGH software (command Play/Settings/"ext trigger" = "joystick b2").

**Joystick b1 (auto hold)** : Pressing the button for more than 2 seconds will activate an auto hold mechanism on the logic joystick button #1. If the button is pressed again, the logic button #1 will be reset.

**Joystick b2** : The logic joystick button #2 represents the original state of the physical button (1:1 relation). This option should be used for normal applications.

**Joystick b3 (Inversed)** : The logic joystick button #3 represents the inversed state of the physical button.

**Joystick b4 (Toggled)** : The logic joystick button #4 provides a toggle mode, which will activate the logic button permanently after pressing the physical button. Pressing the button again will reset the logic button.

### 5 DOUT

This 3-pole (stereo TRS) 3.5 mm mini-jack connector carries the state of the LSB (bit 0) of the 16-bit data words of the 16 bit .wav file that is currently played. This digital signal can be used for instance to synchronously control (trigger) other external devices while playing a .wav file. The Avisoft SASLab Pro menu File/Specials/UltraSoundGate DIO can be used to edit the DO bits of the .wav files to be played.

The connector scheme is as follows:

- Tip : DO channel #1
- Ring : DO channel #2
- Sleeve : GND

### 6 OVERload indicator

The red OVERload LED indicates clipping. Clipping occurs when the power supply voltage for the power amplifier section is not high enough to reproduce the input signal at the current playback volume setting without distortion. If this happens, the playback volume (2) should be reduced or the external power supply voltage (connected to 10) should be increased.

### 7 PLAY LED

This amber LED indicates the playback of a .wav file (permanent light). The LED flashes when currently no file is being played.

### 8 POWER indicator

This green LED indicates the presence of the power supply voltage for the power amplifier section of the unit.

### 9 POWER source selector

This switch allows to select the power supply source for the power amplifier section of the device. If the switch is at the **USB** position (down), the amplifier will be powered from the USB. Due to certain power constraints, the maximum playback power will be limited in this case to about 2 x 0.5 W. At the **EXT** position (up), the amplifier is powered from an externally attached supply voltage (10).

### 10 External power supply socket (+12...36V)

This 2.1 mm coaxial power supply socket allows to connect an external supply voltage in order to increase the playback power capabilities. The voltage should be between 12 and 36 V DC. At 12 V, the available power is about 2 x 1 W, at 36 V it is about 2 x 10 W.

### 11 LINE OUT

The LINE OUT cinch sockets provide the analog output signals directly from the D/A converter outputs (signal level: 4Vpp).

### 12 USB 2.0 interface

## Getting started

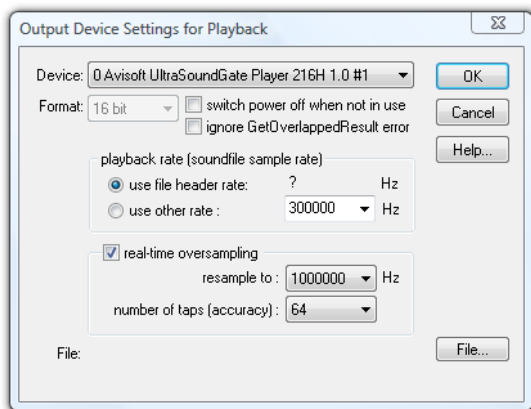
After installing the Avisoft-RECORDER USGH Software and connecting the UltraSoundGate Player to the computer, the RECORDER USGH software can be launched from the Windows Start menu **All Programs / Avisoft Bioacoustics / RECORDER USGH**.

The playback functionality of the RECORDER software is located on the **Play** menu.

First go to the command **Play/Device...** and select the Avisoft UltraSoundGate Player 216H from the **Device** listbox at the top of the dialog box.

Normally, the **playback rate** option “use the file header rate” should be selected. In this case, the playback sample rate will be taken from the file header of the .wav file, which will ensure that the file is being played at the correct speed. Note that the USG Player 216H hardware only supports a sample rate of 1000 kHz. If the original .wav file to be played has a different sample rate, it is necessary to resample it to 1 MHz. This can be done for instance in Avisoft-SASLab Pro from the command “Edit”/”Format”/”Sampling Frequency Conversion...”

Alternatively, the sample rate can be converted by the RECORDER USGH software in real-time. This mode of operation can be activated by checking the option **real-time oversampling**. The list box titled **number of taps (accuracy)** will determine the accuracy of the conversion. Higher values will increase the accuracy but will also increase the CPU usage. Slower PC's may be unable to process the data in real-time (which can be recognized by a distorted playback and the inability of the RECORDER software to respond to user inputs during the playback). Under these circumstances, it is therefore recommended to resample the sound files in advance by in Avisoft-SASLab Pro.




In the bus-powered operation mode, the option “**switch power off when not in use**” (not available on Windows XP) will reduce the current drawn from the USB while no file is being played (the power amplifier will be switched off between playbacks). However, switching on and off the amplifier at the begin and end of each file can create an undesired noise. If this noise is unacceptable, the option should be disabled.

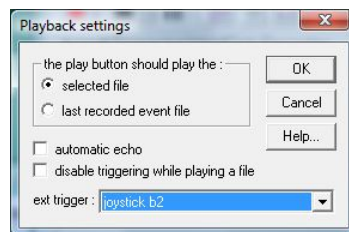
## Playing .wav files

There are several ways to play a .wav file:

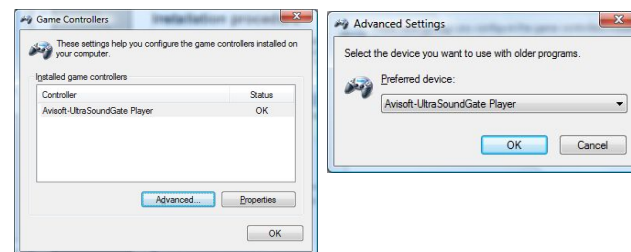
- Select the desired file from the command Play/File...
- Locate the desired file on a Windows folder and drag it into the RECORDER USGH window.
- Prepare a list of files from the command Play/Playlist... and play the selected files according to the settings made there.

Once a .wav file has been selected (according to the above option a or b), this file can be played several times either by executing the command Play/Start (Shift+Spacebar), by clicking at the Play button  or by pressing the physical trigger button on the device.

The latter option requires that the “joystick b2” option has been selected as the “ext trigger” from the command Play/Settings...



Additionally, it might be necessary to activate the USG Player game controller from the Windows Control Panel (Hardware and Sound > Game Controllers) in order to get it work with the RECORDER USGH software:



When simultaneously playing via the USG Player and recording via an UltraSoundGate xx16 at the same time, it is recommended to launch a separate instance of the RECORDER USGH software for the playback task. Otherwise, the recording procedure might be disturbed (interrupted) when a playback session ends.



USG Player 216H



## Specifications

|  |   |
|--|---|
| Number of channels                         | 2   |
| Resolution                                 | 16 bit  |
| Sample rate [kHz]                          | 1000  |
| Output power                               | 2 x 0.5 W (USB bus-powered) or<br>10 W (with external 36V power supply) |
| DC bias voltage for electrostatic speakers | 200 V   |
| Frequency range                            | 1 ... 125 kHz   |
| Slew rate                                  | 8 V/ $\mu$ sec  |
| Overload indicator (red LED)               | yes   |
| Volume adjustment potentiometer            | yes   |
| Speaker output connector                   | 4-pole Speakon connector  |
| Other inputs                               | external trigger (TTL-compatible),<br>digital output (TTL-compatible)   |
| Computer interface                         | USB 2.0, isochronous<br>high-speed data transfer mode                   |
| Supply current                             | 500 mA (drawn from USB) or<br>up to 2 A from an external 12...36 V      |
| Housing                                    | compact aluminium enclosure   |
| Physical dimensions (W/H/D)                | 110 x 35 x 190 mm   |
| Weight                                     | 450 g   |
| Included software                          | Avisoft-RECORDER USGH,<br>version 4.1 for playing .wav files            |

## Computer requirements

Windows PC with at least one USB 2.0 port,  
running Windows Vista or Windows 7

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## **End-user Agreement**

**This a legal agreement between Avisoft Bioacoustics and the buyer. By operating this device and the accompanying software, the buyer accepts the terms of this agreement.**

- 1.The Device and the accompanying software is warranted to perform substantially in accordance with the operating manual fora period of twelve month from the date of shipment.
- 2.EXCEPT AS SET FORTH IN THE EXPRESS WARRANTY ABOVE, THE DEVICE IS PROVIDED WITH NO OTHER WARRANTIES, EXPRESS OR IMPLIED. THE VENDOR EXCLUDES ALL IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.
- 3.The Vendor's entire liability and the Buyer's exclusive remedy shall be, at the Vendor's SOLE DISCRETION, either (1) return of the device and refund of purchase price or (2) repair or replacement of the device.
4. THE VENDOR WILL NOT BE LIABLE FOR ANY SPECIAL, INDIRECT, OR CONSEQUENTIAL DAMAGES HEREUNDER, INCLUDING, BUT NOT LIMITED TO, LOSS OF PROFITS, LOSS OF USE, OR LOSS OF DATA OR INFORMATION OF ANY KIND, ARISING OUT OF THE USE OF OR INABILITY TO USE THE DEVICE IN NO EVENT SHALL THE VENDOR BE LIABLE FOR ANY AMOUNT IN EXCESS OF THE PURCHASE PRICE.
5. This agreement is the complete and exclusive agreement between the Vendor and the Buyer concerning the device.