

SVG USER GUIDE



Unpacking



Info

Remove the protective sheet from the lid of the SVC.

Warning



Sharp edges

Our cases are milled from plexiglass and anodised aluminum and could have sharp edges !



Fire Hazard

The SVC is equipped with a LiPo rechargeable battery with built-in overcharge and short protection circuit (PCM).

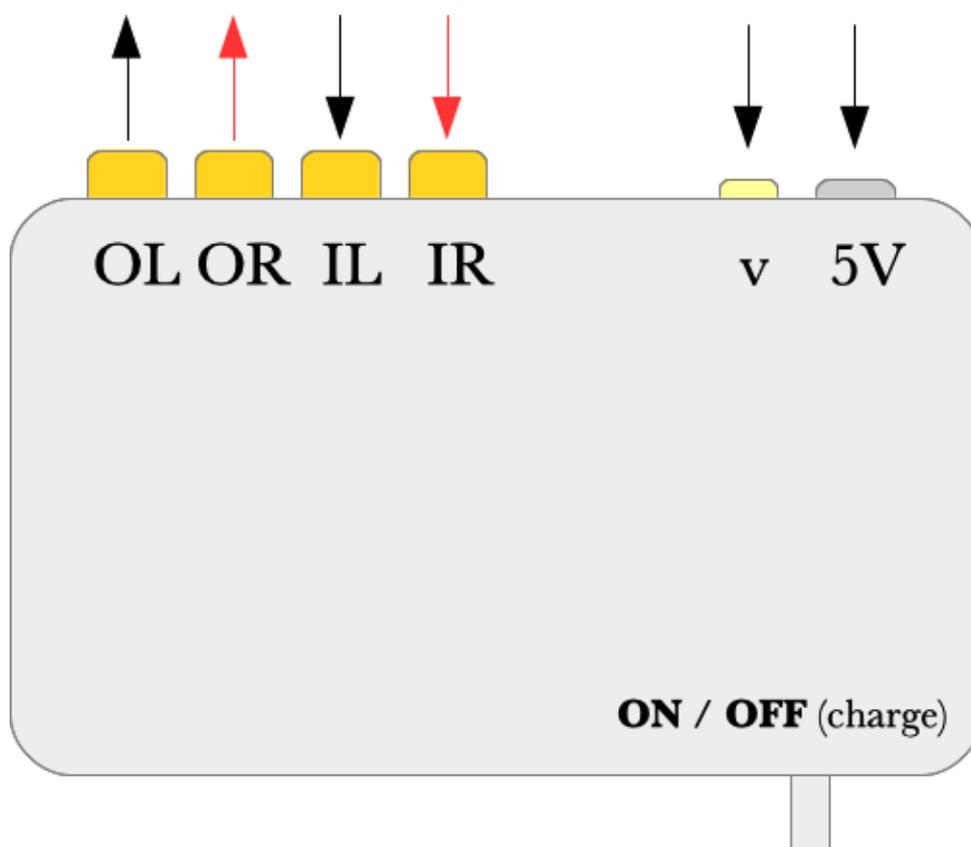
Fire Hazard:

Do not use batteries without built-in protection circuit, this is a fire hazard !

Fire Hazard:

Do not puncture the SVC battery, this is a fire hazard !

Connections



OL	Left channel output RCA to amplifier (MBL)
OR	Right channel output RCA to amplifier (MBL)
IL	Left channel input RCA from source (MOS16/24)
IR	Right channel input RCA from source (MOS16/24)
v	Volume input from UTOS (optional)
5V	USB-A 5V DC 1A charger input
ON / OFF	ON = Battery connected to SVC but completely disconnected from charger OFF = Battery disconnected from SVC but connected to charger

Charging

Charger Use a 5V/1A charger with USB A socket to charge internal battery.

ON/OFF The SVC will only charge when **ON/OFF** switch is in the **OFF** position (switch down). In the **ON** position (switch up) charger is completely disconnected from internal battery.

Cable Use a thick and not too long **USB A** to **USB B** cable to charge the internal **SVC** battery.

Info Studies have shown that a rechargeable battery lasts longer when charging regularly and frequently, discharging completely before charging reduces the battery life.

Replace battery If battery needs to be replaced make sure that it is the same type, the battery installed in the SVC has build-in protection circuit (PCM) that prevents over charging and short circuit currents. **Batteries without this protection circuit should not be used in the SVC (fire hazard)**

RC



The infrared RC has one multi-function key

Pressing on the corners of the big multi-function key operates a single key with a corresponding function.

All functions of the SVC will be controlled by:

- RC
- USB host using UTOS volume output

Functions of the multi-function key

- mute/un-mute
- volume down
- volume up

Operating Instructions

Sleep mode

The SVC is equipped with a microcontroller that will be in sleep mode most of the time.

In **sleep mode** the microcontroller **clock is off**, and the only way to wake-up the microcontroller is when correct wakeup code is received from the RC or UTOS.

Volume control

When a valid RC code is received, both volume control sliders are positioned. Valid codes are up/down/mute/un-mute for the RC and absolute positioning and mute/unmute from UTOS.

Fine positioning

4 seconds after the rough positioning of both sliders, each slider will use fine positioning to set precise volume setting for each slider.

While fine positioning, the right most decimal point will light up.

During fine positioning the SVC will not respond to any new RC code.

When fine positioning is ready, right most decimal point switches off and new RC codes can be received by the SVC.

Muting

When the mute key is pressed, current slider position is saved in the SVC, and sliders are positioned to off.

Pressing the mute key again will return SVC in previous position.

Note: The only way to get SVC out of mute is to press mute again. Trying to use the volume up/down key while in mute will not work.

SVC - UTOS connection

Cable	The SVC comes with a UTOS-SVC cable that connects the SVC with the UTOS so the UTOS HOST volume setting can be used to control the SVC.
RC + Cable	When using both UTOS and RC to set SVC volume, the last received command will be executed.
Optical isolator	The SVC UTOS input is equipped with an optical isolator to isolate UTOS/PC from SVC.

Specifications

Width	24 cm
Length	15 cm
Height	2.3 cm
Weight	635 gr
RC Width	5.5 cm
RC Length	16.8 cm
RC Height	1.5 cm
RC Weight	
Power supply	Built-in re-chargable Lithium Polymer battery 3.7V
Power consumption	80 milliwatts
Charger (not included)	DC 5V/1A - USB A socket + cable to USB B
Output sockets	2x RCA
Input sockets	1x Toslink, 1x USB B for charging
Supported sample rates	44.1 / 48 / 88.2 / 96
Supported bit-depth	16