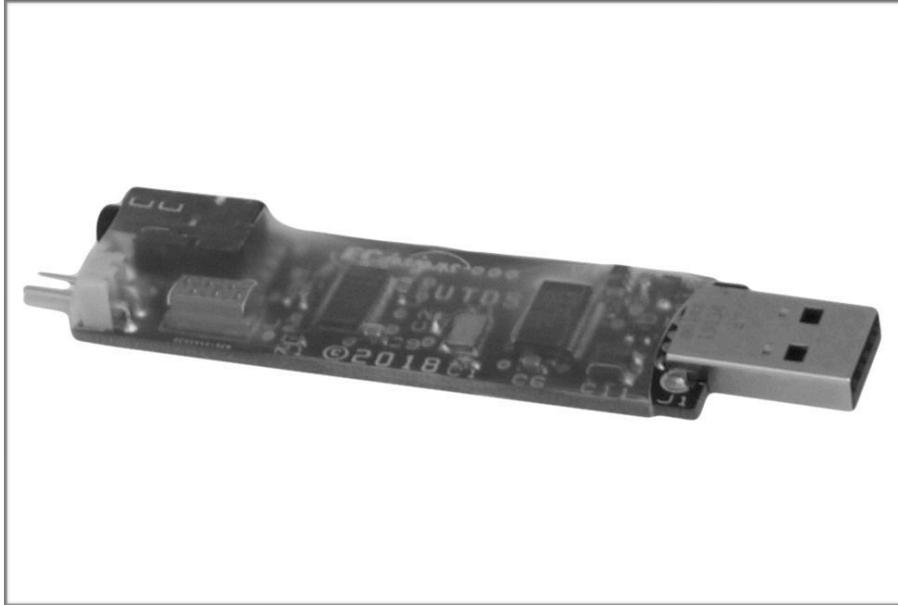


# UTOS USER GUIDE



# Connections



<b>USB</b>	USB-A connector to Host
<b>T</b>	Toslink 44-96 kHz optical digital output
<b>SVC</b>	SVC volume control output

## Cable

**Mini-Toslink (UTOS)**



# Operating instructions

## **UAC1**

The UTOS is a USB (Host) to Toslink converter and supports 44.1 kHz, 48 kHz, 88.1 kHz and 96 kHz in both 16 and 24 bit format.

By supporting the UAC1 standard no drivers are required to use the UTOS and works with PC/Mac/Linux and most USB based streamers/software.

The UTOS should be presented as a new Audio device on PC/Mac/Linux without installing drivers.

The UTOS can also be used with iPhone/iPad using the Lightning to USB3 camera connection kit (also keeps iPhone/iPad powered while playing by extra Lightning connector).

## **SVC**

The UTOS can also be used in combination with our SVC.

The Host volume and mute settings are sent to the SVC.

The SVC uses an optocoupler when receiving volume and mute changes to isolate SVC from Host.

A special 2-wire cable is supplied with the SVC to connect the UTOS to SVC.

## **Power**

The UTOS is powered by the Host and uses about 20 mA.

## **Toslink**

Toslink uses light to transport audio data through optical wire.

You can check if UTOS is working by connecting the UTOS to the host, selecting the UTOS as audio device and play music through this audio device.

You should be able to see red light coming from 3.5 mm mini-Toslink socket on the UTOS or through the connected Toslink cable output.

Some hosts might send a continuous stream to Toslink even if no audio data is being played (red light), while others stop the stream when no audio is being played (no red light).

This might also be configured in Host/streamer software.

# Specifications

<b>Width</b>	2.1 cm
<b>Length</b>	9 cm
<b>Height</b>	1 cm
<b>Weight</b>	10 gr
<b>Power supply</b>	USB 5V from host (100 milliwatts while playing 44.1/16 WAV)
<b>Output sockets</b>	1x Toslink, 1x 2 pin header
<b>Input sockets</b>	1x USB A
<b>Supported sample rates</b>	44.1 / 48 / 88.2 / 96
<b>Supported bit-depth</b>	16 / 24