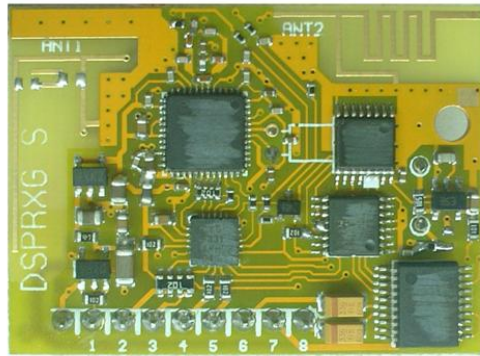

High Efficiency Digital Wireless Audio Receiver Module

**Version History**

| Version | Date | Changes |
|---------|--------------|---------------------------|
| V1.01 | Jul.19, 2007 | 1 st . Edition |
| V1.02 | Feb.2,2008 | 2 nd . Edition |
| V1.03 | Aug.25,2008 | 3 rd . Edition |

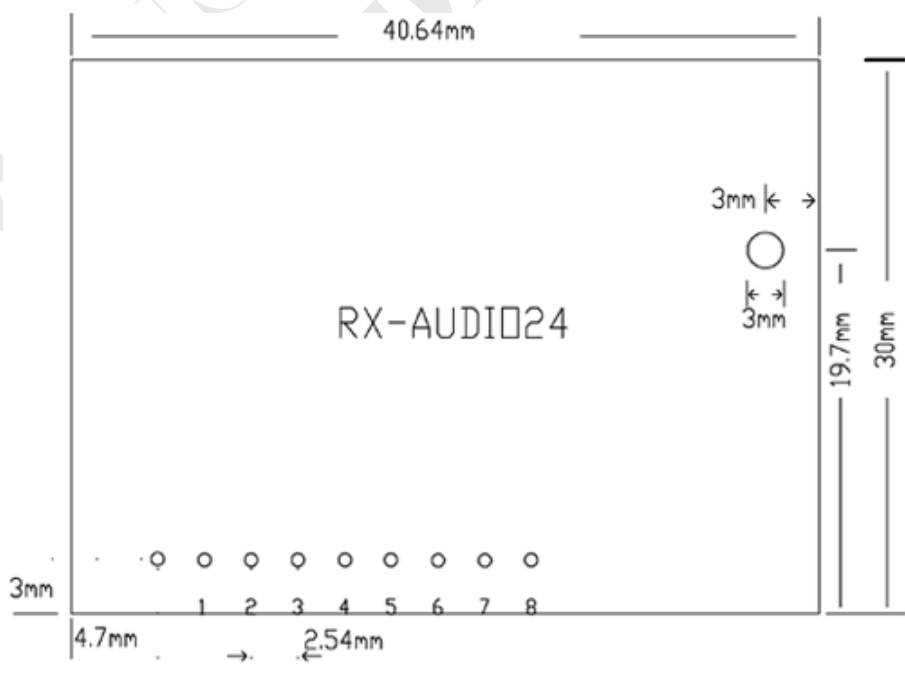
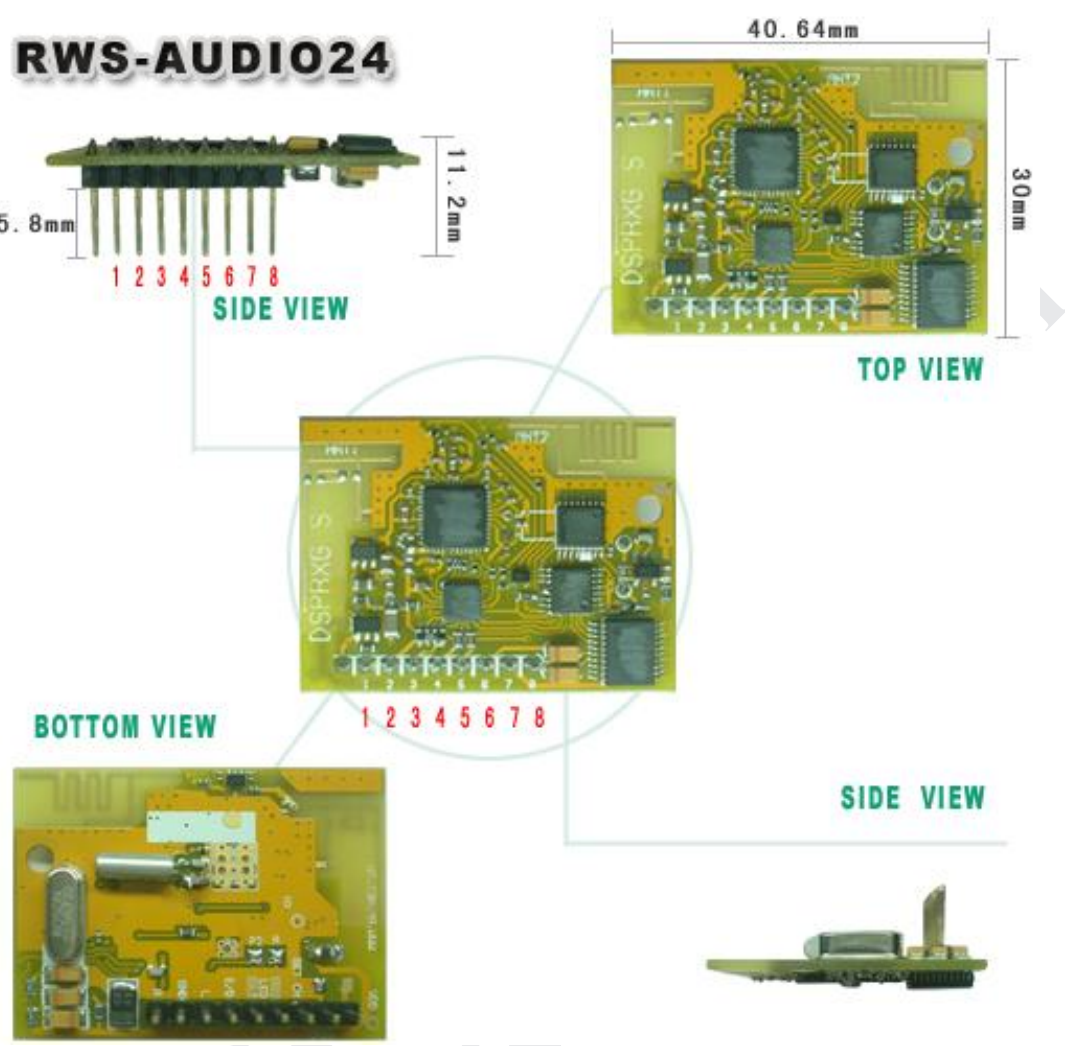
Application

- Special design for anti-disruption under audio signal transmission.
- Digital audio transmission at full CD quality.
- Provide mute function
- Transmitter and receiver channel memory
- Volume memory
- Low power design: When close the transmitter, the receiver will automatically enter to sleep condition, so that can save power consumption.
- When transmitter changes the freq., the receiver will automatically lock freq. after first time searching the new freq. In the future, when transmitter changes the channel again, the receiver will auto lock the freq.
- One transmitter can correspond with many receivers at the same time.
- Digital volume control: The volume of receiver side is controlled by transmitter side.
- Applications: Wireless Speaker, Wireless Headphone, Wireless Home Theater, Wireless Head free , Wireless Microphone, Wireless Baby Monitor, Wireless Portable, Wireless Automotive Audio.

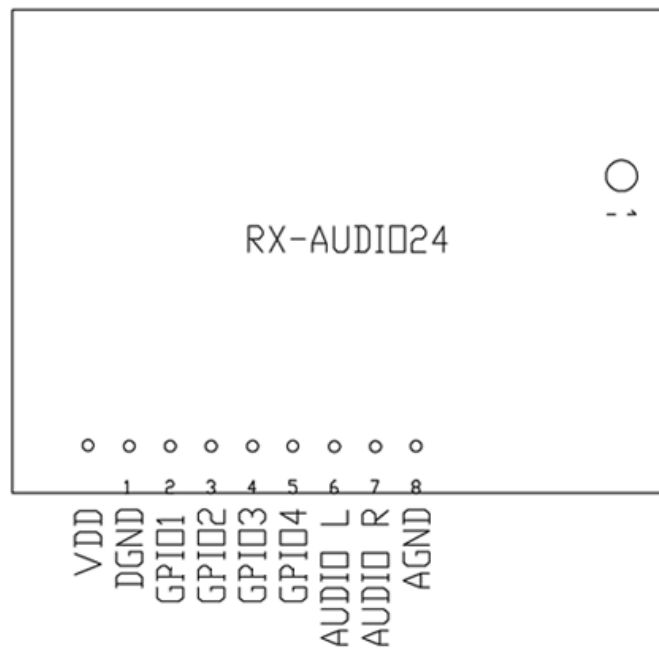
Specification

| | |
|------------------------------|-------------------|
| Frequency Range | 2400~2449MHz |
| Channel | Auto search |
| Working Voltage | 3~5V |
| Modulation | GFSK |
| Mode of Transmission | RF digital |
| Frequency Band | 1MHz |
| Power Consumption | 35mA |
| Frequency Response | 20Hz~ 20KHz,-6dBm |
| THD | 0.3% (1W) |
| Channel Separation | 43~51dBm |
| Max Volume Noise | 0.85mV |
| SN Ratio | 80dBm(Typical) |
| Dynamic Range | 80dBm(Typical) |
| Operating Temperature | -10~+70°C |
| Antenna | Dipole |

Size



Pin Assignment



| | |
|----------------|-------------------------|
| VDD | power |
| DGND | number signal earth |
| GPIO1 | LED |
| GPIO2 | may define |
| GPIO3 | search channel button |
| GPIO4 | control amplifier power |
| AUDIO L | AUDIO L |
| AUDIO R | AUDIO R |
| AGND | simulate signal AGND |