

# <u>SB-10</u>

# **GENERATOR OF GAME MACHINES SOUND**

The SB-10 module is an electronic generator of typical game machines sound, shoots, movements, etc.. Specillay designed for toy industries, game machines, small-scale model, etc... It includes connections terminals to make more easy the assmebly.

### TECHNICAL CHARACTERISTICS.

Voltage.	
Minimum Consumption.	
Maximum Consumption.	150 mA.
Output Impedance.	
Maximum R.M.S Output Power.	
Protection aginst Polarity Imnversion.	
Output Impedance. Maximum R.M.S Output Power.	8 - 16   . 325 mW. (8   ) / 162 mW. (16   )

### OPERATING.

**POWER SUPPLY.** The SB-10 circuit had to be supplied by a 12 VDC (from 8 up to 15 V DC) power supply correctly filtered. We recommended you the FE-2 power supply which has been developed to perfectly answer to the circuit needs. Install a fuse and a switch has it is indicated on the schedule. Both are necessary for the module's protection as well as for your own safety, as it is required by the "CE" regulations. Connect the positive of the power supply to the positive terminal indicated in the wiring map, then connect the negative of the power supply to the negative terminal indicated in the circuit.

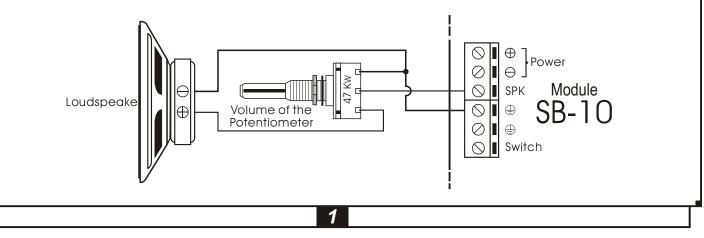
To obtain a correct module's operating, we suggest you to insulate the module from mains parasites, installing between 230 V AC input and Transformer a mains filter. See the correspondinf paragraph. **Verify that the assembly is correct**.

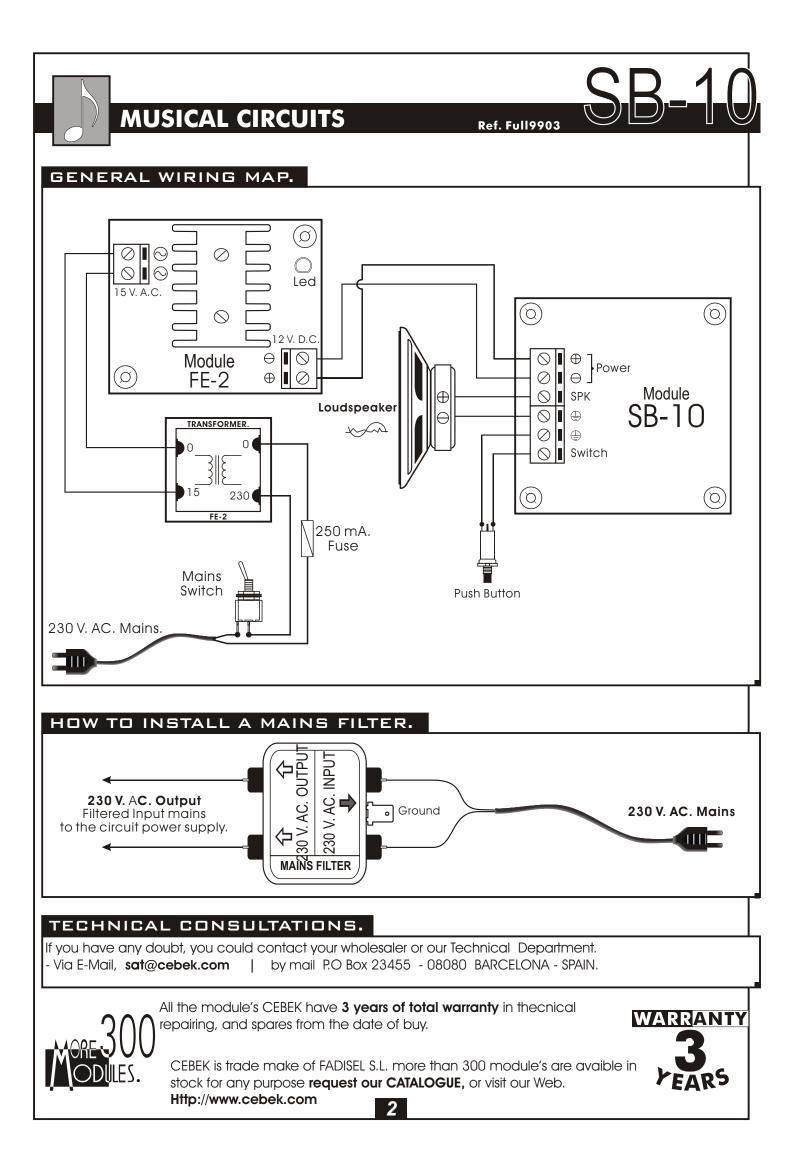
**INSTALLATION.** Install a push button and a loudspeaker at the indicated terminals. See the General Wiring Map paragraph. To obtain a correct module's operating, you have to use quality push button and loudspeaker with 1 W. As minimum.

For the cabling between push button and module, the length has to be as short as possible, with a maximum of 50 cm. Use shielded cable, connecting the main wire to the negative terminal of the push button and try to do a cabling inferior than 150 cm.

**OPERATING.** Once module's connections done you could activate the mains switch to supply the module. Each time you press the push button, module will generate different game machine sounds. If you fasity and shortly press consecutive several times, the module will generate several sounds, creating acontinous effect. To continuously generate a sound, you only have to maintain pressed the push button, thi ssound will be generated till you release the push button.

If you wish to control the volume level generated by the module, you have to install at the loudspeaker output, a 47 KW logarythmic potentiometer. See the corresponding schedule.





## **X-ON Electronics**

Largest Supplier of Electrical and Electronic Components

Click to view similar products for Velleman manufacturer:

Other Similar products are found below :

 MK137
 MK106
 K2622
 K/DIODE1
 72-6514
 MK108
 K8072
 K2634
 80-7352
 K/TF300
 MK149
 HPS140MK2
 VM100
 MK123
 MK144

 MK152
 K8086
 K/RES-E12
 MK190
 MK134
 K/TRANS1
 CD018
 K1803
 K/RES-E3
 MK111
 MK100
 OMSB36
 K/CAP1
 MK109

 MK120
 MK135
 MK150
 MK112
 VTHH6
 VTHH6
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K
 K