

## DATA SHEET

## Simulated FFCS, High Fidelity, Analog Audio Part No 11073

Rev -

## Features:

- Plastic Housing Molded in Color
- Tactical switches and knobs
- Mounting holes match tactical device
- Line-level Audio w/mic preamp
- USB Digital I/O
- Locking USB connector



## **Product Description**

The High-Fidelity Simulated FFCS has the capabilities for connection of a single headset to access 6 radio channels and one intercom. It is compatible with standard H-250 handsets, CVC helmets, and Bose Tri-Port headsets.

Digital I/O is interfaced through a single USB port from a locking connector on the right side of the unit. A Windows driver is provided for digital I/O which includes the switch settings and PTT switch for each headset.

Audio I/O is interfaced through a 19 pin circular connector on the left side of the unit (see Table 1 for pinout). DC power (6VDC to 24VDC) can also be provided on this connector for powering certain tactical headset microphones. Microphone pre-amplifiers with programmable gain are provided by the internal circuitry. Headphone amplifiers with adjustable volume (from the volume control on the unit) are provided by the internal circuitry. All audio signals in and out of the audio interface connector are line-level.

This High-Fidelity model is built around a plastic housing with very similar size of the tactical component (see Figure 1 for envelope dimensions). It is equipped with connections on the bottom of the unit for use with one handset/headset. External connections to the device are:

- 19 pin circular connector for line-level audio and headset power (necessary when using CVC or Bose Tri-Port headsets)
- Locking mini USB connection for digital I/O

Audio Interface Connector Amphenol PT02A-14-19S Pin Name <sup>1</sup>	Signal
В	MIC (+)
A	MIC (-)
М	MIC Shield
D	Headphone (+)
R	Headphone (-)
V	Headphone Shield
G	MIC Power (6VDC - 24VDC)
F	MIC Power Common

<sup>1</sup> Pin names that are not listed are not connected internally.

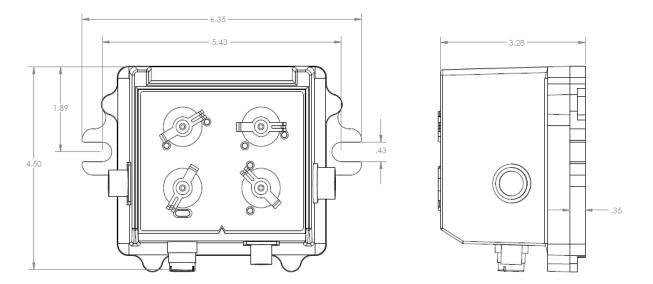


Figure 1 – Size and Mounting Hole Locations